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GM'S MISCELLANY:
DUNGEON DRESSING



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GM'S MISCELLANY: DUNGEON DRESSING

Tired of 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 nonessential details? Want to make your dungeons feel more realistic? Then GM's Miscellany: Dungeon Dressing is for you! This gigantic compilation comprises all 34 instalments in the line as well as scores of riddles, new material and design essays by Creighton.

GM's Miscellany: Dungeon Dressing presents loads of great features to add to your dungeon. Designed to be used both during preparation or actual play, GM's Miscellany: Dungeon Dressing is an invaluable addition to any GM's armoury!

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ABOUT THE DESIGNERS

Ben Armitage's long hiatus before his return to gaming will inevitably be triumphant. Well, in his mind anyway. Ben started in role-playing games by forcing his younger brother to play while trapped on long car rides en route to family vacations. Obscure Tolkien and Marvel knockoffs comprised the initial offerings before playing HeroQuest with friends until the box fell apart. When another friend put together an AD&D 2nd Edition game, it was love at first sight. Well, not really, but what a good time! His long break from gaming came after a TPK in Ravenloft and about 15 years of life...

Now, a patent attorney and small business owner, Ben enjoys reading, writing, gaming, sports and any activity with his wife and three young children. He also brews beer while pretending to use his chemistry degrees. Ben currently plays Pathfinder in a small family game and writes for Raging Swan Press, Open Design and a few other upcoming projects.

Aaron Bailey is an avid dungeon delver with over a decade of experience in facing the villainous dangers created by his best friend and GM Dave I'ons (who it must be said inspired Aaron to be a GM and to design games).

Aaron is looking to broaden his RPG horizons by running a pathfinder campaign as previously he had only played AD&D 2nd Edition. Aaron lives in Luton, just north of London in the UK with his most adored wife and their furry family of 4 cats.

John Bennett makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

Creighton Broadhurst lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to

enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at creightonbroadhurst.com.

Brian Gregory is an old school gamer returned from the wasteland of real life with a passion to play games and meet people. After looking on while others wrote for publication; he's finally gotten off the sideline. As a model builder, painter and GM he has taken up the mission to add writer and designer to his list of credits. With a passion for setting the scene so that others may tell the story, he has sought out ways for GMs to add flavour and texture to their settings.

New to publication and being a freelancer he is started his long journey. He brings with him 25 years of running and playing role-playing games of various genres. A former professional chef, he turns his ability to mix up various ingredients into a recipe for fun and creativity. Whether on the fly or in a planned session his goal is to make developing the inspirational details more accessible. Brian lives in Saint Louis, Missouri and is grateful to have the four wonderful seasons. His home is shared by his cat, which still cannot help pay the bills. Known for producing good food and brewing good beer; he loves sharing his passion for life and fun with new people.

Jeff Erwin is a freelance writer and editor, living near Santa Cruz, California. He has recently written for Paizo Publishing and Louis J. Porter Jr. Design, as well as numerous fan publications. He re-entered the freelancer community after a decade-long hiatus, having produced several unpublished works for Iron Crown Enterprises's *Middle-earth Roleplaying* and Green Knight's edition of *Pendragon*. He's fond of nasty traps, forbidding doors, and weird fiction. Someday, he'll get his Indian fantasy setting for *Pathfinder* into print. In quasi-real life, he's a single father, a youth librarian and a poet.

James F.D. Graham is an aspiring RPG writer/designer who is working hard to break into the business of RPGs. He caught the bug after participating in the 2009 RPG Superstar Contest by Paizo Publishing and blushing admits he made it into the top 8. He is currently juggling his duties as a stay-at-home dad with endless tinkering of house rules and producing his own content, as well as leading and playing several campaigns with friends.

James has a B.A. in History with an interest in piracy (the original kind, not electronic!). He resides in Halifax, Nova Scotia along with his impish nine-month old son and his roguish, and utterly supportive, wife.

Eric Hindley is a proud weaver of many paths and an expert in every field (or at least a jack of all trades). He began his RPG career in the early 1990s, badgering his friends to let him have the 17 Cha he needed to play 2nd edition paladins at every

chance. He migrated to 3rd edition in 2000 because the book was shiny and new out front of a Coles bookstore on some kind of cardboard display. Pathfinder caught his interest almost immediately after being announced, and he has been a firm believer ever since.

He began GMing primarily to force other people to play with him while at university in Toronto. After honing his skills picking off characters in the far-flung town of Banff, Alberta, Canada, he is currently exploring new campaign worlds with a variety of groups. Most of the rest of his time is spent painting toy soldiers for Warhammer (both fantasy and 40k) and Warmachine, working in the entertainment industry as a technician or tormenting an assortment of cats (and occasionally his wife, Kalyna).

Eric was a competitor in Paizo's RPG Superstar competition in 2010 and 2011, and won Open Design's Tin Crown in 2012.

Thomas King was born in a small town in Ontario, Canada. He has endured many trials in his young life, most significantly a bout with cancer. He has had a lifelong passion for gaming,

role-playing games in particular, and has an almost encyclopaedic knowledge of the Pathfinder rules. He enjoys reading, writing, and building and painting models. Many have said he is quite intelligent and possesses a gift with words, despite a less than stellar education and a reputation for acts of idiocy. Thomas likes to think he is living proof that one is capable of being smart and an idiot at the same time. He currently lives with his family in the small town of Georgetown, just outside Toronto.

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine,



and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow*, and *Honor and Shadow*. He has previously worked for Raging Swan Press on *So What's the Zombie Like*, *Anyway?*, *Dungeon Dressing: Secret Doors*, *Dungeon Dressing: Thrones* and *Wilderness Dressing: Travellers*.

Jacob W. Michaels, a newspaper editor in eastern Pennsylvania, has been gaming for 30 years, since he was introduced to Dungeons and Dragons in the third grade. He's a two-time finalist in Paizo's RPG Superstar competition, making the Top 16 in 2012 and 2014. In addition to having his first module, *Ironwall Gap Must Hold*, published in 2013 with *Adventure a Week*, he has had work published in Raging Swan Press' *Random Encounters: Wilderness* and Jon Brazer Enterprises' *Treasury of the Sands* as well as the *Wayfinder* fanzin.

He lives with his faithful hound, Holiday, who hasn't inherited his interest in gaming, but enjoys when her dog friends come over during games. His parents and sister have always been supportive of his hobby, and he appreciates his fiancée's encouragement, even if her reaction to watching her first (and only) gaming session was "there are some things you can never unsee."

David Posener adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe. David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

Brian J. Ratcliff was born and raised in south-central Texas, where he lived for 18 years before moving to Arizona, meeting his first gaming group, and being introduced to the video game *Neverwinter Nights* and through it to D&D 3.5 in 2003. He has since relocated to Chattanooga, Tennessee, where he works as a member of an accounting firm; by nights he tinkers with *Pathfinder* gaming ideas and homebrew setting and resources, and works his way toward completing a vast array of fiction stories. When not gaming, working on gaming projects, writing, or brainstorming with his co-author, he enjoys reading fantasy, sci-fi, and/or anything that blends the two, playing video games (primarily console JRPGs), and spending time with his family's five dogs.

Pierre van Rooden is a web developer for a Dutch broadcasting company, who spends a significant time of his free time writing adventure games. He started writing for the RPGA in 2001, and after a decade discovered he was still writing, but now being paid a lot less. A definite sign that he shouldn't give up his daytime job yet.

Fun things he got to write include *Collateral*, *Shattered* and *Wrath of the Tomb of Horrors* (for the RPGA's Living Greyhawk), *The Sign of Four* and *The Sschindylryn Heresy* (for the RPGA's Living Forgotten Realms), and a Dead Gods article for *Dragon* magazine. The *Cultists of Havra Zhoul* for Raging Swan is the first Pathfinder book he wrote, making him one of the people that shatters the barriers of the edition war, and shows that all role-playing games are equal (though some may be more equal than others).

All of the above is total gibberish to his Japanese wife and two cats, who let him get on with his games as long as he brings home the catnip.

Liz Smith was born in the UK and has lived there ever since. Introduced to RPGs at the age of 14 she has been involved with them one way or another ever since, most notably in the long-running Joe Wood Commoner Campaign. Quiet, observant and an avid reader, she mostly finds herself pushed into the GM seat for games, leading to a long list of characters that find their way out in her writing, since they never have a chance to be played. She somehow manages to fit a lot of things into a 24-hour day, becoming a full-time writer in 2002. Repeatedly hit over the head by ideas and books, she is now a published poet, non-fiction writer and novelist, and is proud to be able to add RPG work to the list.

Mike Welham has been gaming off-and-on for over 30 years. While he has played using numerous game systems, he has always had a fondness for Dungeons & Dragons and its offshoots. The third edition of Dungeons & Dragons renewed a flagging interest in roleplaying games, but the introduction of Pathfinder sparked a long-dormant desire to write for roleplaying games. Mike has written for Clockwork Gnome Publishing, Open Design, Paizo, and Rite Publishing, and (much to his surprise) he won Paizo's RPG Superstar contest in 2012. He is quite happy with the prospect of his first publication with Raging Swan Press.

Mike lives in Kernersville, North Carolina, with his ever-patient wife, two roleplaying game-savvy children (one has started his university career, however), a puggle, three cats and a turtle. He believes the solution to the impending empty nest syndrome will be to allow more creatures of his imagination to make themselves at home.

DUNGEON DESIGN

THINGS TO KNOW ABOUT A DUNGEON

PCs ARE AN INQUISITIVE LOT. IRRITATINGLY THE MORE SUCCESSFUL ONES DON'T JUST CHARGE INTO THE NEAREST DUNGEON IN SEARCH OF LOOT AND GLORY. THEY ASK QUESTIONS. LOTS OF QUESTIONS.

A wise man once said that knowledge is power. One of the principles of successful adventuring is reconnaissance. Knowing what the party is going to face before they face it enables them to purchase the right equipment, memorise the proper spells and even higher appropriate henchfolk and hirelings. Clever and wise PCs start their reconnaissance before they even enter the dungeon!

A prepared GM should be able to answer these important questions about the dungeon:

- Who built the dungeon?
- Why was the dungeon built?
- What major events have occurred in the dungeon?
- What is the dungeon called? Why?
- Why would the party want to explore the dungeon?
- What legends and rumours are associated with the dungeon?
- Does the dungeon have more than one entrance?
- Does the dungeon have any particularly well known features or locations?
- What secret(s) does the dungeon conceal?
- What general perils lurk in the dungeon?

Having this kind of information at his fingertips enables a GM to provide the appropriate information at the appropriate time. (Instead of revealing too much or making hasty choices that lead to confusion later on). Of course, not all the information the PCs

gather will be true and accurate. Sources can be deliberately wrong or merely mislead. Others can provide correct information, but from their own perspective. For example, a lowly man-at-arms who sees a wizard cast a *fireball* might describe that worthy personage as an archmage!

But from where will the clever PCs gain this information?

- Sages and other scholarly folk.
- Adventurers who have already been in the dungeon.
- Escaped slaves and prisoners.
- Ancient and not so ancient documents (journals, diaries, maps and so on).
- Current rumours.
- Legends.
- Talkative (or easily bribed) dungeon denizens.
- Skills.
- Spells.

So those are the general kind of questions PCs will (or more accurately should) ask about a dungeon before they delve into its depths. Having the answers ready (assuming they manage to find them) rewards clever play. It also ensures the GM does not accidentally reveal some important secret he wanted to keep secret until later.



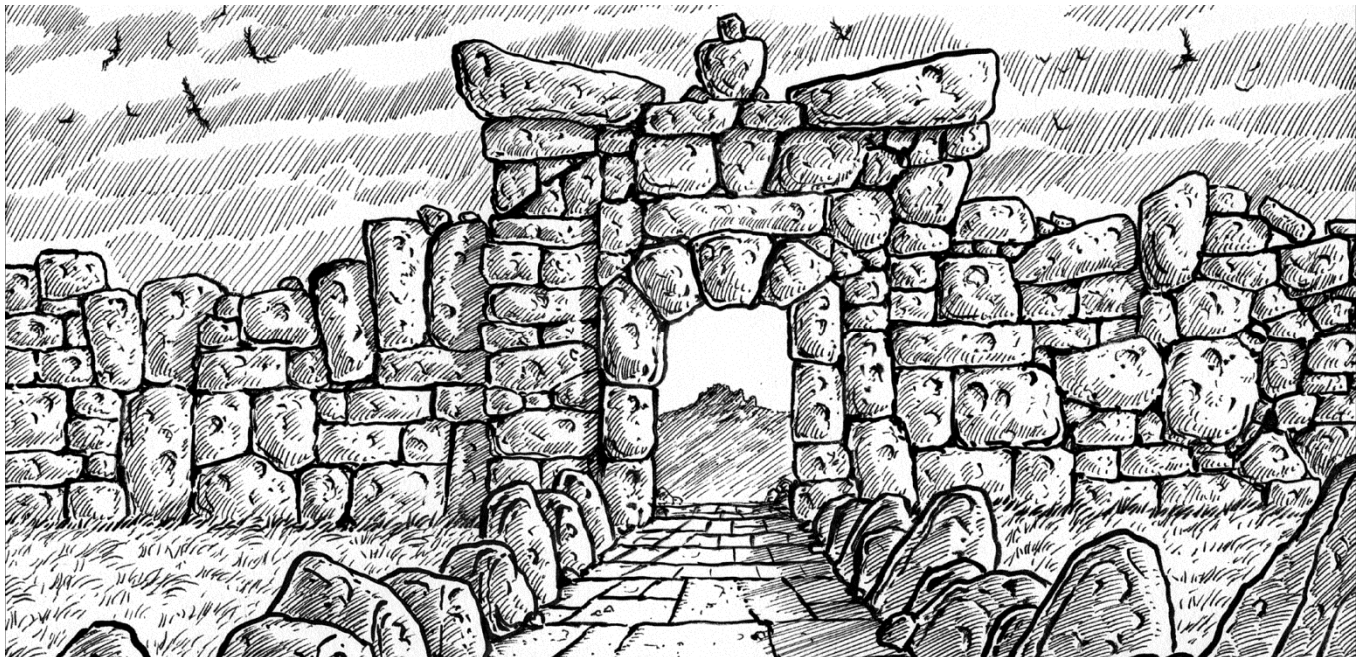
THE DUNGEON'S PURPOSE

A DUNGEON NEEDS TO BE SO MUCH MORE THAN A HOLE IN THE GROUND STUFFED FULL OF MONSTERS AND TREASURES. A DUNGEON WITHOUT A PURPOSE IS A POOR DUNGEON INDEED.

In almost all cases, someone at some point made the decision to build the dungeon. An undertaking of such magnitude is unlikely to be done on a whim. Whoever built the dungeon did so for a specific purpose. That purpose shapes the layout and feel of the place. There are several types of dungeon:

- **Fortress or Refuge:** Built as a place to withstand a natural disaster or one's enemies the dungeon is heavily fortified. Entry is difficult and likely individual levels, sub-levels or places of importance will feature additional defensive points.
- **Lair or Home:** Some villains feel safer underground and live there with their minions. Such a location will have everything the villains needs for long-term living. A villain's personal quarters will be the most defensible location.
- **Mine:** Built to find minerals, metals or gems a mine is likely a long, rambling affair. It lacks many of the features of a normal dungeon and may or may not be still active.
- **Temple:** Built to venerate a deity (or possibly a whole pantheon) a dungeon designed as a temple was likely built to worship a power of darkness or death. Alternatively, a temple dedicated to a good deity may have been built to ward approaches to an entry to the Ebon Realm or other place of fell aspect.
- **Tomb, Crypt or Sepulchre:** Built to house the earthly remains of some great personage, a tomb, crypt or sepulchre is likely to have undead within. It is also likely to have many shrines. It could house one body, or thousands.
- **Cellar:** Originally built as a cellar to an above ground building such as a castle or church, the dungeon has survived the destruction of the above structure.
- **Sewer:** Built to carry waste away from a settlement, a sewer is a filthy, loathsome place.
- **Colony or Community:** Some communities choose to live underground. Such locations are often extensive and ramble over several levels. They contain everything needed for underground life.

It's also important to remember a dungeon might not still serve its original purpose. New inhabitants may use it for their own purposes. If this is the case, the new inhabitants will modify the dungeon to suit their own needs.



DUNGEON DESIGN

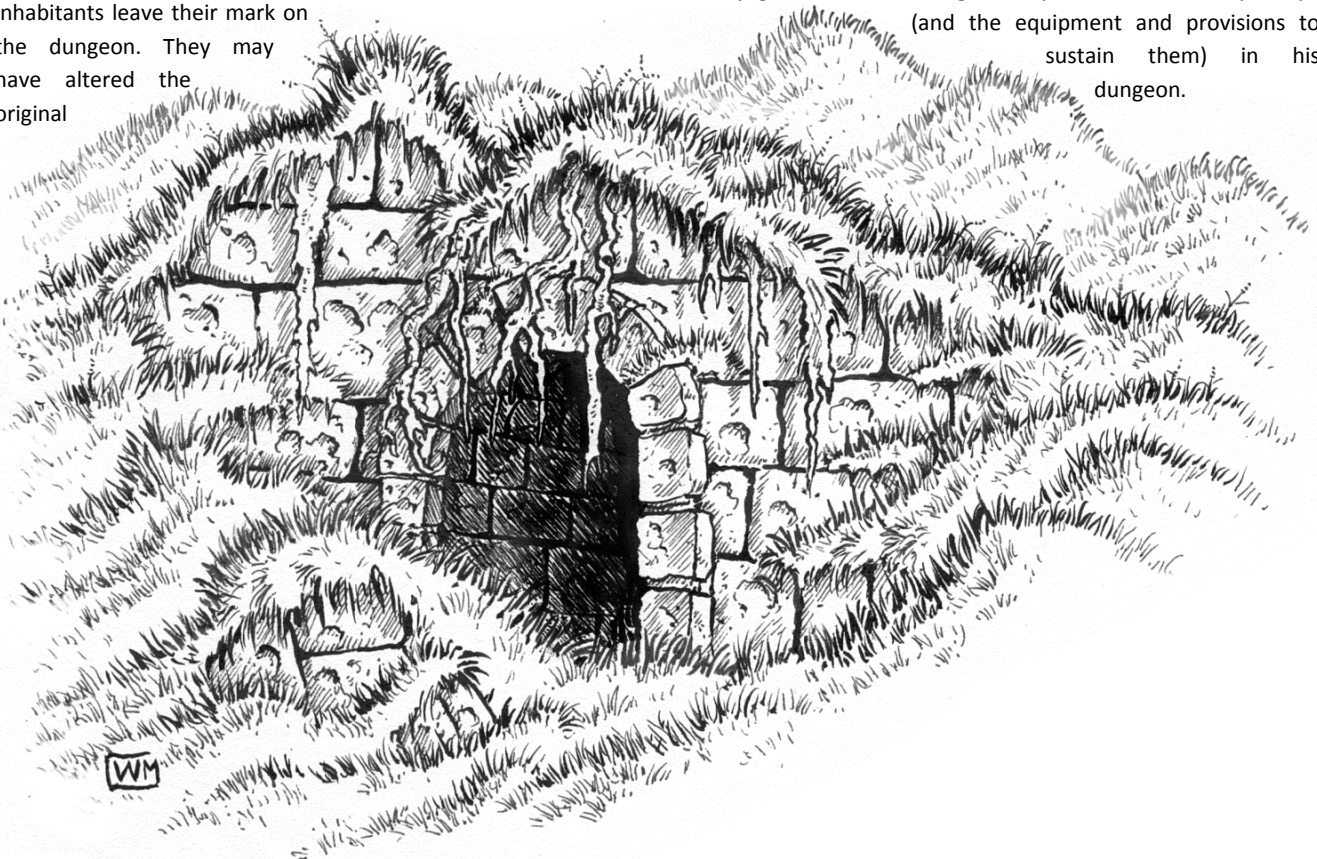
DUNGEONS THAT ARE NOTHING MORE THAN A SERIES OF ROOMS CONTAINING A RANDOM ASSORTMENT OF MONSTERS AND TREASURES AND THAT HAVE NO REAL REASON FOR EXISTING ARE THE RESULT OF SLOPPY, LAZY DESIGN.

To create memorable dungeons, a GM should consider many more factors than simply what to stick in its rooms. When designing a dungeon, consider the following factors:

- **Original Purpose of the Dungeon:** A dungeon designed as a gigantic tomb is going to look and feel completely different to one that was once a grand temple. In either case, the builders construct different kinds of rooms, chambers and corridors based on what they needed the dungeon to do.
- **Who Built the Dungeon:** The dungeon's builder inevitably leaves his mark on the dungeon. From grandiose statues of himself to particular room features the PCs can detect even a long-dead builder's influence on the dungeon.
- **Current Purpose of the Dungeon:** Even if the dungeon was originally conceived as the tomb of an powerful mage, the orc tribe that now lurks within will adapt and change portions of it to suit their needs.
- **Dungeon Inhabitants:** The dungeon's past and present inhabitants leave their mark on the dungeon. They may have altered the original

structure, decorated it in distinctive fashions and so on.

- **History of the Dungeon:** A dungeon's history inevitably affects its disposition when the PCs delve within. If an earthquake struck the dungeon, for example, evidence of the damage it inflicted is likely all around. A dungeon's age also affects the conditions of many of its features. Wooden doors rot, metal portcullises rust and so on.
- **Fame of the Dungeon:** Some dungeons become famous (perhaps for the dangers or treasures within); such locations attract more than their fair share of adventures. Settlements may even spring up nearby to service the many adventurers trying their luck in the dungeon.
- **Upcoming Events:** Upcoming events can affect the dungeon. For example, a dungeon hosting a battle of annihilation between duergar and troglodytes will have signs of not just the current conflict but upcoming battles (which might include traps, fortification and so on). An evil mastermind planning to subjugate the surrounding countryside will have many troops (and the equipment and provisions to sustain them) in his dungeon.



DUNGEON ECOLOGY

DESIGNING A DUNGEON BADLY IS A DODDLE – JUST SKETCH SOME ROOMS OUT AND RANDOMLY STOCK THEM WITH MONSTERS AND TREASURE. TAKING A LITTLE EXTRA TIME TO CONSIDER THE BASICS, THOUGH, IS TIME WELL SPENT.

I've previously talked about the big picture when it comes to dungeon design. Just as important, though, as questions about who built the dungeon and why are more mundane details. The devil is in the detail, after all. Ignoring the basic characteristics of a dungeon and its inhabitants can shatter the players' suspension of disbelief.

THE ULTIMATE IN BAD DESIGN

It's Magic! This is the ultimate rationale for lazy design. "It's magic" can sweep away almost any logical inconsistency. All it says to me as a publisher, though, is that either the freelancer doesn't care about creating a plausible dungeon or he doesn't know he's failed horribly. (Of course, some extra-planar dungeons or the lair of a powerful wizard could prove the exception to this rule, but such examples are few and far between).

THE BASICS

- **Food & Water:** Of course, some dungeon denizens – elementals and undead to name but two – normally don't need to eat or drink. Most others, however, require sustenance to survive. If the means to acquire food and drink do not exist in the dungeon they must be acquired elsewhere (preferably from somewhere close by).
- **Access:** Pretty much every denizen of the dungeon needs to move about. Creatures need to gather food and water, at the most basic level. They may also trade or work with their neighbours, creep forth to raid the surface lands and so on. To do this they need to have access to a means of entering and exiting the dungeon. The classic example of this done badly is the monster living in a room that is only accessed through the lair of another. Sure, the two might be allied, but would you really live in a place in which you were totally beholden to your neighbour for everything?
- **Conflict & Alliances:** It is very unlikely the denizens of a dungeon exist in a bubble of isolation, not interacting with each other. As in any community, alliances, rivalries and conflicts will be present among the dungeon denizens. Clever explorers can learn of these and exploit them to their advantage.
- **Why Are They There?** Consider why the denizens are actually living in the dungeon. Have they chosen to be there? Are they

trapped? Are they here because they are searching for something? Shocking, most monsters don't just hang around in a room and wait to be slaughtered by rampaging adventurers.

- **Light:** While most won't, some dungeon denizens need light. If they do need it, they must have a means of providing light practically continually.

UNOCCUPIED ROOMS

Empty rooms are a vital part of dungeon design that have fallen out of fashion in recent years through the tyranny of falling page counts and increased space given to the crunchy bits of modules.

Unoccupied rooms can contain furniture, hidden secrets, interesting dungeon features and even treasure! Skilled players can learn a lot about a dungeon by poking around empty rooms.

Dungeons need empty rooms because:

- **Provide a Change of Pace:** They provide a break from the constant grind of combat that often occurs in dungeon delving and allow players to catch their breath.
- **Enable Skill Checks:** Such locations practically beg to be investigated. Perception checks, Knowledge checks and so on can all be used to learn more about the location. Canny players can use this information to their advantage. If, for example, the party explore an unoccupied barracks and note there are 20 bunk beds in the room, they get a good idea of the size of the garrison. That could be very useful information to have.
- **A Place To Rest:** If the party are in need of rest, an empty room is the perfect place to hunker down for the night. An easily defensible, empty room or one that is remote from the main complex is even better!
- **Verisimilitude:** Not every room in a dungeon should be stuffed full of villains waiting to be slain. Some rooms are used for storage, meeting, sleeping or ceremonial purposes. They won't be all occupied all the time. If every room is occupied by foes it is very hard for the PCs to move through the dungeon without every denizen charging to the aid of their companions. Such a situation usually ends up in a very large, bloody and long-winded fight the PCs have no real chance of winning (and is probably crushingly boring).
- **Dressing:** Empty rooms can be interesting places to poke about. They can contain interesting odds and ends that although not intrinsically valuable build on the flavour and style of the dungeon.

DUNGEON DRESSING

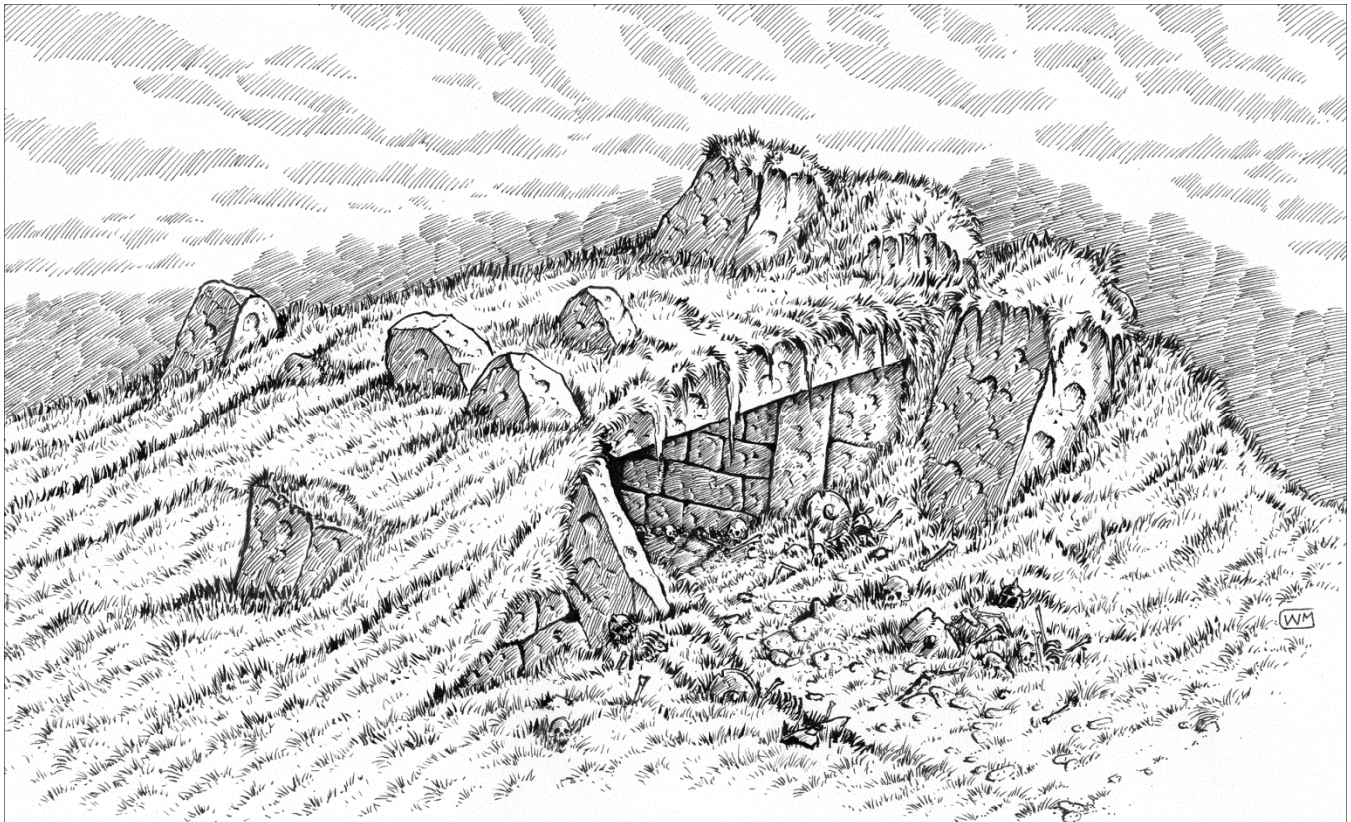
MUSTY DUNGEON CORRIDORS SET WITH UNEVEN FLAGSTONES WHOSE WALLS ARE DAUBED IN GOBLIN GRAFFITI ARE INFINITELY MORE INTERESTING THAN “A DUNGEON CORRIDOR.”

Dungeon dressing is one of the most important things a GM can do to bring his dungeon (and campaign) alive. Sadly, because it's not a crucial aspect of dungeon design – it's not as important as stat blocks, for example – most GMs don't have time to dress their dungeons. That's a shame as there are many great reasons to dress a dungeon:

- **World Building:** If you waffle on about the ancient style of dwarven mining or the fascinating intricacies of goblin art the players will likely switch off and go to sleep. If you casually mention the intricate locking mechanism of a stone door, the players immediately want to know more.
- **Verisimilitude:** Dungeons are not sterile, unchanging environments; explorers and inhabitants all leave signs of their presence within. Crude graffiti daubed on the walls, skeletal remains, carved pillars and more all add a sense of realism to the place which helps players maintain their suspension of disbelief.

- **Story Telling:** What happened in the dungeon before the PCs got there? Dungeon dressing can give the players some of the answer. Were the orcs slaughtered by something large and obviously powerful or are the signs of flooding, earthquake or other calamity everywhere?
- **Foreshadowing:** Are the dungeon denizens working toward some evil scheme? If they are, on doubt, the PCs will be able to find signs of their work throughout the dungeon. Does the dungeon periodically flood? If so, signs will be evident throughout the complex and give canny players a warning that something bad might be about to happen.

When dressing a room (or entire dungeon), don't go mad with detail. Adding too much detail creates confusion and eventual apathy in players; in effect, they don't see the wood for the trees. Instead, concentrate on a couple of interesting features in each area.



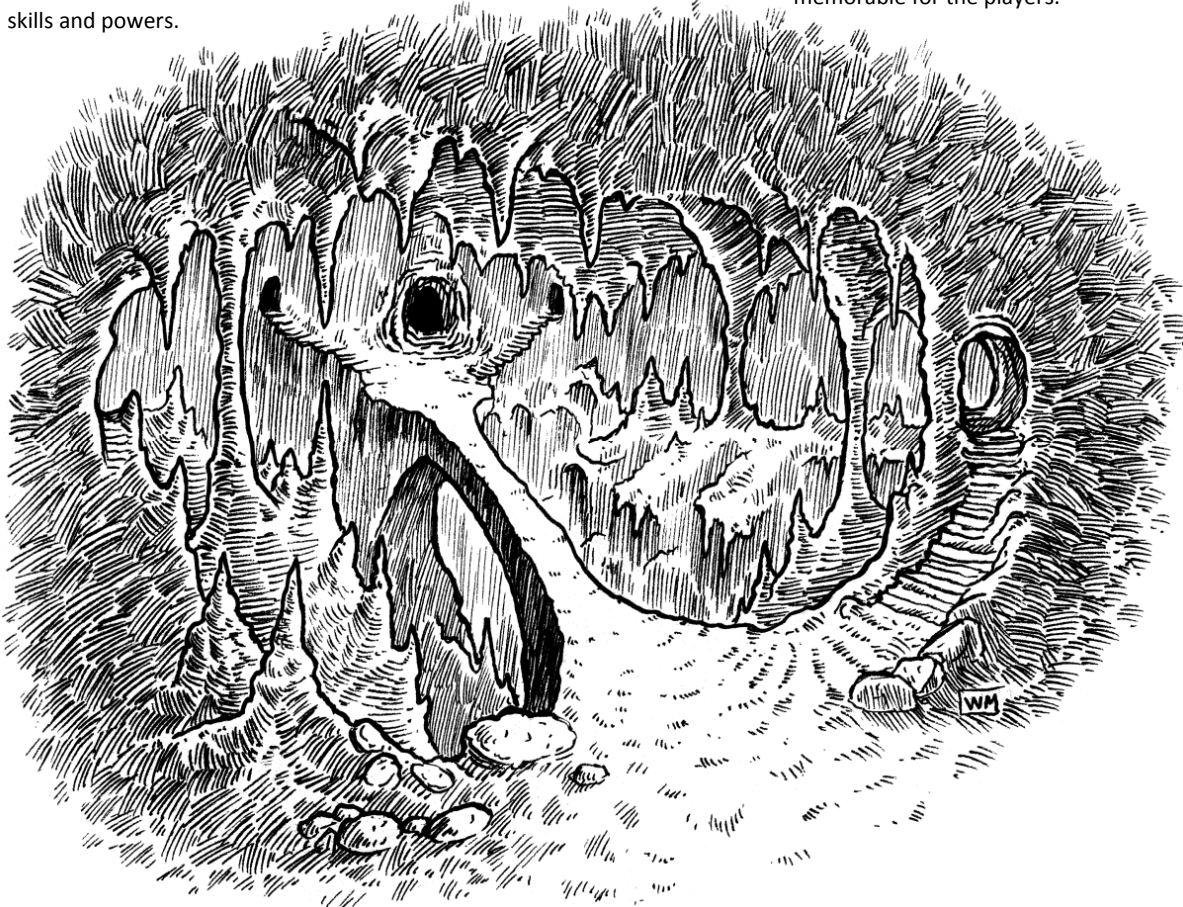
DUNGEON PHYSICALITY

A GOOD DUNGEON FORCES EXPLORERS TO INTERACT WITH ITS TERRAIN FEATURES. DUNGEONS WITH NOTHING BUT SMOOTH FLOORS, FEATURELESS WALLS AND PLAIN CEILINGS REALISE ONLY A FRACTION OF THEIR POTENTIAL.

A superior dungeon gives the PCs a chance to interact with its physicality. During a delve, combat should not be the only physical challenge explorers face. No matter the game system you use for dungeon delving, it likely features rules for dealing with physical challenges such as climbing, swimming and jumping.

GMs should consider the physicality of their dungeons for several reasons:

- **Problem Solving:** A deep chasm presents a challenge wholly different to a tricky fight and forces explorers to problem solve if they want to overcome the challenge. Such challenges promote team work, lateral thinking and clever play.
- **Change of Pace:** Dungeons featuring nothing but battles can get boring quickly. Dungeons with significant physical challenges not only promote a change of pace, but also enable the PCs to use other, non-combat related skills and powers.
- **Interesting Fights:** Battles fought upon a slippery stair or on the brink of a pit are inherently more exciting than those fought in a normal, featureless corridor and provide combatants with different tactical options. Similarly, smaller features such as statues, rubble and so on shape the battlefield and provide smaller game-related benefits for clever combatants.
- **Segment the Dungeon:** Large terrain features – lakes, chasms, raging rivers and so on – can segment the dungeon and provide an excellent reason for areas of different flavour. They can act as barriers to exploration or obvious “signposts” the PCs are entering a different level, sub-level or area.
- **Flavour & Verisimilitude:** To a reasonable degree, flavour and verisimilitude are good things. They make the dungeon more believable and real. Providing this backdrop differentiates the dungeon from other similar complexes and makes it more memorable for the players.



PRINCIPLES OF MEGADUNGEON DESIGN

DESIGNING A MEGADUNGEON IS HARD. IF YOU DON'T GET THE DUNGEON'S METAPHORICAL FOUNDATIONS RIGHT, YOU ARE WASTING YOUR TIME.

Over the last forty years, countless dungeons and hundreds of megadungeons have graced GM's campaigns all over the world. Detailing such a locale is a gigantic undertaking. When designing a megadungeon, keep in mind the following criteria:

LAYOUT & DESIGN

- **Name:** The megadungeon should have a cool, flavoursome name.
- **Multiple Entrances:** There should be several different ways of getting into the dungeon. While all might not be obvious (secret entrances are cool) most should be easy to find by all but the most blinkered explorer. Entrances set in the midpoint of the dungeon provide access to dungeon levels both above and below the entranceway.
- **The deeper you go, the more dangerous it is and the greater the rewards.** This is a tradition of dungeon design. However, it is better restated as the further from the main entrance you go, the greater the danger and greater the rewards. Some dungeons may go up not down or could run for miles and miles at roughly the same depth.
- **Each level (or sub-level) has a distinctive flavour.** This flavour shouldn't be unnecessarily odd just for the sake of flavour. For example, a sub-level of twisted natural passageways home to degenerate and feral derro seeking a way down to a deeper level is an example of good flavour. A level dominated by a mad alchemist who has no connection or relevance to the greater dungeon is bad flavour.
- **Sub-Levels:** Smaller, self-contained areas, sub-levels enable the GM to inject different kinds of flavour or monsters into the dungeon. Sub-levels may only be accessible from one normal dungeon level. Some may be secret while others may provide a relatively safe haven for explorers.
- **There should be multiple connections between levels and sub-levels.** The PCs should have freedom of choice to decide which parts of the megadungeon they explore. Access points between levels often serve as choke points. The more access points there are, the easier it is for dungeon denizens to move about and the more choices the players have. Some connections should be hidden or secret. Not all should proceed only to the next level; some may provide access to multiple levels or may miss one or two levels out (for example a connection might exist between levels 1 and 4).
- **Secret & Remarkable Connections:** Not all connections between levels and sublevels should be a standard staircase. A dried up well shaft, flooded passage or chasm are all good examples of other connections.
- **Players should have meaningful choices:** This doesn't mean the party get to choose which door to use to get to the villain's throne room. Rather, the complex's layout enables the PCs to pursue multiple paths through the dungeon, exploring different areas, sub-levels and levels as they choose. Wherever possible, the PCs should enjoy freedom of movement through the dungeon and not be forced down a set path.
- **Links to the deepest dungeon of all.** The megadungeon should have one or more links to the Ebon Realm. This link provides tremendous design freedom to include strange, ancient monsters crawling up from the lightless depths in search of prey. It essentially answers loads of tricky questions about how and why certain monsters came to be in the dungeon.
- **It should all make sense (to a certain extent).** Realism is good to a certain extent, but realism for realism's sake is pointless. Worrying about the minutia of dungeon design is time spent not crafting exciting encounters and flavoursome dungeon levels and encounters. Enough information should be present for a GM to answer most basic questions about the dungeon, and no more. For example, deciding where the dungeon's denizens get their drinking water is important. Worrying about the minutia of the dungeon food chain is not.
- **Minor Elevation Shifts:** Dungeon levels should rarely be flat. Minor shifts in elevation can confuse explorers. Are they on the same level or are they not?
- **Extra-Dimensional Spaces:** Used sparingly, extra-dimensional spaces provide an interesting change of pace to exploration.
- **Level Size:** The dungeon levels should be of various sizes. Not all should fit on a single piece of graph paper. Some especially large levels may use a larger scale per square.

HISTORY & MINUTIA

- **Details, details, details. But not too many details.** Empty rooms are boring. Standard corridors are boring. Dungeon dressing is an excellent cure for boring areas. Are the flagstones broken and cracked? Does dried blood splatter the wall in an otherwise empty room? Such details build verisimilitude and give the feeling the dungeon is a live setting.
- **The megadungeon needs a decent reason for existing.** The megadungeon must have or have had a reason to exist. Did an ancient race use it as their lair, or did a wizard retreat underground to continue his strange (and undoubtedly

dangerous) research? Whatever the reason, it will have left its mark on the dungeon's layout, architecture and style.

- **There should be secrets to uncover.** Be it secret doors, lost treasures or shocking discoveries about the dungeon itself, the complex should have secrets. The PCs should be able to uncover these as a result of good, attentive play.
- **Relevant and discoverable back story:** The dungeon must have a relevant and discoverable back story. The greatest back story in the world is pointless if the PCs never get to interact with, discover and understand it. Knowledge of the dungeon's history shouldn't be automatic – they should have to work for it. Having knowledge of some or all of the complex's history should provide insights into the dungeon (and perhaps even in-game advantages).

DENIZENS & CHALLENGE

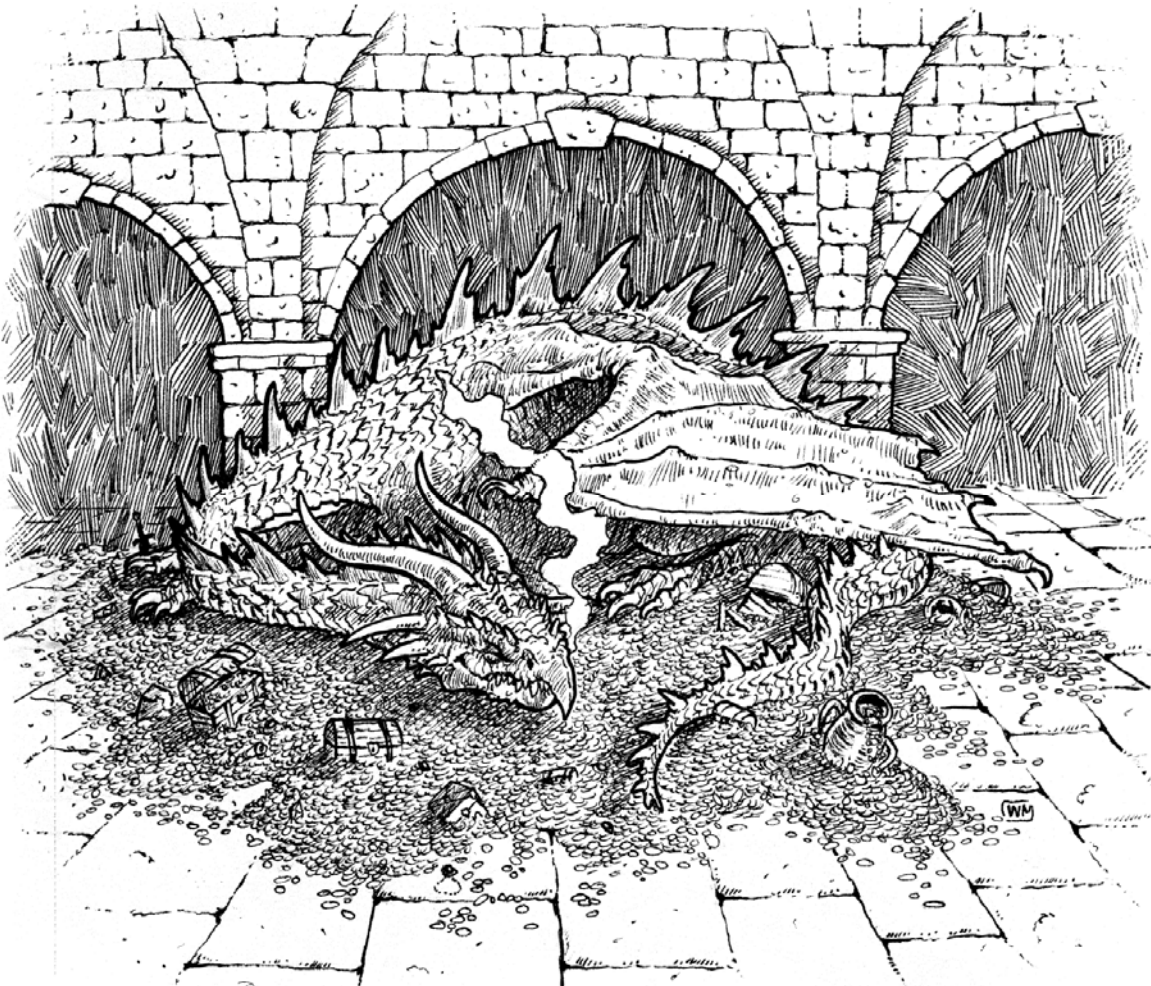
- **Wheels within wheels:** The megadungeon should have an overall boss or super villain. This individual doesn't need to be in charge of everyone in the dungeon, but he should be the most powerful and influential figure therein. He will have many sub-leaders or vassals; many of these will command

their own level or sub-level.

- **Away with the 15-minute adventuring day.** If every room contains a life or death struggle in which one or more PCs end up unconscious or dead the dungeon turns into an unending grind. The PCs do a room or two and then retreat to rest. That's boring game play. Instead, the dungeon's design should promote long-term delving. Parties should be able to explore at least a dozen rooms before resting. Easier fights, unoccupied rooms and easily if dealt with properly battles are all excellent tools to prolong the adventuring day.
- **Wandering Monsters:** Monsters don't just sit in their chambers waiting to be slaughtered. Some move about – either because they are scavengers or because they have things to do. Random encounters adds both an extra level of uncertainty to exploration and to the realistic feel of the place.

NEARBY

- **Settlements:** One or more settlements should lie within relatively easy reach of the dungeon. This provides explorers somewhere to retreat to between forays. Here they can rest, recruit help, buy and sell magic items and so on.



ALTERNATE DUNGEONS

THE ICONIC VIEW OF A DUNGEON IS OF A CONSTRUCTED UNDERGROUND COMPLEX STUFFED FULL OF MONSTERS AND LOOT. THERE ARE OTHER KINDS OF DUNGEON, THOUGH, RIPE FOR ADVENTURE.

Dungeons are perhaps the iconic location of many fantasy roleplaying games. These deep subterranean complexes have rooms, corridors, doors and other familiar features. This isn't the only kind of dungeon, though. Other dungeon-like venues for adventure exist.

A few examples of alternate locales for a dungeon adventure include:

- **Buildings:** Castles, cathedrals, haunted manor houses or even particularly capacious warehouses could all make a great dungeon locale. With windows, roofs and possibly battlements, such locations would undoubtedly have many more access points than a normal dungeon. Such “dungeon” could even be set in the middle of a town or city!
- **Caves:** Networks of natural caves can serve as excellent dungeons in their own rights. In all likelihood, the denizens will make some effort to make them more comfortable – levelling the floor and so on – and such locales could extend for miles. Because nature has done much of the construction work, these locations are particularly attractive. They are probably the second most commonly encountered dungeon type. Even the caves themselves can be atypical. Networks of ice caves, sunken cave systems hidden deep beneath the ocean's waves and even the warrens of gigantic insects could all make excellent adventure sites.
- **Sewers:** Terrific venues for a dungeon adventure, sewers are rife with noisome denizens and disease.

Their proximity to the streets above provides explorers with easy access and a safe place to retreat to after a foray. Because sewers are often as extensive as the settlement which they serve, they can be particularly expansive.

- **Mines:** Often of dwarven construction, mines differ from a standard dungeon in terms of function and form. The layout and architecture of the place will be different and it will in all likelihood lack many of the traditional rooms such as throne room, prisons, torture chambers and so on.
- **Huge trees:** A fixture in ancient forests and elven domains, the trunks and branches of huge trees can be large enough to contain a dungeon. Either the dungeon could be built among the tree's branches, or it could be carved into the its trunk.
- **Demi-planes:** These are perhaps the most fantastical of all dungeons. Created by powerful folk such as archmages and demi-gods, demi-planes are an excellent venue for a dungeon. Here time may flow differently, magic may be subtly (or unsubtly) altered and even the laws of physics may be different. Extra-dimensional spaces also fall into this category. Both can be as large or small as a GM desires.

- **Gigantic Spider Web:** Vast colonies of spiders – or several huge spiders – could conceivably create an incredibly vast web with rooms and corridors on many different levels.

- **Dense Vegetation:** Where vegetation is particularly dense – perhaps in primal forests, for example – trails become corridors and clearings become rooms. Such locales could be the demesne of fey creatures or even a cabal of druids.



DUNGEON DRESSING

ALTARS: CHARACTERISTICS & APPEARANCE

Altars dedicated to dark, forbidden powers are a staple of many fantasy dungeons. Here evil high priests officiate over bloody, blasphemous services or cultists gather to worship their terrible patron. Such places are thus often an excellent place to find and slay said evil-doers or to recover their hidden treasures. A few such locales have even established a tenuous link with the deity itself and strange, odd effects occur in the immediate vicinity.

CONSTRUCTION

Most altars are hewn from stone, but where stone is impractical or too expensive, some are crafted from wood (being nothing more than a sturdy table perhaps with a cloth or banner thrown across it). In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter altars made of even rarer, stranger or valuable materials such as glass, mithral, gold, iron and so on. Altars dedicated to dark powers are also often crafted of thousands of bone.

ALTAR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	200	25
Glass*	2	100	25
Iron	10	300	30
Stone (Hewn)	8	900	50
Wood	5	60	20

*magically treated

COMMON CHARACTERISTICS

Most altars have the following characteristics:

Size: Altars are normally about 4 ft. high, 10 ft. long and 5 ft. wide.

COMMON PROTECTIVE SPELLS

Many altars are protected by one or more spell effects. Some are permanent while others are established as required. A brief list of such affects includes:

- *Alarm*
- *Deeper darkness*
- *Desecrate*
- *Fire trap*
- *Glyph of warding*
- *Magic mouth*
- *Phantom trap*
- *Unhallow* (with linked spell effect)

Some altars are also protected by magical traps. Details of suitable spells appear on page 8.

Carvings: Comparatively few altars are plain and unadorned. Most – at the least – feature carvings of the relevant unholy symbol while others feature elaborate depictions of the deity itself, legendary objects or members of the faith and so on.

Higher Ground: A character can leap atop an altar with a DC 16 Acrobatics check. A combatant atop an altar gains the benefit of higher ground (+1 on melee attacks against opponents on the ground).

Cover: The altar grants cover (+4 AC, +2 Reflex save).

HIDDEN TREASURES, DEADLY TRAPS

As places sacred to their faith, altars are often protected by traps – either magical or mundane – and more often than not have hidden niches or compartments within. Such niches often hold holy relics, powerful magic items, great wealth or other objects of great significance to the faithful.

Occasionally, the entire altar is designed to swing out of the way to reveal a secret space below it. This space may hold even more treasure or serves as the resting place for a powerful or revered member of the faith. Alternatively, the altar could conceal a hidden stair descending to a crypt, burial place or secret private shrine. Such places are vigorously protected by lurking undead and guardians constructs.

Traps protecting altars are designed so that worshippers don't accidentally set them off. Such mechanical traps often have bypass switches while magic traps may be bypassed by speaking a specific ritual phrase or prayer, or by displaying the unholy symbol of the deity in question.

WHAT'S ON THE ALTAR?

Beyond the condition of the altar as determined on Table 2, altars dedicated to evil powers normally have certain objects of worship on them or nearby. The list below is a brief summary of some such items:

- Bone, skulls or the remains of sacrificial victims
- Brazier
- Candles or other light source (perhaps a *continual flame*)
- Gong, drum, bells, chimes and other ceremonial instruments
- Idols
- Incense burner
- Lamp
- Manacles or masterwork manacles
- Offertory container
- Prayer books
- Sacrificial dagger, scourge, whip or other weapon
- Unholy symbol

A quick perusal of the table below reveals the characteristics listed below are almost exclusively for altars dedicated to evil gods, demons or devils.

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

D%	
01-05	An unholy symbol is carved into the front of the altar in exquisite detail.
06-10	The altar is made of very rough, porous rock. Blood has soaked into the pores giving it a mottled brown and black appearance.
11-12	The altar is hewn from a black, glittering stone. Its edges are rough and sharp.
13-14	The altar slopes slightly downwards in one direction. A lip at the bottom end is encrusted with blood.
15-16	Drainage channels criss-cross the altar's upper surface and run to two small fonts, one at either end of the altar.
17-18	The altar has a secret compartment (DC 30 Perception). Pressing a small skull (or other minor carved decoration) opens the compartment.
19-20	The altar has a secret compartment within (DC 25 Perception check locates). Pressing an unholy symbol of the god into a shallow depression behind the altar opens the compartment.
21-22	Intricate scrollwork decorates every surface of the altar. Religious symbols and images of the god are hidden within.
23-24	A large carving of religious significance decorates the front of the altar.
25-26	Niches in the front of the altar hold grinning skulls. Streaks of dried blood cover each skull.
27-28	The altar stands upon a 5 ft. high dais.
29-30	Pillars depicting the altar's patron deity flank the altar. Each is well detailed.
31-32	A <i>continual flame</i> burns upon the altar's surface.
33-34	An <i>unhallow</i> spell protects the altar and surrounding shrine. If the altar is still used, a secondary spell effect may be present.
35-36	The altar stands in a shadowy, cramped alcove hidden behind a lurid tapestry. Intricate carving and scrollwork covers the walls.
37-38	Niches in the rear of the altar hold books and other items of religious significance.
39-40	The altar is hollow and serves as the tomb of a devout worshipper.
41-42	Many small holes pierce the altar. Wind blowing through the holes creates a whining sound.
43-44	The front of the altar is carved to represent a demonic head. Small red gems serve as its eyes and its tongue protrudes in an obscene fashion.
45-46	The altar is a simple rectangle of stone.
47-48	The altar is only 2 ft. high.

49-50	The altar is 6 ft. high; ceremonial steps behind it enable the priest to carry out services. The steps are narrow and steep; a landing at the top provides a modicum of comfort for the officiating priest.
51-52	The altar has a hinged lid which accesses a large compartment within.
53-54	The altar hides a secret set of stairs leading to a crypt or treasure vault (DC 30 Perception check reveals).
55-56	The altar is a huge natural stalagmite which has had its top carved away.
57-58	The altar is fused to the floor (DC 23 Knowledge [arcana] reveals <i>stone shape</i> was used to craft the altar).
59-60	Many small holes adorn the front of the altar; each holds a small, low-value gem.
61-62	Many small holes pierce the altar; a hinged lid accesses a fire pit within. It is full of ash.
63-64	Religious teachings are carved into the front of the altar.
65-66	Fused bones form an armour of sorts over the altar. The bones are those of previous priests and other devout worshippers.
67-68	The altar is composed of fused bones.
69-70	A shallow bone pit surrounds the altar.
71-72	A narrow trench surrounds the altar; it is full of oil. When lit, it burns for 5 minutes, creating a thin wall of flame 2 ft. high.
73-74	Several stone candlesticks stud each end of the altar. Liberal amounts of dried wax cover the candlesticks which all contain half-burnt candles.
75-76	Stout manacles are mortared into the altar. The key to the manacles is hidden in a grinning skull carving on the rear face of the altar (DC 20 Perception check locates).
77-78	The altar is immense – it could easily hold a prostrate Large-sized creature.
79-80	A mosaic decorates the top of the altar.
81-82	A stone lectern is built into one side of the altar.
83-84	The altar slopes downwards to a font in front of it. Grooves on the altar top lead into the font.
85-86	A metal grill covers the altar's surface. Below lies a fire pit. Manacles are attached to the grill.
87-88	A permanent <i>alarm</i> protects the altar and activates when a nonbeliever comes within 10 ft.
89-90	A permanent <i>ghost sound</i> projects the sound of wailing and moaning (or other sinister sounds) from the altar.
91-92	A permanent <i>symbol</i> (determine type randomly) wards the altar.
93-94	The altar is trapped. (See page 8 for examples).
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

ALTARS: DRESSING & FEATURES

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

D%	
1	Several half-burnt candles stand in pools of wax on the altar.
2	A skull with its top cut off sits on the altar. A huge candle emerges from the skull.
3	Spots of dried blood speckle the top of the altar.
4	Rusting manacles (DC 30 Escape Artist, DC 24 Break) are mortared into the altar.
5	A big dried bloodstain covers the altar's top.
6	The surface of the altar is chipped and dented.
7	The shards of broken manacles lie on the altar.
8	A skeleton lies atop the altar.
9	The shards of a curved bloodstained dagger lie on the floor in front of the altar.
10	Cobwebs cover the altar. Many small spiders scuttle within.
11	Mould sprouts from several large bloodstains on one side of the altar. The stains are old and dry.
12	Masterwork manacles (DC 35 Escape Artist, DC 28 Break) are mortared into the altar.
13	Insects live in the cracks around the altar and feed on sacrifices' blood.
14	A mouldy cloth covers the altar.
15	The altar is scorched and burnt. Charred bones and ash cover its surface.
16	The altar has been deformed by a <i>stone shape</i> .
17	A pool of dried melted wax almost covers the altar. Red and white wax mix to form a lurid, smear of colour.
18	Luminescent fungus grows over the altar, giving it and its immediate surrounds a dim green glow.
19	Two blackened skeletons lie in front of the altar.
20	Holes stud the altar's flanks; they once held small gems but are now empty.
21	The faint smell of incense hangs in the air around the altar. Several incense burners are in evidence on the altar.
22	Shadows seem to hang in the air around the altar. Nonmagical illumination in a 10 ft. radius around the altar is reduced by one step.
23	The remains of a crude campfire cover the floor behind the altar. The campfire is old and the ashes are cold.
24	Graffiti – denigrating the altar's patron power – covers its top.
25	A <i>hallow</i> spell is centred on the altar.
26	A great crack runs through the altar as if the stone had suffered a single, massive blow.
27	A pile of skulls decorates the altar.
28	The altar is clean and obviously well tended.

29	The altar's decorative carvings have been chipped and defaced; signs of a crude attempt to repair them are evident.
30	Worthless offerings – mouldy food, broken and rusted weapons and so on – cover the altar top.
31	A few silver and copper coins lie amid the dust of the altar top.
32	Several empty vials lie on the floor nearby. They once contained holy water – divine symbols of goodness and light are inscribed into their caps.
33	A <i>deeper darkness</i> is centred on the altar.
34	A chipped and broken hourglass lies on its side atop the altar.
35	The altar is battered and smashed; it has evidently been repeatedly struck with a heavy object.
36	A small pool of partially dried oil – about that held in a standard flask – has pooled at the altar's base.
37	The altar held a secret compartment, but its lid has been ripped off; the compartment is empty.
38	Daubed on the front of the altar is the single word, "Blasphemy."
39	The skeletal remains of several humanoids litter the ground around the altar. (These could be sacrificial victims or those slain by a trap.)
40	A <i>magic mouth</i> has been cast on the altar. When activated, it shouts, "Fools! This is a sacred place. Flee or die." The mouth appears on the rear of the altar so it is not normally visible to those approaching the altar.
41	The faint outline of several runes is evident, in the thick dust covering the altar.
42	Flecks of silver cover the altar (this is the dried-up remains of a flask of holy water).
43	Deep piles of smashed and ground bones cover the altar. A shattered skull lies at the centre of each pile.
44	A circle of silver filings (the remains of a <i>magic circle</i> spell) surrounds the altar.
45	Several small chalked pentagrams decorate the altar's top. A DC 20 Knowledge (arcana) reveals they deal with summoning evil spirits.
46	A pile of putrid, bloodstained rags lie behind the altar. They are heavy and rancid.
47	Black mould grows on the rear of the altar. A DC 15 Knowledge (dungeoneering) check reveals it to be harmless.
48	A font pierces the centre of the altar. Several vials-worth of unholy water lie within.
49	Cracked and broken bones lie strewn about the altar. They are of humanoid origin; something has broken them open to get at the marrow within.
50	Suspiciously cold air surrounds the altar.

51	The paving stones around the altar have been pried up – previous explorers searched this area for treasure long ago.
52	The base of the altar is chipped and scratched. (Explorers tried to lever the altar up believing there to be a hidden space below).
53	Part of the ceiling has collapsed, covering the badly damaged altar in rubble and dust.
54	Newly trimmed and unused candles cover much of the altar's top. Dried wax holds them in place.
55	A hole has been smashed into the top of the altar to reveal a secret niche within. The niche is empty of everything but dust.
56	The altar has a secret compartment within (DC 25 Perception reveals) but the catch to access it has long since broken. Characters must smash their way through the altar (hardness 8, hp 40; DC 28 Break) to access the niche.
57	The floor around the altar has been meticulously cleaned.
58	A small gong stands atop the altar; it is tarnished and battered. An unholy symbol is inscribed into its centre. Of its hammer, there is no sign.
59	Ashes cover the altar. A DC 15 Perception check reveals the remains of several partially burnt pages and book covers. All are of unholy origin.
60	The altar and the ground beneath it are split by a great crack in the rock. A DC 28 Knowledge (arcana) check reveals the damage was caused by an <i>earthquake</i> .
61	The altar lies on its side – as if a being of great strength flipped it over. Where it once stood, a narrow burial niches pierces the floor. Except dust and a faded burial shift, the niche is empty.
62	Certain parts of the altar's decorative carvings have been melted away by acid. The "scars" on the altar are very noticeable.
63	Primitive offerings – animal teeth, shiny pebbles, shells and so forth are scattered across the altar.
64	The altar has been painted jet black; the paint is now peeling, giving the stone a mottled look.
65	Graffiti denigrating the altar's patron power covers the altar. Strenuous attempts have been made to clean off the blasphemous words; the whole is now horribly smeared.
66	Daubed on the altar top in blood are the words, "Dark Lord, Forgive Me."
67	The altar is standing up on its end.
68	Ripped and torn priests' robes lie crumpled in a pile near the altar. They could be bloodstained, scorched etc.
69	Water dripping down from the ceiling above has soaked the altar. A small puddle surrounds it.
70	Pottery shards, probably once a bowl, cover the floor around the altar.
71	An offering bowl lies on its side, on the altar. Under it, a single copper coin remains.

72	Broken and smashed idols lie about the altar.
73	The flagstones around the altar are cracked. The cracks radiate out from the altar.
74	A serrated sword blade (the remains of an activated trap) stands proud from the altar top.
75	Blood red mould grows over part of the altar. In the dark it radiates a dim crimson light. A DC 15 knowledge (dungeoneering) check reveals it to be harmless.
76	The air around the altar is particularly humid.
77	Rotting wood lies by the altar.
78	An empty, dusty scroll case lies wedged between the altar and the floor.
79	The original symbol on the altar has been chiselled off and another – the symbol of a good-aligned deity – put in its place.
80	A large chalked pentagram covers the ground in front of the altar.
81	Daubed on the front of the altar is the single word, "Why?"
82	The altar's drainage channels are clogged with a paste of dried blood and dust.
83	A melted pool of slag – once a variety of unholy objects – mars the altar's top.
84	One corner of the altar has crumbled away, as if a wasting disease had infected the stone.
85	A large wrought iron candlestick lies on its side in front of the altar. It is bent and twisted.
86	Skeletal remains of a man wearing mouldering robes are chained to the altar. (The man wears the robes of a temple priest; he was executed by a previous band of adventurers.)
87	A bunch of herbs lies mouldering on the altar.
88	The bloody, severed heads of another adventuring party decorate the altar. Their blood has dripped down onto the floor.
89	Cockroaches feast on the rotting remains of the last sacrificial victim.
90	Dried vomit stains the rear of the altar.
91	A single lit candle set in the absolute centre of the altar dimly illuminates a blank sheet of parchment.
92	The altar feels warm (or cold) to the touch.
93	Silver coins arrayed in a circle surround the altar.
94	Crudely applied whitewash covers the altar.
95	A flagon of (possibly poisoned) wine and a single cup stand atop the altar.
96	"Beware the Wrath of the Righteous" is crudely scratched into the altar.
97	Thousands of shards of glass cover the floor surrounding the altar.
98	A <i>phantom trap</i> protects the altar.
99	Roll twice on this table, ignoring results of 99-100.
100	Roll thrice on this table, ignoring results of 99-100.

ALTARS: TRAPS & TRICKS

Of course, altars 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 used to protect altars.

CRUSHING CEILING CR 6 (2,400 XP)

At your touch, the altar starts to descend slowly into the floor. At the same moment, the ceiling shudders into life and begins its seemingly inexorable descent to the floor.

Search DC 25 Perception; **Type** mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (reveals a slightly raised carving on the altar top pierced by a tiny hole; this lock [DC 30 Disable Device {full-round action}] controls the trap.

Destroy Destroying the altar (AC 2, hardness 8, hp 900, DC 50 Break) destroys the trap.

Trigger Touch (the altar or anything on the altar); **Reset** automatic (1 hour)

Effect When triggered, this trap has the following effects:

Sinking Altar (Round 1) The altar begins to sink into the floor.

The altar is 4 ft. high and sinks 1 ft. per round

Descending Ceiling (Round 1) The ceiling is 25 ft. high when it shudders into action. In round 1, it descends 5 ft.

Closing Door (Round 1) Every stone door (hardness 8, hp 60, DC 28 Break, DC 25 Disable Device [full-round action]) leading into the chamber slams shut and locks.

Sinking Altar & Descending Ceiling (Rounds 2-3) The altar sinks 1

ft. into the ground and the ceiling descends 5 ft. A DC 20 Knowledge (engineering) or DC 25 Perception check reveals the altar's movement controls the ceiling's descent; stopping the altar's descent stops the ceiling.

- **Stopping the Ceiling:** The ceiling cannot be stopped with Disable Device (DC 25), unless the check takes less than four rounds. Characters can make a DC 30 Strength check to arrest the ceiling's progress by jamming something into the gap between the wall and ceiling; characters can aid another on this check.

- **Stopping the Altar:** The altar cannot be stopped with Disable Device (DC 25), unless the check takes less than four rounds. Characters can make a DC 25 Strength check to arrest the altar's progress by jamming something into the gap between it and the floor; up to five characters can aid this check.

Effect (Round 4) Scores of spikes emerge from the ceiling. The ceiling continues descends to 5 ft. above the floor. The altar disappears into the floor.

Effect (Round 5) The ceiling descends 2 ft. and each character in the room is knocked prone before being attacked by 1d4 spikes (+20 attack, 1d8+5/19-20 damage).

Effect (1 hour) The ceiling remains in place for one hour before returning to its normal position. At this time, the altar emerges from the floor and the chamber's doors unlock.

ALTAR SPELL TRAPS

CR	XP	SPELL	TRIGGER	DC*	CL	EFFECT
3	800	<i>Sound burst</i>	Touch	27	3rd	1d8 sonic plus stunned for one round (DC 13 Fortitude negates stun); multiple targets
4	1,200	<i>Bestow curse</i>	Touch	28	5th	-6 to one ability score (DC 14 Will halves)
4	1,200	<i>Mass inflict light wounds</i>	Proximity	30	9th	1d8+9 negative energy damage (DC 17 Will halves); multiple targets
5	1,600	<i>Mass inflict moderate wounds</i>	Proximity	31	11th	2d8+11 negative energy damage (DC 19 Will halves); multiple targets
6	2,400	<i>Mass inflict serious wounds</i>	Proximity	30	13th	3d8+13 negative energy damage (DC 20 Will halves); multiple targets
6	2,400	<i>Slay living</i>	Touch	30	9th	12d6+9 damage (DC 17 Fortitude partial)
6	2,400	<i>Unholy blight</i>	Proximity	29	8th	4d8 damage to good-aligned targets and target sickened for 1d4 rounds (DC 16 Will halves damage and negates sickness); multiple targets
8	4,800	<i>Mass inflict critical wounds</i>	Proximity	33	15th	4d8+15 negative energy damage (DC 22 Will halves); multiple targets
12	19,200	<i>Harm</i>	Touch	31	11th	110 negative energy damage (DC 19 Will halves)
12	19,200	<i>Storm of vengeance</i>	Proximity	34	17th	<i>Round 2:</i> acid rains down (1d6 acid damage); <i>Round 3</i> six lightning bolts (10d6 lightning [DC 23 Reflex halves]); <i>Round 4:</i> hailstones (5d6 bludgeoning damage); <i>Rounds 5-10:</i> violent wind and rain; multiple targets
13	6,400	<i>Destruction</i>	Proximity	32	13th	130 damage (DC 20 Fortitude partial)

*Perception and Disable Device

CURSED IDOL

CR 4 (1,200 XP)

Several misshapen gold idols of ugly, blasphemous toad-like creatures squat upon the altar.

Search DC 28 **Type** magic

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less; **Bypass** casting *remove curse* (DC 14) on each cursed idol removes the curse.

Destroy Destroying an idol (AC 4, hardness 8, hp 30, DC 25 Break) removes its curse.

Trigger Touch (*detect good*); **Reset** automatic (1 minute)

Effect When triggered, this trap has the following effects:

Cursed Idol A *bestow curse* protects each idol on the altar. The curse is inactive until a good-aligned character touches an idol. Such a character touching an idol is subjected to a *bestow curse* (DC 14 Will negates) that radically alters the target's alignment to one as different as possible from the former alignment (so for example, a lawful good character would become chaotic evil).

Variant (CR 5) A good-aligned character touching an altar is targeted by a *confusion* spell.

WHIRLING SKULLS

CR 3 (800 XP)

As you approach, glimmers of light appear in the eye sockets of several skulls set atop the altar.

Search DC 27; **Type** magic

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less; **Bypass** DC 25 Perception (pressing a holy symbol of the relevant deity into the chamber's door).

Destroy Destroying a skull (AC 12, hardness 5, hp 15, DC 20 Break; evasion [+6 Reflex]) defeats that portion of the trap. (Note the skulls are not undead; treat them as objects in regards to energy attacks.)

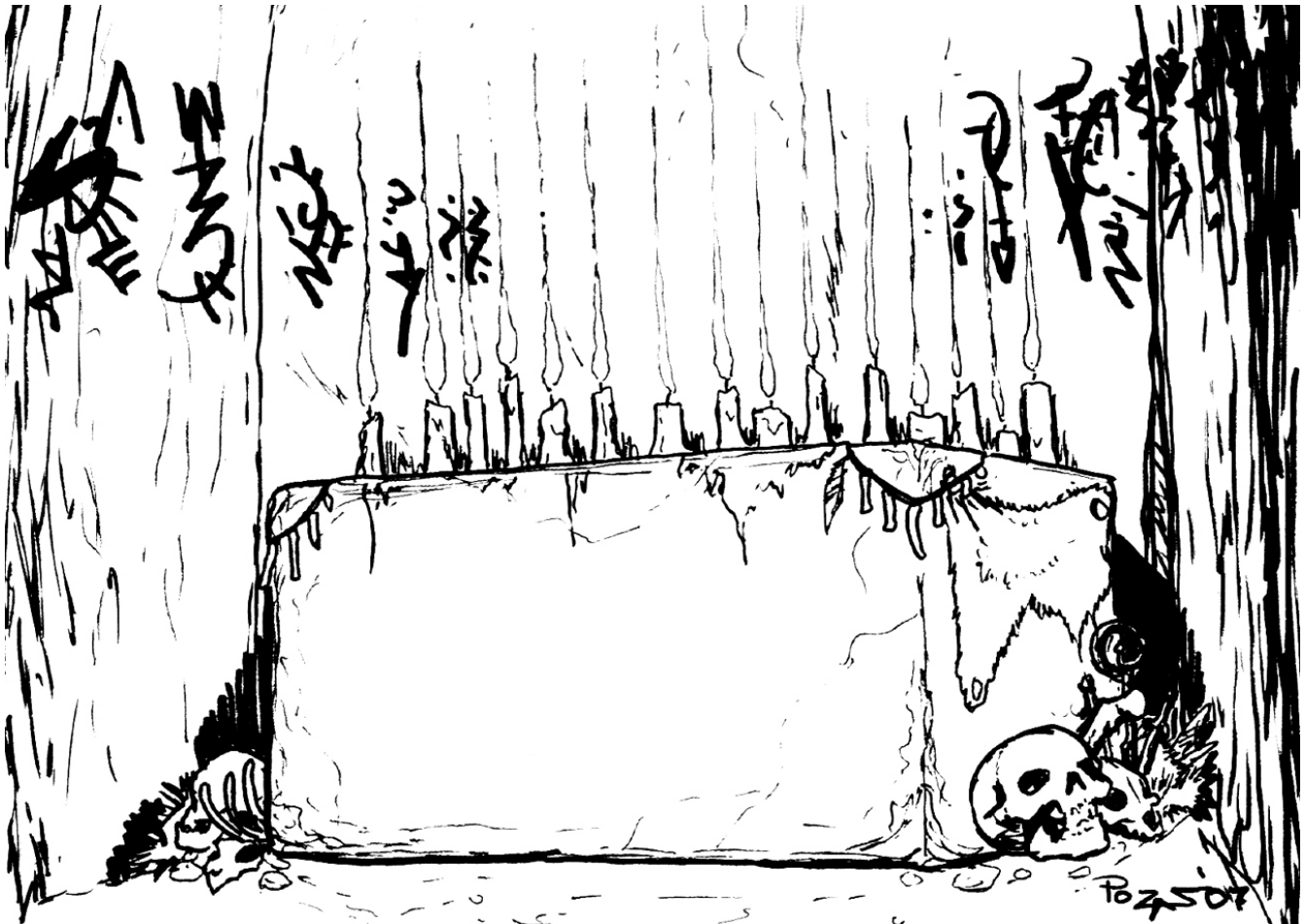
Trigger Proximity (*detect good*; 60 ft. of the altar); **Reset** automatic (1 minute)

Effect When triggered, this trap has the following effects:

Effect (Levitating Skulls) Four skulls hover above the altar and act as noted below.

- **Skull Type 1 (2)** Each round, this skull shoots an heightened *ray of enfeeblement* (CL 4; +4 ranged touch, 1d6+2 Strength damage [DC 13 Fortitude halves]) at a random target.
- **Skull Type 2 (2)** Each round, this skull shoots a *scorching ray* (CL 4; +4 ranged touch, 4d6 fire damage) at a random target.

Duration The skulls attack until all are destroyed or no good-aligned characters remain in the chamber.



ARCHWAYS: CHARACTERISTICS & APPEARANCE

A marvel of architectural engineering the archway lends itself as much to decoration as it does to functionality. The archway provides an open, unhindered transition from one area to another. Their use can make rooms and buildings feel more open and accessible.

An archway that extends beyond the wall it pierces and continues like a hallway is called a vault. These hallways are natural extensions of the archway and are used when the weight supported is spread out over its peak. A series of archways that run along a wall or around a room separating two areas form an arcade.

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

Their decoration can be simple or ornate. Adorned with carvings, paint or tile archways may announce the transition from common areas to those of greater importance. This is often done with imposing designs or bas relief's depicting the importance of the next location. As a method of transition, an archway can be the physical or arcane entrance to somewhere beyond the mundane.

COMMON CHARACTERISTICS

Cunning explorers can use archways to their advantage. Archways have the following basic characteristics:

- **Cover:** Archways provide cover (+4 AC, +2 Reflex).
- **Climbable:** Archways, due to carvings and other details, are fairly easy to scale (DC 15 Climb check).

CONSTRUCTION

Archways can be constructed from a variety of materials and in a wide range of styles.

MATERIAL	HARDNESS	HIT POINT	BREAK DC
Bone	3	50	20
Glass*	2	50	20
Iron	10	90	30
Crystal	6	70	40
Stone (Hewn)	8	90	50
Stone (Mason)	8	90	35
Stone (Natural)	8	90	65
Wood	5	60	20

*Magically treated

Knowledge (engineering) can enable a character to learn more about an archway:

- **Dangerous Construction:** DC 10 Knowledge (engineering).
- **Determine Style or Age:** DC 15 Knowledge (engineering).

ARCHWAY STYLES

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

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

DECORATION

Archways are rarely plain and unadorned. Often the master stonemason or the dungeon's design lavish care and attention decorating them. Use this table to randomly determine the basic kind of decoration present, adding flavour as necessary.

D20	DECORATION
1	Marching warriors
2	Kneeling priests
3	Elaborate scrollwork
4	Dragons
5	Wild beasts
6	Holy symbols
7	Religiously significant images
8	Warriors fighting racial enemies
9	Wilderness scene
10	Prayer or hymn
11	Otherworldly scene
12	A dire warning or curse
13	Magical sigils or runes
14	Bones
15	Clouds
16	Obviously otherworldly scene
17	Tentacles or other ancient, unknowable symbols
18	Famous personalities
19	Carvings are defaced; roll again to determine the kind of decoration featured.
20	Carving is partially finished; roll to determine the kind of decoration featured.

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

D%	
01-05	A simple, yet elegant archway is set into the wall. DC 20 Knowledge (engineering) check denotes its superior construction.
06-10	A rounded archway made of haphazardly, though thickly mortared, evenly cut stones.
11-12	The archway is wide enough for four men to stand side by side and is much higher and more ornate than other nearby features.
13-14	A complex mosaic forms the border of the archway. Tiny glass tiles form a rampant griffin.
15-16	This stacked bone archway is formed from large rib bones, whose tips extend out like overlapping fingers. A DC 20 Knowledge (arcana) reveals them to be dragons' ribs.
17-18	A single block of carved obsidian forms the archway. Its massive size dominates the wall.
19-20	The archway is vaulted for 2d10 feet. The walls are smooth and of exceptional craftsmanship.
21-22	One stone is hollow (DC 25 Perception locates). Inside lies a brass key to a nearby door.
23-24	A riot of painted colours decorates the archway.
25-26	A series of sharp basalt stones protrude from the archway; their edges chipped to a razor edge.
27-28	Black and white streaks colour the archway's mirror smooth granite blocks.
29-30	A rosette carved into the archway's keystone contains a tapered garnet (100 gp).
31-32	Elaborate carvings of tentacles emerging from the floor decorate the archway.
33-34	A portcullis (hardness 10, hp 60, DC 25 Break) blocks the archway. A DC 20 Perception check reveals its hidden lever.
35-36	Carved demonic faces compose the blocks of the archway. Their leering faces laugh and grimace.
37-38	The archway is freestanding in the middle of a chamber or wide passageway.
39-40	The stones of this archway are cut into a bas relief that tells an ancient, but well known, tale.
41-42	An archway set into the middle of a wall forms the frame for a mural of miners or stonemasons.
43-44	Two iron torch sconces flank the archway; both are tilted to the left.
45-46	The stones of tiger eye are inlaid with silver. Their shape forms a floral filigree pattern.
47-48	A carven lidless eye surrounded by a writhing mass of tentacles decorates the arch's keystone.
49-50	A relief of an open mouth forms the archway. Stones are cut into fangs ringing its mouth.
51-52	An inflexed archway built from two quarter circle stones pieces the wall. Each stone is cut from a single, sodalite block.

53-54	A thick wooden door (hardness 5, hp 15, DC 18 Break) blocks the door.
55-56	A lancet archway constructed from rhodochrosite stones of equal dimensions fits flush with the wall.
57-58	The stone of the archway is pitted with holes; a multitude of insects swarms over it.
59-60	An epidote column divides this archway. Small or larger creatures must squeeze to get through.
61-62	This shoulder archway has roughly cut stones. Its sides are straight with a single large stone at each base.
63-64	The deep archway is vaulted for 10 feet. The vault's walls are of crudely cut stones.
65-66	A set of carved small figures support the archway. They stand on each other's shoulders.
67-68	Two statues facing one another support the archway.
69-70	The sandstone forms a jagged archway. Red and orange colours sparkle from quartz trapped in its surface.
71-72	Bent wooden staves form the archway. Their colour is a deep, rich mahogany.
73-74	This triangular style archway is of alternating sizes of calcite. The pattern is offset with long flat stones extending into the walls.
75-76	Every other stone in the archway is of a different colour.
77-78	The atlantide of the archway is carved into a triangular shape. The tips of the stones point inside the archway.
79-80	Corroded steel axes are mounted above the archway. Their condition makes them useless.
81-82	Cut blocks of calcite filter any light. The area glows slightly orange as a result, when light is brought within.
83-84	A carved skull keystone decorates the archway. Darkly coloured dust heightens its features.
85-86	This reverse ogee archway is flanked by cyclopean half-columns. Its design makes it difficult to look at.
87-88	Extravagant carvings of mythical beasts decorate the archway. A rearing dragon decorates the keystone.
89-90	A set of manacles hang down from either side of the archway. Horribly mutilated corpses hang from both.
91-92	This archway has vivianite supports. Its spiral appearance is that of a staircase.
93-94	A set of stairs ascends/descends on the other side of the archway.
95-99	An ogee archway built from tall, thick stones sits atop a small flight of stairs.
100	The archway is freestanding. It is filled with an iridescent blue mist.

ARCHWAYS: DRESSING & FEATURES

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

D%	
1	Empty vials lie on the ground. Some are broken while others still leak fluids.
2	A slight draft flows up from the tiles within the archway.
3	A twisted gate blocks the passage. If not moved (DC 20 Strength check) it is difficult terrain.
4	A DC 25 Perception check reveals seemingly random chips and nicks in the archway's walls.
5	Reddish-blue fungi grows along the archway and hangs down from above forming a sodden curtain of vegetation.
6	A broad-headed axe protrudes from one wall. Its handle is nowhere to be found.
7	Thick cobwebs fill the archway. A halfling skeleton (in rotting clothes) hangs within a cocoon.
8	Faintly glowing green moss covers the stones and floor.
9	Clothing is scattered around the archway. The smell of decomposition is thick in the air.
10	A broken torch lies on the floor. A DC 25 Survival check reveals faint scuff marks on the floor.
11	Brown slime coats the floor (adding 2 to the DC of Acrobatics checks).
12	A broken lute is smashed to pieces on the floor. Its parts lie on both sides of the archway.
13	A dented shield emblazoned with a rampant wyvern lies on the floor.
14	Pale yellow puff balls of mould cover the archway.
15	Several bedrolls lie on the floor. Their disarray denotes a hasty departure.
16	A pile of bones partially blocks the opening. Piled haphazardly they are etched with many tiny teeth marks.
17	A spider had begun spinning its web in the archway.
18	Drag marks of heavy objects mar the floor. The gouges are deep and wide.
19	Claw marks rake one or both sides of the archway. They are deep and rough.
20	The smell of vomit fills the air. The mortar around the archway pulses like blood vessels.
21	Roots dangle around the archway. The tangled mass must be moved before proceeding.
22	The sound of settling weight emanates from the arch. A DC 10 Knowledge (engineering) check reveals the archway is dangerously unstable.
23	A body lies on the floor, a blowgun dart in its arm. The surrounding wound is discoloured.
24	Thick, pale lichen grows over the archway stones. Small bumps dot its surface.
25	A broken key attached to a length of frayed string lies to the side of the archway.
26	The archway is bricked up. A DC 15 Knowledge (engineering) check reveals the work to be hasty and shoddy.
27	Powdery mildew coats the stones of the archway. Golden dust motes drift in the air.
28	The stones sweat foul-smelling liquid; a thick cloud of flies buzzes about. The cloud blocks vision for 10 ft. around the archway.
29	An obvious tripwire, one end attached to a 10-foot pole and the other tied to a balanced shield, crosses the archway.
30	An arcane pattern is set into the floor in the archway. A DC 25 knowledge (arcana) reveals it is a <i>circle of protection from good/evil</i> .
31	Sickly green ooze seeps from the base stones of the archway. They run in rivulets over the floor.
32	A charred rope lies on the floor. An iron spike hammered into the arch's keystone is attached to a similar length of rope.
33	Spiny crystal growths protrude from the archway's peak.
34	Glowing ichor covers the floor. It appears to be the blood of some creature.
35	A large wooden table, standing on its end, blocks the archway. "Keep out" in blood marks its top.
36	Small albino plants grow from the mortar of the archway. They end in a cluster of sticky hairs.
37	The smell of earthy rot fills the air. Muddy footprints proceed through the archway.
38	Feathers are strewn about the hallway close to the archway. Blood is spattered around it.
39	Runic markings are scrawled on one side of the archway. A DC 16 Knowledge (arcana) check or <i>read magic</i> identifies them as an <i>alarm</i> spell that can be activated once per day.
40	A torn map is scattered on the floor.
41	An eviscerated goblin lies partly exposed in the archway. Curled up, it clutches at its stomach.
42	A copper piece is wedged between two stones. The next stone to the left is marked with an "X."
43	A broken keg has spilled oil in the archway, covering 2d3 squares to either side of the arch; sconces containing lit torches are on the wall.
44	A stone from the archway has fallen, weakening the structure. A DC 10 Knowledge (engineering) check reveals it is yet safe.
45	Tufts of thin pale white grass grow around the archway. The grass is short and springy; perhaps unnaturally so.

46	Oak supports hold up the archway. A DC 10 Knowledge (engineering) check reveals the archway is dangerously unsafe.
47	A DC 20 Perception check notices an archway hidden behind a thick growth of mould.
48	A hasty chalk map is drawn on the floor. It shows the location of a secret door nearby.
49	The archway has partially collapsed. A DC 10 Knowledge (engineering) check shows it is safe.
50	A locket (worth 20 gp) on a silver chain lies on the floor. It contains a portrait of a small child.
51	Cobwebs fill the archway. The cobwebs are actually a <i>permanent image</i> (CL 11; DC 18 Will).
52	Streaks of bloody handprints mar the arch.
53	A swarm of wasps have built a nest at the arch's peak. They buzz about the archway but ignore intruders who do not attack their nest.
54	Partially chipped away, an image of a gaping maw adorns the arch's keystone
55	Some construction is blasted away. Scorch marks remain on what is left of the archway.
56	The archway is cracked badly. Dust falls from its broken keystone at the top of the archway.
57	Random painted hand prints cover the archway.
58	Corroded bands of steel are riveted to each of the stones. The bands reinforce the archway.
59	A heavy curtain is drawn across the archway. Muffled sounds can be heard through it.
60	A broken and splintered door partially blocks the archway. It hangs precariously on one hinge.
61	Sickly blue/white smoke wafts through the arch.
62	A crushed scroll case lies on the floor. Mouldy velum pokes from within.
63	Thick boards of pine spiked in place with climbing pitons block the archway.
64	The archway bleeds a thick, glossy fluid.
65	"Doom" (written in Orc) appears in chalk next to the archway.
66	A spiral of charcoal marks the stones near the base of the archway.
67	Soot covers the ceiling and archway. Two blackened and crushed skulls lie on the floor.
68	A trail of blood and intestines passes through the archway. Wide footprints mark a creature passing.
69	A row of pebbles lines the floor at the archway's base. One pebble is jet black in hue.
70	Decay has taken its toll on the archway stones. Their surface crumbles, if touched.
71	Broken furniture is piled up blocking the archway. Arrows protrude from the barricade.
72	Beetles swarm over a meat covered bone. They are harmless.
73	The stench of the sewer percolates through the archway. The smell drowns out all others.
74	Inky blackness (a <i>deeper darkness</i> spell) obscures the archway.

75	The stink of reptiles pervades the air. Small dried scales lie on the floor.
76	A broken crate lies on the floor, filled with broken bottles. The smell of alcohol fills the air.
77	Frost coats the archway. A cold, moist wind blows through it.
78	The smell of brimstone pervades the area. Flickering light shines through the archway.
79	A DC 25 Perception check notices the outline of an archway on the opposite wall. This marks the outline of a secret archway.
80	Mouldy grain forms a trail through the archway. Its end in a small pile.
81	The stone of the archway is melted to slag. Its shape is malformed and sagging.
82	The archway and nearby walls are water stained up to the ceiling.
83	Small stalactites hang from the peak. Thin, glossy strands dangle down.
84	Small patches of soot and scorch marks mar the peak of the archway.
85	A tattered brown curtain flaps in the archway.
86	Semi-circular parts of the archway are missing. The smoothness of the marks is unnatural.
87	All the decoration of the archway has been defaced. Dust and gravel litter the floor.
88	Small, round holes appear in each stone of the archway. A DC 20 Appraise suggests each once held a gemstone.
89	Shadows dance oddly over the archway, in torchlight.
90	A thick coat of dust covers the area.
91	Six hash marks are carved on the wall next to the archway. The last mark is an arrow pointing up.
92	A small mirror is propped up next to the archway. It reflects an image from the other side of the archway.
93	Water pools on a flagstone in the centre of the archway. Small drops fall from the keystone.
94	A stack of carved stones sits next to the archway. A scroll is hidden within and contains the last desperate message of a doomed adventurer.
95	Dwarven runes mark the archway as safe. Booted footprints can be seen in the dust.
96	The archway, unlike the surrounding stone, has been turned to flesh.
97	The smell of roasted meat hangs in the hot air. The sound of fire and clinking metal come from ahead.
98	Sparkling dust coats the floor. Footprints continue to the next room.
99	Sporadically, strong gusts of wind issue from the archway. They have a 75% chance of extinguishing unprotected flames.
100	The floor is marked with soot and scorch marks. The outline of a figure is on the opposite wall.

ARCHWAYS: TRAPS & TRICKS

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

ARCHWAY OF ECHOES

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

ARCHWAY OF ECHOES CR 5 (1,600 XP)

As you pass through the archway, a soft echoing sound begins to resonate through the nearby stones. Quickly, the sound grows to a throbbing cacophonous wail.

Search DC 30 Perception; **Type** Magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** DC 25 Perception (touch a circular pattern of tiles on an archway stone to deactivate or reset the trap).

Destroy Destroying the stone with the tile pattern (AC 8, hardness 10, hp 20, DC 25 Break) defeats the trap.

Trigger Proximity (*alarm*; any creature passing through the archway); **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Round 1) A quiet echoing sound coming from the archway's stones begins. A DC 20 Perception check reveals the sound is coming from the archway.

Effect (Round 2) The noise gets louder. Character within 40 ft. of the archway increase the DC of hearing-based Perception checks by 2 per 10 ft., not 1. There is no other noticeable effect this round. Characters in nearby rooms automatically hear the noise created by the trap.

Effect (Round 3) Each character within a 40 ft. spread of the archway must make a DC 16 Will save as the walls, floor and ceiling of the area begin to throb in tandem with the thunderous cacophony. This is a mind-affecting effect. Deaf characters do not need to make this saving throw and are immune to this trap's effects.

Effect (Round 4 – 10 [Affected Characters]) Characters who failed their save suffer one of the following effects for the

next six rounds. Roll d% every round to determine how each affected character acts.

D%	MADDENED BEHAVIOUR
01-25	Act normally.
26-40	Character does nothing but babble incoherently.
41-50	Character is stunned by the noise. He drops anything held, cannot take any actions, takes -2 penalty to AC and loses his Dexterity bonus to AC.
51-60	Character is maddened by the noise and strikes self with item in hand, or head butts wall etc. (dealing 1d8+2 Strength modifier damage).
61-75	Character is dazed. He is unable to act normally, may take no actions but suffers no penalty to AC.
76-100	Character is driven into a homicidal frenzy. He attacks the nearest creature (except a familiar, animal companion or mount) to the best of his ability.

Affected characters may attempt a new Will save (DC 16 +1 per previous save) each round at the start of their turn to throw off the trap's effects.

Effect (Round 4 – 10 [Unaffected Characters]) At the start of their turn, a character unaffected by the trap's effects but within the area of affect must make a DC 16 Will save or become maddened. Refer to the Maddened Behaviour table to determine their actions.

Variant Some of these traps also comprise creatures immune to the strange effects of the archway. Undead and constructs make excellent additions to this trap as they can prey on confused and disabled intruders. Refer to the "Variant" sidebar for more suggestions.

Variant (CR var.) At higher levels of play, this trap can be augmented with a heightened *confusion* affect. The DC of the trap is 10 + the minimum ability modifier needed to cast the spell + the spell's level; the Perception DC and Disable Device DC are 25 + the modified spell level.

VARIANTS

Combining this trap with undead or constructs makes it even deadlier and gives the PCs more to do than simply make saving throws and avoid their maddened comrades:

- **EL 6 (Constructs):** Medium animated object (1)
- **EL 6 (Undead):** Ghouls (2)
- **EL 7 (Constructs):** Medium animated object (1)
- **EL 7 (Undead):** Ghasts (2), ghoul (1)

DROWNING

A character can hold his breath for a number of rounds equal to twice his Constitution score. If a character takes a standard or full-round action, the remaining duration is reduced by 1 round.

- **After This Period:** The character must make a DC 10 (+1 per previous check) Constitution check, every round.
- **Drowning:** When the character fails this check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hp and is dying. In the third round, he drowns.
- **Unconscious Characters:** An unconscious character must make Constitution checks as soon as he is submerged. Once he fails a check he drops to -1 hp; the next round he drowns.

WATERY GRAVE

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

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

WATERY GRAVE CR 9 (6,400 XP)

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

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (a bas relief of the water element positioned on the opposite side of each archway controls the archway's water jet).

Destroy Destroying the mechanism in each archway (AC 4, hardness 8, hp 60, DC 25 Break) defeats the trap atop that arch. Alternatively, a DC 25 Disable Device check (2d4 rounds) disarms each pillar.

- **Scaling an Archway:** Characters intent on disarming a trap or destroying a mouth must scale the archway (DC 15 Climb check or wait for the water level to rise sufficiently).

Trigger Location (touching the mosaic); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Round 1) An iron door (AC 2, hardness 10, hp 20, DC 28 Break) slams down to block each archway.

Effect (Round 2) Mouths carved into each archway's keystone swivel downwards (DC 20 Perception notices). An ominous gurgling sound emanates from each archway.

Effect (Rounds 3-10) Powerful jets of water erupt from the mouth atop each archway. The room begins to flood; every round each mouth increases the water level by half a foot. Water levels in the chamber have the following effects:

- **Depth 1 ft. – 3 ft.:** Small or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
- **Depth 4 ft. – 6 ft.:** Small or smaller creatures must swim (DC 15 Swim) in the chamber. Medium or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
- **Depth 6 ft. and Deeper:** All characters in the chamber must Swim (DC 15 Swim) or go under the surface. (Refer to the "Drowning" sidebar for more information).

Effect (1 hour) The room drains slowly through tiny holes in the base of the four archways.

Variant (CR 9) This version of the trap uses sand. In all other regards, it has the same statistics, but the GM should change the trap's flavour text as appropriate.

Variant (CR 10) As the normal trap, but four Medium water elementals enter the chamber through the water jets and attack any living creatures within.



BRIDGES: CHARACTERISTICS & APPEARANCE

A bridge carries a trail or pathway across a river, ravine, chasm, gorge or other obstacle. In a dungeon, a bridge could also span a deadly lava flow, glacial lake, bed of spikes, the den of a dangerous subterranean creatures or other outlandish terrain feature. Deep pits (or more perilous falls) make bridges dangerous terrain to fight on, particularly for characters without the ability to fly.

CONSTRUCTION

Most bridges are of stone, but where stone is impractical or too expensive, they are built from wood. In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter bridges of materials such as glass, web or bone.

BRIDGE MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	100	25
Glass*	2	100	25
Iron	10	180	30
Stone (hewn)	8	450	35
Stone (natural)	8	900	65
Wood	5	120	30

*magically treated

OTHER CHARACTERISTICS

Bridges can have several characteristics:

- **Drawbridge:** Some bridges have a mechanism (typically on one side) that allows them to be extended or retracted. It takes a move action to lower or extend a drawbridge, but the bridge doesn't come down until the beginning of the lowering character's next turn. Raising or withdrawing a drawbridge is a full-round action, and the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time or more actions (or both) to raise or lower, and some may require Strength checks to operate.

BRIDGES IN STORIES

In stories, bridges (particularly those over perilous obstacles) are used as a metaphor for a transition from one state (physical, mental, emotional or even spiritual) to another. Likewise, duels on bridges can be used to demonstrate the participant's inner conflict; even as good and evil meet on the bridge, a battle is waged within one or more of those combatants. Bridges also make an excellent place for a heroic last stand, providing a highly defensible position.

When PCs are considering crossing a bridge, hint that the danger in falling is more than just suffering damage. Those survive the fall, after all, will be isolated from their fellows and mounting a rescue could be difficult or dangerous.

- **Narrow Bridge:** Those moving across a bridge that is 3 feet wide or less may have to make Acrobatics checks to cross. A successful check lets a character move at half speed across the bridge. Failure indicates the character cannot move that round, while failure by 5 or more means the character falls off the bridge. Characters moving along narrow bridges are considered flat-footed and lose their Dexterity bonus to their AC, and if they're damaged while crossing, they must make another Acrobatics check (at the same DC) or fall.
- **Railings:** Bridges (particularly narrow ones) may have railings (hardness 10, hp 30, DC 30 Break), which grant characters using them a +5 circumstance bonus on Acrobatics checks to move along the bridge. Characters next to the railings gain a +2 circumstance bonus on their CMD to avoid being bull rushed off the bridge.
- **Low Walls:** Some stone and wooden bridges have low walls 2 to 3 feet high to stop those using the bridge falling from it. Such walls provide cover (+4 AC, +2 Reflex).
- **Rope Bridge:** Constructed from wooden planks suspended from two ropes (hp 8; DC 23 Break) these bridges are portable and easy to set up. It takes two full-round action to untie one end of a rope bridge (a DC 15 Dexterity check reduces this to a move action). A character on a rope bridge that has a rope untied or cut must make a DC 15 Reflex save or fall. Moving along such a bridge requires a DC 15 Climb check; failure by 5 or more indicates the character falls.

BRIDGES IN A DUNGEON

Bridges are choke points for a defending force; it is often the only way from one area to the next, and defenders can gather at such a point; battles have been won or lost based on which army held control of a bridge. Bridges can also make an excellent way to separate a dungeon's assorted denizens; the hobgoblins living on one side of the bridge need not be at peace with the ogres who dwell on the other.

Fights featuring bridges require different tactics to more typical battles. For example, creatures skilled at bull rushing opponents become even more dangerous on a bridge, while ranged combat becomes particularly important when a bridge is only wide enough to only allow one character to fight at a time.

At low levels, if you select enemies that can deliberately exploit the bridge's tactical benefits, increasing the EL by one. At higher levels, falling is less daunting and PCs likely have access to flight and so on; unless tumbling off the bridge presents truly extraordinary peril (such as immersion in lava or being transported to another plane) do not increase the encounter' EL.

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

D%	
01-05	This bridge appears to have been haphazardly constructed from bits of timber left over from other projects, and creaks ominously when used.
06-10	This stone bridge has iron handrails.
11-12	This is a drawbridge. The area around the bridge is carved to resemble a large face, and the bridge, when extended, leads characters into the carving's mouth.
13-14	This bridge comprises a wooden floor laid over a pair of stone arches.
15-16	This bridge is constructed from shaped, poured blocks of concrete.
17-18	A bridge carved out of the bone (or bones, for very large spans) of a massive creature.
19-20	The bridge is supported by chains affixed to the ceiling. It sways back and forth when crossed.
21-22	An arch bridge, rising upwards in the middle, provides those on it with partial cover.
23-24	This covered bridge provides travellers with total cover. A guardhouse blocks its centre.
25-26	The bridge is designed to open, with both sides rising up like a drawbridge.
27-28	The bridge is only 2 ft. wide and has no handrail.
29-30	The rickety bridge is little more than a set of wooden boards attached to chains.
31-32	The bridge has neither sides nor handrails, making it dangerously easy to fall off.
33-34	This bridge is of heavy wooden planks arranged in wide trusses, re-enforced with iron bindings.
35-36	The middle of this stone bridge is a steel grate, strong enough to support travellers.
37-38	The body of a long creature, protected by a <i>gentle repose</i> spell, serves as a bridge.
39-40	This bridge consists only of three ropes, one to walk on and two for providing balance.
41-42	The bridge is re-enforced to carry extra weight; it is wider & thicker than normal.
43-44	Two statues flank the entrance to this bridge, staring out at those who approach. Along the span, pairs of statues reach over the bridge, joining hands above explorers' heads.
45-46	This bridge is a series of ropes or chains, dangling in loops from the ceiling; crossing is a matter of swinging forward on one loop, then stepping into the next and repeating, a feat that requires at least one (if not more) Acrobatics checks (DC 15); failure by 5 or more sends the person tumbling into chasm below.
47-48	This sculpted stone bridge resembles a dragon, arching over the gap; you cross by walking along the dragon's back.

49-50	Rocks have tumbled into a natural arch to form this bridge, but too much weight or other disturbance may bring it tumbling down.
51-52	Iron girders support this stone span.
53-54	This bridge is composed of living plant matter: vines, tree limbs and thick mosses.
55-56	The surface of the bridge is made in part from expensive materials (semi-precious stones, marble tiling, fine teak or oak), which may be recoverable as treasure.
57-58	This bridge is nothing more than a 2 ft. wide finger of natural rock.
59-60	This bridge is constructed of ice; it is slippery and produces a thin veil of mist, giving concealment (20% miss chance) to anyone on the bridge.
61-62	The bridge is carved to resemble the body of a single creature, arching over the gap.
63-64	This bridge is constructed from magically strengthened webs, as if from a <i>web</i> spell (DC22 Knowledge [arcana] identifies).
65-66	This bridge is a sheet of iron, created by a <i>wall of iron</i> (DC 26 Knowledge [arcana] identifies).
67-68	The bridge's construction is flawed; it can support only 400 lbs. without collapsing.
69-70	The bridge's high arch is difficult terrain.
71-72	This impromptu bridge is formed from a vertical structure, such as a tower, staircase or column, which has toppled over.
73-74	This stone span is carved to resemble two huge humanoids; their linked arms form the bridge.
75-76	This bridge is formed from carved limestone blocks, held together with concrete.
77-78	A pair of large, ornate statues guard both ends of the bridge.
79-80	This bridge has been constructed of animated bones, which twist underfoot to make the bridge difficult terrain. The bridge crumbles to pieces if it suffers 20 positive energy damage.
81-82	This is a double drawbridge, lowering from both sides to meet in the span's centre. Each part of the bridge must be lowered from its own side.
83-84	The bridge can retract as a drawbridge, pulling back entirely to one side.
85-86	This bridge is of glass; those crossing it can see what lies below.
87-88	The far side of the bridge is sculpted to resemble a huge face; the bridge leads into its mouth.
89-90	The bridge is suspended by chains. It clanks, shudders and shakes terribly when used.
91-92	Two iron rails run across this wooden bridge.
93-94	This bridge angles upwards and somewhat resembles a staircase.
95-99	The bridge's span features a series of rollers, allow the easy transport of heavy weights.
100	The bridge is invisible (DC 19 Perception check or a <i>detect magic</i> [strong illusion {DC 20 Knowledge (arcana)} reveals]).

BRIDGES: DRESSING & FEATURES

Use this table to generate interesting features for your bridge. Some features listed below may be inappropriate based on your bridge's setup, with some more suited to a rope-bridge and others to a more fixed bridge – ignore or modify such entries as appropriate.

D%	
1	The bridge is in an advanced state of disrepair, making crossing more dangerous (+5 on Acrobatics checks).
2	The sides or handrails of this bridge are tall and elaborate, providing cover (+4 AC, +2 Reflex) and making falling off the bridge impossible.
3	The bridge is buffeted by high winds (+2 on Acrobatics checks).
4	The bridge is slippery (+5 on Acrobatics checks).
5	A worn wooden sign dangles from the bridge, with the word "Danger" burnt into it.
6	The muddy footprints of a Medium-sized humanoid trace a path across the bridge.
7	The sticky residue of a tanglefoot bag covers a 5 ft. radius on the far side of the bridge.
8	A single bloody handprint mars the bridge's rail.
9	The bridge has deep gouges in one support from where someone attempted to bring it down with an axe.
10	The central 5 ft. of the bridge has fallen away. Jumping the gap requires a DC 5 Acrobatics check.
11	A green scarf is tied to one of the bridge's supports.
12	Long scratch marks trail along the bridge, as if someone dragged something heavy and sharp across.
13	The bridge has ten numbered tiles along its span.
14	The bridge has engraved tiles on it featuring images of dragons, griffons and so on.
15	The bridge has a series of lettered tiles on it; the letters spell out the name of a historical figure, deity or other individual.
16	A small statue of a nude elf balances precariously on the bridge's parapet.
17	A rough path descends under the bridge, to a recently abandoned makeshift camp that took advantage of shelter afforded by the span.
18	A humanoid body dangles from the bridge on a rope, an ominous warning against intrusion.
19	At the far side of the bridge, a chalk "X" decorates the floor. Stones lie around it, as if someone was trying to toss them in.
20	Part of one of the guardrails for the bridge has crumbled away.
21	Chalk arrows sketched onto the bridge point in the opposite direction to the party's travel.

22	Green and red bloodstains dot the bridge.
23	A tied-off rope runs along the bridge.
24	Lying along the bridge is a small scattering of rocks from the roof, ominously hinting that the ceiling may not be structurally sound.
25	The words, "Watch out below!" are written on the bridge in blood.
26	The bridge has been repainted, possibly for visibility; the sides are in bright, garish colours.
27	The bridge bears scorch marks, as if someone had tried to burn it.
28	The bridge is slick with water or moisture, rendering it slippery (+2 on Acrobatic checks).
29	The bridge is ornate and also functions as an altar; it is protected by an <i>unhallow</i> spell.
30	A boot sits in the rough centre of the bridge.
31	A half-rotten chunk of flesh lies in the middle of the bridge.
32	This bridge is painted to resemble a rainbow, with seven distinct bands of colour running along its span.
33	Two statues stare at each other from opposite ends of the bridge.
34	A rope is tied off on a rock, column or statue near the bridge – and has been hastily cut to only a few feet in length.
35	The bridge is coated in cobwebs and dust, and creaks ominously when crossed.
36	The bridge has been repaired and reconstructed countless times, resulting in a patchwork of construction materials and styles.
37	The bridge bears an ominous inscription in Undercommon; it reads "Weak Bridge."
38	The bridge has an unconcealed trapdoor in the centre, which sits ajar.
39	Acid has been splashed over the surface of the bridge, but not enough to seriously weaken its structure.
40	Rocks have been piled near one end of the bridge.
41	The bridge is heavily worn, and its original inscriptions and images have been worn away.
42	A single heavy boot sits by the edge of the bridge; its mate lies in the chasm below.
43	This bridge has been maintained in meticulous condition; the original tool-marks are still visible on the wood or stone.
44	The bridge is rough and uneven, coated in calcium carbonate deposits, giving it a look as if someone has coated the bridge in a thick glaze.
45	The bridge is coated in a thin layer of bacon fat, as a rudimentary trap; this attracts all manner of vermin, and increases the difficulty of Acrobatics checks or Reflex saves on the bridge by 2.
46	Caltrops litter the bridge.

47	One of the ropes on this rope bridge has snapped.
48	Gurgling water moving below the bridge produces quiet but melodic music.
49	Moss, vines and flowers cover the bridge.
50	The bridge has been decorated with new tiles.
51	A profound stench of refuse emanates from beneath the bridge; the chasm serves as a midden for the dungeon's denizens.
52	Handrails have been added to make the bridge safer to cross.
53	The bridge has been re-enforced with large timbers.
54	One of the bridge's supports is missing.
55	A line of salt has been poured across one end of the bridge.
56	The bridge bears the scars of some magical conflict; it's surface has been scraped, scratched, lightly charred and partially frozen.
57	A makeshift barrier has been built in the mid-point of the bridge, making passage more difficult.
58	The bridge is home to an infestation of vermin; rats, spiders, centipedes or similar.
59	The bridge has been widened after initial construction.
60	A rope has been attached to the ceiling, and dangles down over the middle of the bridge.
61	Water drips onto the bridge from above.
62	Rotting bodies are lashed to the bridge, as a grim warning to others who would cross.
63	A thick patch of black mould grows across one parapet of the bridge. The air smells of decay.
64	The bridge is coated in filthy, stinking bat guano.
65	Miner's tools lie discarded on the bridge, beside a small gouge they've been used to dig out.
66	A piton is hammered into the ground by the bridge.
67	A thick net has been strung beneath the bridge, to catch anyone who falls off.
68	A large crack runs through the bridge's centre.
69	A thin layer of sand covers the bridge's surface.
70	Heavy sandbags have been tied to long ropes which hang off either side of this bridge.
71	Chalk X's zig-zag back and forth across the bridge.
72	A 10 ft. wooden ladder lies on the bridge.
73	The bridge is partly covered in marbles, as if they've been rolled from one side.
74	The bridge has been crudely re-carved; whatever original iconography was present has been carved over.
75	The bridge is on fire (for wooden bridges) or has a burning barricade upon it (for stone bridges). Smoke fills the air, providing concealment.
76	The bridge has been replaced; the rubble of the original bridge is visible below.

77	The bridge is littered with arrows, spears and broken ranged weapons, as well as the bodies (perhaps reduced to skeletons) of those who attempted the crossing.
78	Pieces of the bridge have been removed for use in other construction.
79	The bridge has completely collapsed.
80	An immense footprint mars the bridge.
81	A hollow under the bridge, which is difficult to access, may contain treasure.
82	A handcart has overturned on the bridge, covering it in dozens of small items.
83	The bridge has become part of a migratory path for some animal or dungeon denizen; random encounters are twice as likely here.
84	The bridge howls or moans when the wind blows.
85	The bridge swings ominously as people cross.
86	The bridge has acquired a potent smell.
87	Pots, pans and bells have been tied to the bridge, they rattle when the wind blows or when people use the bridge.
88	The metal bridge has become slightly magnetized.
89	A torn and shredded backpack lies on the bridge. It contains mouldering rations and a punctured, empty waterskin.
90	A tripwire (DC 20 Perception spots) runs across the bridge (DC 15 Reflex save to not trip over it).
91	A barricade of wooden boxes, chests and sacks blocks off the far end of the bridge.
92	"Go Back" in Common is written in large chalk letters on the bridge. The letters are crudely formed.
93	A stubbed out torch lies on the bridge.
94	A piton has been hammered into the bridge's parapet. A knotted rope leads into the chasm below.
95	Two empty potion vials have been carefully arranged on the bridge's rail. Both smell slightly of cinnamon.
96	A stone has been removed from the bridge's side, revealing a small niche. The niche is empty.
97	A battered shield is propped up against one of the bridge's rails. It bears the heraldic device of a lost adventurer.
98	Slowly drying lamp oil covers a 10 ft. square portion of the bridge. It is slippery (+2 on Acrobatics checks).
99	The faint smell of rotting flesh wafts upwards from under the bridge. Several corpses rot below.
100	A stout chest sits in the centre of the bridge – blocking progress. The chest is actually a mimic (<i>Bestiary</i>) waiting for prey to come closer.

BRIDGES: TRAPS & TRICKS

Of course, bridges 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 bridges.

Many traps around bridges cause the targets to fall from the bridge, which can add its own set of nasty consequences. However, a GM modifying these traps so that the characters fall into a particularly perilous situation (perhaps falling into lava) should treat whatever lies below as a second trap.

Finally, while tradition dictates dungeon levels are separated by stairs, bridges provide a distinctive visual and thematic appeal; a bridge with an effective trap can virtually eliminate undesirable traffic back and forth between areas.

COLLAPSING BRIDGE CR 3 (800 XP)

The stones beneath your feet abruptly give way, dropping you into the darkness below!

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 20 or less.

Trigger Location (10 ft. middle section of bridge [multiple targets]); **Reset** Repair

Effect When triggered, this trap has the following effects:

Fall Those on the bridge fall 30 ft. (DC 20 Reflex avoids) and suffer 3d6 falling damage.

CRUMBLING BRIDGE CR 4 (1,200 XP)

As you cross the bridge, beneath your feet you hear an audible "tick" sound. The world freezes for just a moment, before the bridge abruptly gives way beneath you, tumbling into the chasm below.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception; steel rods beneath the bridge can be slid into position to prevent its collapse.

Trigger Location (more than 10 ft. onto the bridge); **Reset** —

Effect When triggered, this trap has the following effects:

Collapse Those on the bridge fall 60 ft. (DC 20 Reflex avoids) and suffer 6d6 damage.

Variant (CR 6) A collapsing bridge trap might be constructed so that the masonry from the bridge crushes those who fell from its span (1d4 attacks, +12 ranged, 2d6+3 damage) to each character falling from the bridge. Particularly large bridges, or those designed to bring the roof and/or sides of the span down with them, are treated as landslides (chapter 13, *Pathfinder Core Rulebook*).

EYE OF THE HURRICANE CR 6 (2,400 XP)

As you cross the bridge, a sudden powerful blast of wind plucks at your clothes and hair and quickly grows in strength.

Search DC 25 Perception; **Type** Magic

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less

Trigger Visual (*arcane sight*); **Reset** Automatic (immediate)

Effect When triggered (by a character crossing the span), this trap has the following effects:

Blow Me Down Characters on the bridge and in the surrounding area are buffeted by hurricane force winds. This has the following effects:

- **Ranged Attacks:** Ranged attacks (except those with siege engines [-8 penalty on attacks]) are impossible.
- **Fly Checks:** Fly checks suffer a -12 penalty.
- **Blown Away:** Medium or smaller creatures are blown 1d4 x 10 feet, taking 1d4 nonlethal damage per 10 ft. (plus 3d6 falling damage as they fall 30 ft., if they tumble from the bridge, unless they make a DC 15 Strength check. Flying creatures are blown 2d6 x 10 feet and take 2d6 nonlethal damage, unless they make a DC 25 Fly check.
- **Checked:** Large or smaller creatures are unable to move forward against the winds unless they make a DC 10 Strength check (if on the ground) or a DC 20 Fly check (if they are airborne).

Variant (CR var.) Combining this trap with Huge flying opponents can provide a substantial challenge; such a bridge is a terrible place to fight a dragon, for example.

KNOCK 'EM OFF CR 2 (600 XP)

As you're crossing the bridge, you feel a rush of wind, and hear a loud creak of rope...

Search DC 20 Perception; **Type** Mechanical

Disarm DC 15 Disable Device (2d4 rounds); activates on DC 10 or less; **Bypass** DC 25 Perception reveals a hidden latch that prevents the logs from swinging out.

Trigger Location; **Reset** Automatic (1 hour); a clockwork mechanism pulls the logs back into their initial concealed

Effect When triggered, this trap has the following effects:

Down You Go Logs on heavy ropes swing down from the ceiling, making a bull rush attempt (+10 CMB) against all those on the bridge. If the check succeeds by 10 or more, the character is pushed from the bridge (DC 20 Reflex avoids); success by 9 or less pushes the character to the far side of the bridge, but not over (if the check fails the character is not moved).

Fall Those on the bridge fall 30 ft. (DC 20 Reflex avoids) and suffer 3d6 falling damage.

Variant (CR 4) The logs are covered in spikes, blades and barbs; in addition to the bull rush attempt, a log makes 1d4 attacks against its target (+8 melee, 1d4+2 damage).

UNLIVING SPAN

CR 7 (3,200 XP)

The bones comprising this bridge suddenly surges into motion, grabbing at those trying to cross.

Search DC 29 Perception; **Type** Magic

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** DC 25 Perception; moving your hand over a small arcane or divine sigil located near the span's apex prevents it from activating for 10 minutes.

Destroy Destroying the bridge (AC 9, hardness 5, hp 50, DC 30 Break) defeats the trap. Positive and negative energy (and other spells and effects) affect the trap as if it was a 10 HD undead creature (Fort +3, Ref +3, Will +7); bludgeoning weapons ignore the bridge's hardness.

Trigger Location (crossing the halfway point of the bridge); **Reset** The bridge remains active for one minute; it then resets one hour later

Effect When triggered, this trap has the following effects:

Grapple The unliving span attempts to grapple everyone on it (CMB +14, CMD 26).

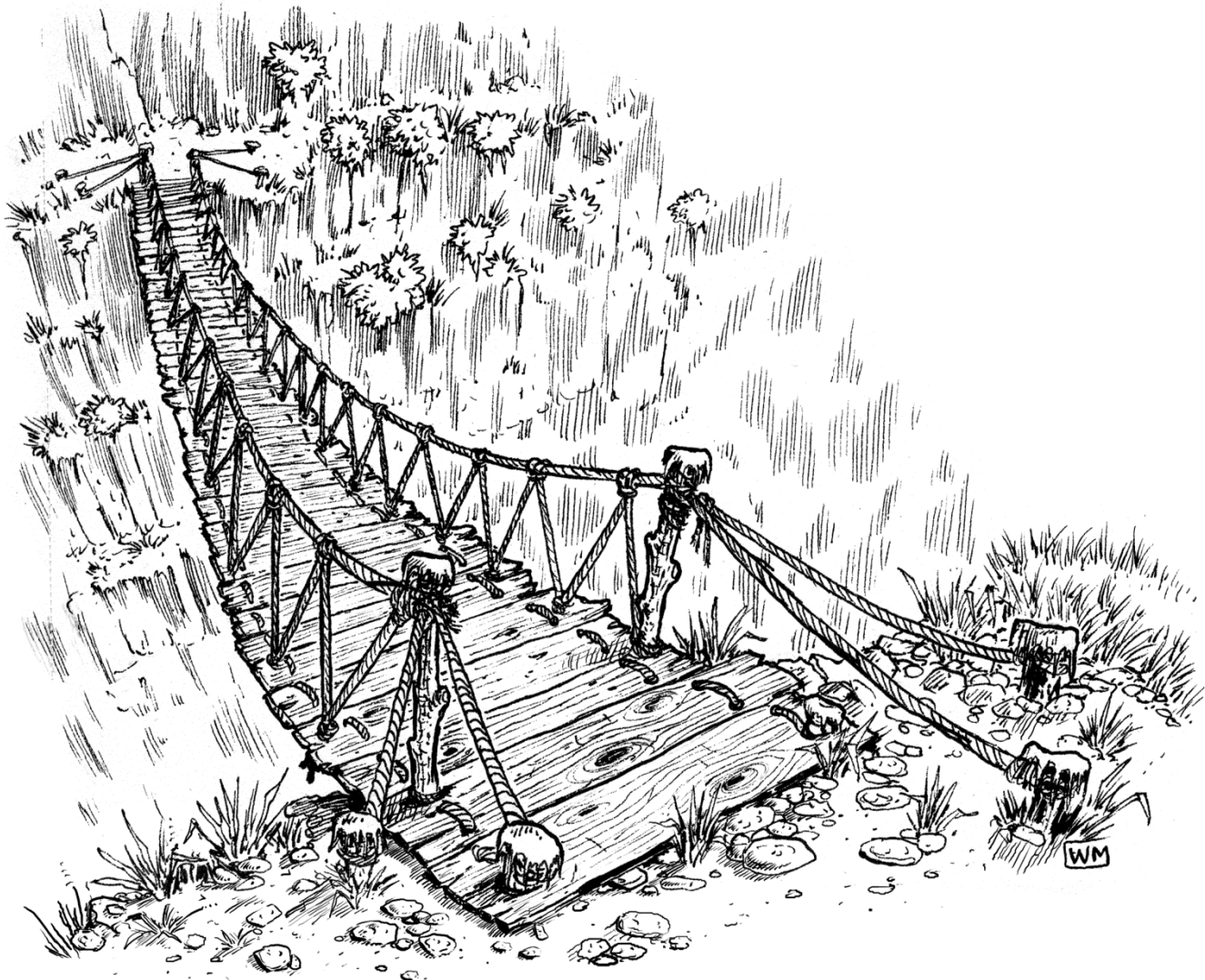
Constrict As the creature ability, dealing 2d6+7 damage. The unliving span crushes a grappled character in the two

subsequent rounds before dropping its foe off the bridge; if it succeeds, a character can make a DC 20 Reflex save to grab the bridge as he falls. If he fails, he suffers 3d6 falling damage.

Variant (CR 8) The above assumes a reasonably large span, but not one of truly immense size. An undead span more than 20 ft. wide or 50 ft. long would increase its damage to 2d8+7, and its CMB and CMD by 2.

Variant (CR 9) Managing to somehow be even more macabre, it's possible for necromancers to construct an unliving span from zombies instead of skeletons (AC 9, hardness 5 [overcome by slashing not bludgeoning weapons], hp 50, DC 30 Break; CMB +18, CMD 30; constrict 3d6+10 damage).

Variant (CR 10) Particularly twisted and powerful necromancers may construct an unliving span from ghouls (AC 9, hp 50, DC 30 Break; CMB +18, CMD 30; constrict [3d6+10 damage] plus paralysis [DC 17 Fortitude resists; 1d4+1 rounds] and ghoul fever [DC 17 Fortitude resists]).



CAPTIVES: ADVENTURERS

Every would-be hero looks rather alike when they're tackled to the dirt, stripped of all weapons and coin and flung into a cell to await judgement, execution or subjection to the cruel whims of their jailor. Use the NPCs below to portray adventurers rescued by the party.

D20

1	Nagunt Vromir (LG male human paladin 1) has been in these chains a long time. Long enough for his scraggly black beard to reach his chest and his greasy hair to reach past his shoulders. Bright blue eyes roll in their sockets before fixing on his rescuers, as if he isn't used to focusing on faces. The tattered tunic hung over his now-scrawny chest has a faded, golden crest emblazoned on it. Perhaps his captor allowed him to keep this memento of his service as a form of mockery. He mumbles through cracked lips constantly, though whether in madness or prayer, it is impossible to say.
2	Undel Sprocksten (LG male dwarf fighter 3) gazes out the window of his cell, unchained but obviously not desperate enough to try battering down the door. His huge, scarred hands are clasped behind his back, as if he's preparing to give a speech to an unseen audience. Copper and brass rings are woven into his reddish brown hair and beard, and it's hard not to imagine him clad in purple and gold silk, rather than the simple gray robe he now wears.
3	Oliv Nothuen (NG female half-elf druid 2) is on her hands and knees; her wrists and ankles shackled together. Yet she still finds the strength to crawl across the floor, peering at the stones that comprise her cell, dragging bloody fingertips through the grooves between each stone. A grungy pelt, the remains of her beloved wolf companion, has been cast into the corner.
4	Anera Kanak (CG female half-orc fighter 3) glares up at rescuers from the corner of the room – little more than a cave hewn into solid rock – where she's been stashed. Thick chains wrap around her equally thick arms, thighs and waist, keep her from moving too far. Her automatic threats subdue to growls and her black-green eyes glint with curiosity as she recognizes the PCs aren't her captor.
5	Filahn Thorpe (CN female halfling bard 3) is apparently asleep, curled up in the middle of the cell, when the PCs find her. A DC 20 Perception check, however, reveals the bony halfling is listening intently and waiting for the PCs to make the first move. A soiled shift is the only thing to clad her tiny frame, and the blood on her feet reveals she's been recently beaten or tortured.

6	Wollop Thous (N male halfling fighter 2/rogue 2) looks up in surprise when the cell doors swings open. He's kneeling on the other side, trying to pick the lock with a piece of straw drawn from the thin bedroll allowed him. A quick grin cuts between his cheeks, and he springs back with easy energy, brandishing the straw as if it were a dagger.
7	Jool Thims (N female human wizard 1) has a permanent pout which doesn't move even when the possibility of escape emerges. Willowy and well-kept despite her imprisonment, she's grouching about her adventuring partner who tripped her up and ran ahead when they were being chased. When she finds him again, she has a series of inventive (and painful) punishments in mind.
8	Elsar Quindle (CN male elf ranger 1) is bald, with a hawk-like nose and equally predatory eyes. His fingers twitch and drum along the chains that bind him, as if he could snap them like a bowstring. A broken arrow sits on the floor in front of him, just out of reach. The scent of a misty forest, all dew and fresh breezes, somehow clings to him, and his skin possesses a greenish tint, as if a light layer of moss is growing on it. He craves sight of the sky again and leaves the dungeon as quickly as possible.
9	Punct Lillisth (LN female gnome cleric 5) moans constantly, a noise which is audible through the cell door. The reason is soon obvious—someone has smashed the poor gnome's delicate hands with a hammer, ensuring she can't easily, or painlessly, cast spells. Her face is hidden by her bowed head and long, purple hair, but observers see the teardrops falling to patter her lap and ruined fists all the same.
10	Luthia Molllos (LN female human sorcerer 3) watches the party with calm, green eyes, their every movement observed and calculated according to whatever formula is being concocted in her mind. A leather strap gags the woman, while her hands are bound behind her back. She wears a many-pocketed robe that has been slashed many times by a bladed weapon, though she appears uninjured.
11	Havik Lopsom (LG male dwarf fighter 3) raises bloody fists, revealing several broken knuckles from trying to punch the thick wooden and iron-strapped door to his cell down. His face is mostly hidden by curly black hair and a beard, but the bestial look in his brown eyes is unmistakable. Stripped to a simple shirt and leather pants, scars pockmark his face, his forearms and practically all his exposed skin. He is an aggressive fellow.

12 Eda Ripples (LG female halfling paladin 2) has scratched out odd charts and diagrams on the mud-caked walls of her cell. The scrawling reaches as far as her chains allow her to go, and pride fills her clear, gray gaze. After a moment's study, the drawings are revealed as astronomical charts, despite her having no way to see the sun, moon, or stars during her incarceration.

13 Qualla Uncet (NG female dwarf cleric 1) is kneeling, hands in prayer when the PCs discover her. She's tried to cobble together a miniature altar out of the detritus in her cell, a little mound of mud and sticks and stones. Silky brown hair frames her face as she rises and smiles peacefully at the party. "And so my prayers are answered," she says in a croaking voice.

14 Plathe Remoste (CG female half-elf cleric 2) loves to curse. She promises her god's wrath upon any who don't immediately free her. She promises her god's wrath upon her captor as soon as her blessed weapon is restored to her hand. She especially promises her god's wrath upon the jailor who fondled her before throwing her into the cell. It seems her life has been one long string of insults.

15 Indonoste Veruthen (NG male human fighter 4) keeps his face averted, casting his visage in shadow even as the PCs study him. The reason becomes apparent with the lift of a lantern or torch, revealing what must've been a handsome set of features marred by a nose that's been sliced off, ears that have been gnawed on, one missing eye, and bloody gouges tracked down his cheeks. Realizing the party has noticed his disfigurement, he moans, showing his tongue has also been cut out.

16 Nok Drithy (CG male human fighter 1) is deep into the twelfth round of a drunken song when discovered. Even if he wasn't chained to the wall, he appears too besotted to even walk a step or two without help. The stench of him reaches well beyond the bars of his cell. When he's able to focus enough to realize someone else is there, he fixes a snaggle-toothed grin on the party. His eyes are bloodshot.

17 Asden Xerl (LG male halfling bard 3) is flipping a copper coin in the air, laid back and casual despite his situation. With a bored air, he makes little bets on every possible action, such as whether or not the party will leave him to languish, how long it'll take them to get the door open and chains off him, whether or not the jailor will see him coming before he gets his hands wrapped around the villain's throat...

18 Sindla Bovrelle (LG female gnome paladin 5) sits quite still for a gnome, none of the fidgeting or shifty eyes that characterizes many of her kind. She appears possessed of a grim purpose, and solemnly thanks the party for their aid, before they even offer it. Golden-haired and amber-eyed, she is one of the noblest-looking people the party have ever seen, both in her stature and composure. Her imprisonment does nothing to mute her determined spirit.

19 Jickers Mertun (CN male human barbarian 2) booms greetings in a jolly voice the instant he sets his wide, brown eyes on the party. Rotund and plump-cheeked, capture has failed to destroy his positive outlook on life, though there are hollows under his eyes that probably weren't there before. He pats his belly in anticipation of a good meal to celebrate his release, should the party be ever so kind to facilitate such. He knows of a nearby inn where they serve the most delectable roast and foamy beer. Of course, that's also where the brigands responsible for his capture just so happen to lounge about, when not preying on adventurers and innocents.

20 Tulla Flavian (LN female gnome sorcerer 4) just barely misses the lead PCs' head with a bolt of flame when they first peek into her cell. That would explain the charred marks all around the walls of the chamber, plus the distinct stench of burnt hair. Her profuse apologies follow, though she's quick to light another flame on her fingertips just in case the party even think about abandoning her there. Green hair and silver eyes give her an oddly reptilian look.



CAPTIVES: MERCHANTS & THEIR TRAIN

When you carry plenty of coin and goods around, it can make it difficult to flee quickly when someone decides you need to be locked up. You can hear merchants and their guards moaning leagues away, wondering what their captors are doing to their fine wares and coins while they languish in disarray.

D20

1	Grenda Tacker (LN female dwarf expert 3) was known throughout the land for her fine ales, beers and wines that she carted from inn to inn. Unfortunately, dealing with clients who tend to get drunk off her wares made it likely that she'd fall afoul of some ill-tempered brute sooner or later. While her caravan of guards and a private brewer languishes with her in the cells, her captors are getting quite soused off her stock.
2	Avul Tilamon (LN male elf expert 2) made a good living selling reagents, scrolls and other spell-making and casting supplies to mages, alchemists and other practitioners for years. He was the business end of the venture while his lovely wife used her magical abilities to prove the efficacy of their offerings. Now he's been beaten and cast into this cell while his wife has gone missing, likely suffering at the hands of ruffians.
3	Riva Rallery (LG female gnome warrior 2) is a travelling blacksmith despite her diminutive frame, lugging around her tongs and anvil to care for everything from broken armour to forging new horseshoes. A roving band of marauders decided she'd serve their needs well enough, keeping them stocked in fine weapons and gear. They keep her working the forge to near exhaustion each day. She is very keen to have her revenge.
4	Dasel Ivora (LG female human expert 1) headed up a caravan of tinkers, tailors and traders that roamed from town to town. Rumours the caravan was a front for spies, though, got them all chained and thrown into the nearest jail for interrogation. It doesn't help that one of the tailors actually broke during questioning and admitted to be gathering information for a potential attack. Whether any others are involved is unknown, but Dasel claims innocence.
5	Munley Teppel (N male human commoner 1) is a roguish man with a gaggle of children who help run his baking business. But when a local lord choked on a bit of stale bread, blame was placed squarely on Munley's shoulders. Of course, he's never baked anything stale in his life, and he considers this claim an insult to his craft. He worries about his helpers and what has become of them.

6	Evrett Agrail (CN male human expert 3) hosts a gallery of fine art, selling paintings, sculptures and other work by notable artists from across the land. However, while transporting a consignment of art she was robbed and her fellows slain.
7	Poda Jummil (LN male half-elf commoner 2) travelled between two major cities, using her train of pack mules to cart huge loads of goods for profit. But during one such trip, her hired hands decided they'd make more money if they took off with the goods and sold them elsewhere. Poda shortly thereafter fell foul of marauders.
8	Dizi Maneral (CG female gnome adept 2) sits in a cell crowded with at least a dozen other gnomes (her fellow engineers). She was captured while surveying a route for a new road. Her captors hold her for ransom – a ransom her employers have no interest in paying.
9	Roppels Quieve (N male halfling adept 2) sold numerous maps to would-be adventurers, detailing dungeons and treasure troves throughout the kingdom. While researching a new map that fell into his possession he snuck too far into the dungeon.
10	Hundle Dotor (CN male dwarf warrior 1) loves few things more than a keen blade and the coin he can get for it. Problem is, he wasn't too fussy about who buys his weaponry. After his latest deal went bad he was incarcerated until he gives up the names of his suppliers.
11	Japada Lounk (LE female half-orc warrior 1) has a keen eye for choosing the best of her wares – in this case, slaves. She made good coin in the flesh trade, until she dealt with the wrong band of evil humanoids. They've eaten her "wares" and now demand she fetches more – or she'll fill the pot herself!
12	Yrellin Onolivus (LG male elf ranger 4) sells pets. Exotic pups from lands far away, unhatched eggs he claims are draconic, or trained bats and birds. He had a large group of handlers and trainers to help with feeding and care during their journeys. When they bumped into a group of fervent druids, though, the nature lovers smashed the cages, freed all animals that could escape and killed many handlers. Yrellin fled into a cave to escape where he fell foul of his captors.
13	Brank Deppit (NG male human warrior 3) somehow managed to get a source of cheap healing potions, which he sold to various martial training centres and bands of adventurers. Now, though, he's being held by a group who are trying to torture the information out of him as to where he procures these potions.

14 Guinel Counder (NG male halfling expert 2) sold all manners of powders and potions from his wagon, guarded by a fierce pair of half-orc guards. As it turns out, the half-orcs were working with local raiders. They betrayed the hapless halfling and left him here to rot. A burning lust for revenge burns in the halfling's breast; if not extinguished the lust for revenge will pull him into darkness.

15 Surrel Treyps (N male gnome expert 2) believes there's little more important in life than a good education. As such, he's gathered a roving library, wagons and carts full of books and scrolls that he takes from town to town for sale. He also had a team of scribes accompanying him, constantly copying new texts. One particular town had a nasty run-in with a warlock recently, and have both confiscated his scrolls until they can be proven as non-magical as well as stuck Surrel in prison so he can't cast any spells over any innocents. His scribes whereabouts are unknown, but he fears the worst.

16 Hilda Felks (CG female half-elf adept 2) inherited the merchant trade from her mother, and has fostered her own family to continue the tradition, with her husband being one of the caravan guards and her children tending the wagons and pack animals. When she shrewdly refused to give a discount to someone who claimed to be an "old family friend" of her mother's, the client flew into a rage and hired mercenaries to run her out of town. While fleeing she fell into the clutches of a band of raiders and was separated from her husband and children. She is beside herself with worry and begs the PCs for help.

17 Velluin Prast (NG male elf warrior 2) was once a caravan guard himself, until the merchant group fell to a band of roving orcs and wolves. He alone survived and managed to get a cart of goods to the next city along the road. There, he set up a new caravan under his own name, which prospered for several years – until someone claimed that perhaps Velluin was responsible for the ambush that killed his former master. He fled to a nearby dungeon to hide until he could restore his good name.

18 Lika Thodren (LG female human expert 3) is a wandering tailor, creating clothes on order, stitching up tattered garments or embroidering filigree on nobles' robes. She also sells bolts of cloth and fine threads to anyone with coin. Raiders stole her coins and carried her off, but not before burning all her unwanted goods in front of her.

19 Kandra Sororis (N female human cleric 5) is fascinated with relics, especially magical ones. She had a private museum in a nearby city. While exploring this dungeon in search of more relics to add to her collection she was captured. Her ransom is the choicest item in her museum; thus far she has refused to pay.

20 Lenkle Castar (LN male human expert 1) is a travelling cook, selling not only herbs, cooking equipment and rare meal ingredients, but also his fine skills as a chef to those who appreciate good food prepared by a master's hand. One particular tyrant has taken Lenkle into custody, setting up a kitchen in the dungeons where the cook slaves away, preparing food for servants, slaves and guards, as well as the tyrant.



CAPTIVES: EVIL HUMANOIDS

Dungeon denizens often argue and ambitious tribal warriors often scheme to slay the incumbent chief. Use these NPCs as renegade humanoids among the captives discovered by the PCs. The NPCs below can be of any race.

D20

1	Thums Plockett snarls in no discernible language, but the intent is clear enough. He wants death and blood and plenty of it (preferably those of the individual sticking him in this squalid prison). He was captured sneaking into an enemy camp to thief a bit of food, and his scrawny frame shows how successful he's been at past such attempts.
2	Ogutt Wensk is drooling on himself, but startles awake at a rough prod. His dumb grin shows blunt, chipped teeth. He seems safe enough, but there's a feral glint to his eyes. He was imprisoned for accidentally throttling his lord's favourite concubine to death.
3	Lockle Sanchen is always shaking and tossing a pair of die, and they somehow always wind up rolling the exact numbers he predicts. Perhaps this has something to do with how he wound up beaten and thrown into this cell.
4	"Behind You" Vleck is a smooth-talker for sure, starting up an easy stream of patter as soon as the PCs arrive. He found himself jailed for trying to steal from his chief.
5	Zeratash the Chained isn't just chained to the wall, but iron chains are actually embedded in her flesh, apparently for decorative purposes. She smiles and asks if the PCs worship the lord of pain. She was locked up for trying to forcibly convert others to her faith.
6	Yullis Meisteral holds a sword hilt with the blade snapped in half. The chains and stones around her are chipped from futile attempts to chop herself free. Jailed for flying into a bloodthirsty rage in the middle of a tribal feast she is destined to have a central role at the next such gathering.
7	Luthestrum fingers a string of dried ears hung around his thick neck, and licks his lips as he eyes the adventurers.
8	Darra Flusterval has clawed at the floor and walls of her cell until her fingers have been worn down to the bone. Despite her agonized whimpers, it's evident she'll continue to scabble for freedom until she bleeds to death. She was imprisoned for trying to assassinate a tribal shaman.
9	Ilgithonius the Third haughtily demands freedom, promising riches and wealth beyond imagination. However, he is penniless and does everything in his power to fool the party.

10	Mavick Ruckles looks little more than a mummified corpse until he twitches and raises his head to gaze at the party with sunken eyes. What could be keeping him alive at this point? Dark rumours of cannibalism surround his incarceration, though he denies them.
11	Bosot Tonny hums a jaunty tune and promises to accompany the party as a bard should they free him. He has some musical talent, but his true passion is setting fires.
12	Ferag Druft speaks in little more than grunts and groans, straining at her chains as if she can pull them straight out of the wall. Her scarred visage bears witness to countless battle.
13	Uila Eddran is not the most gorgeous captive but her jailors evidently found her attractive as they threw her into the cell nude. Or it could have something to do with her being a bloodthirsty maniac with a penchant for hidden weapons.
14	Oborit Xesuid chatters obscure mathematical formulae, pointing out strange observations and facts that don't seem unrelated. Whatever his unique approach to alchemy, it seemed effective enough when the various explosions he caused cost a dozen lives the day before.
15	Pheldram Polinous doesn't speak. He just strokes his chin and eyes the party as if they are a particularly juicy cutlet. He is a noble of the tribe ensconced in his own dungeons by his own servants after beating several of them to death.
16	Torry Laggums doesn't like to brag, but he's the best assassin in the tribe. He tells many stories of his cunning, but is strangely reticent on the method of his capture.
17	Creast Ujulit flashes a broad smile, revealing teeth filed to points. A thin, pale tongue pokes out for a moment, but his wheedling voice promises he's been fed recently. He was imprisoned for eating the tribe's young.
18	Erasas the Grimy barely appears alive behind the skein of filth covering his skin. He is blamed for bringing a vicious disease into the tribe which has claimed several lives so far.
19	Wongle holds out his arms as if offering a hug. He enjoys crushing people to death, and imprisonment has not dampened his enthusiasm.
20	Grayser Serfil huddles in on himself, hands wrapped around his knees as if he can hide behind his own limbs. His fingers are still bloodstained from clawing open the throat of a rival after an argument over looting rights.

CAPTIVES: HOOKS, COMPLICATIONS & OPPORTUNITIES

Sometimes simply freeing a captive is not enough. Use these hooks, complications and opportunities to enrich (or complicate) the rescue of captives from the dungeon.

D20

1	The prisoner wears a rich robe and is obviously well kempt. He promises an enormous pile of gold or jewels or whatever precious items catches the party's fancy in exchange for freedom. Whether he'll actually follow through with the promise is anyone's bet.	9	Arcane symbols on this person's robe as well as an undeniable air of crackling energy, denotes him as a spellcaster. He has been blindfolded and gagged in order to keep him from casting any magic.
2	While considering whether to free the denizen of this particular cell, one of the party wanders a bit too close and the prisoners lunged out as far as their chains allowed and grabbed him around throat. Now they're threatening to choke the PC to death or snap their neck if they are not immediately freed.	10	This prisoner has been placed in a cell without any chains keeping them in position. However, several wild, starving wolves are also in the cell, chained to the walls themselves. The prisoner can only keep to one small corner without being torn limb from limb by the beasts.
3	Despite their bruised and puffy face, the torn and filthy clothes, and the shadows that fill this cell, the party recognize this prisoner. They've done business with them before and know them as a reputable and honourable person. What could they have done to deserve being thrown into jail?	11	Oddly, when the party start to free this person, he gets a wild look in his eyes and begs them to leave him in chains. A moment later, his eyes clear, and he begs not to be left in chains for a moment longer.
4	The person or creature in this cell has obviously been starved for at least a week. If they are left here, there is little doubt that they'll die within another day or two. Whether they've done anything wrong or committed a crime is almost a moot point now. Can they be left to suffer?	12	The person in this cell is obviously a lunatic, gibbering and foaming at the mouth as they strain at their shackles. They may very well kill themselves from the effort.
5	This prisoner's face is full of open, weeping sores and the cell stinks of disease and decay. If the party free him, they may all be exposed to the disease in question.	13	In a weak voice, this prisoner claims he has been poisoned by his captor and will die within the hour if not somehow cured.
6	As the party consider the many chains wrapped around this unfortunate person, they realize several of the chains are linked to a variety of traps set around the room. Any blatant attempt to free him will trigger fire, acid, falling rocks and other dangers that could kill both the prisoner and any would-be rescuers.	14	Half a dozen children populate this cell, all running about playing a game of tag and acting as if their imprisonment is no big deal. Their laughter is slightly creepy.
7	This prisoner's face matches a crude sketch of a person with a hefty bounty on their head. Of course, the prisoner loudly declares his innocence.	15	This prisoner is a known, vile criminal, but claims to be in possession of, or have knowledge about, an item or person vital to the success of the party's quest. He only imparts this information when taken to a safe place.
8	The man inside this cell hollers that he is the real jailer, and that the prisoner has just escaped! The jailer's master will reward the PCs if they recaptured the escaped prisoner. Of course, he is almost certainly also try to double cross the party later.	16	When the party step into view or attempt to communicate with this prisoner, he immediately starts calling for the guards, telling them to hurry up and arrest the party for attempted jailbreaking.
		17	If a PC enters this cell with the intent to free the prisoner, the door immediately slams shut and locks itself.
		18	The moment a PC steps inside the cell to free the prisoner, he reveals the chains keeping him bound to the wall are already unlocked. He shakes them loose and rushes at the PC, screaming for blood.
		19	The woman in the cell claims to be a priestess of a god of vengeance. Free her and received the god's blessing; leave her, and be cursed forever.
		20	The lovely woman in this cell claims to be the ill-begotten daughter of her captor, who doesn't want anyone to know about his illegitimate offspring, but doesn't have the heart to kill her.

CEILINGS: CHARACTERISTICS & APPEARANCE

Ceilings can influence the mood of rooms. Their style can vary considerably from very simple plain stone to expansive and elaborate examples with ornate painted frescos depicting grand scenes. The following section outlines common characteristics associated with ceilings

COMMON CHARACTERISTICS

The dark recesses of a ceiling are an ideal place for a lurking rogue or insidious creature to hide. Ceilings have the following characteristics:

Cover: Sheer or near sheer ceilings offer no cover but ceilings supported by rafters or beams offer partial cover (+2 AC, +1 Reflex).

Climbable: The nature of ceilings varies as does the ability to traverse it.

CEILING TYPE	CLIMB DC
Ceiling with rafters and beams	15
Ceiling with handholds	30
Smooth, flat ceiling	Cannot be climbed

CEILING STYLE

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

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

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

Rib Vault The intersection of two or three barrel vaults produces a rib vault or ribbed vault.

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

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

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

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

CEILING TERMS

Buttress Vertical member used to stabilize an arch, ceiling or vault.

Gable Triangular section between edges of roof and walls.

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

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

CONSTRUCTION

Ceilings are most often constructed from the same material as the rest of the room such as stone or wood but it is possible they may be constructed from more exotic materials such as metal, bone and glass.

MATERIAL	HARDNESS	HIT POINTS ¹	BREAK DC
Wood	5	60	30
Bone	3	50	25
Stone (Hewn)	8	120	35
Stone (Natural)	8	120	50
Glass	2	50	25
Iron	10	200	30

¹ Per 1 ft. of thickness

CONDITION	HARDNESS	HIT POINTS	BREAK DC
Derelict	-4	-20%	-10
Poor	-2	-10%	-5
Average	0	0%	0
Good	+2	+10%	+5
Pristine	+4	+20%	+10

APPEARANCE

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

D%	
01-05	The ceiling is domed and multi-faceted. A DC 15 Knowledge (nature) check identifies it as the shell of a giant sea turtle.
06-10	An expansive and vivid fresco is expertly painted onto the plaster ceiling. A DC 25 Knowledge (religion) check reveals the figures to be long forgotten deities.
11-12	The bones of a large creature support the curved stone ceiling. A DC 15 Knowledge (arcana) check reveals them to be leg bones from a blue dragon.
13-14	The wooden ceiling is made from tarred boards and tightly ribbed timber truss and rafters. A DC 15 Knowledge (engineering) check reveals it to be an upturned ship's hull.
15-16	The ceiling is conical with a tiny aperture allowing a beam of light to be focused on a dais below.
17-18	The flat, unadorned ceiling has a domed aperture in the centre from which hangs a large, ornate iron pentagram-shaped candelabrum.
19-20	A black background punctuated with shimmering crystals, the ceiling has been decorated to mirror a constellation of stars (DC 15 Knowledge [geography] reveals its location).

21-22	Painted knot work motifs frame an intricate design of concentric fleur-de-lis stone medallions on the ceiling.
23-24	The ceiling has been quartered with intricate plastered mouldings; each section bears a lavish fresco in tribute to one of the four seasons.
25-26	A guilt and enamelled relief of a lion rampant with two heads dominates the white plastered ceiling.
27-28	Intricate and highly detailed, the ceiling and walls are painted with a fresco portraying angels locked in mortal combat with denizens of Hell.
29-30	The thick canopy of a large living tree comprises the ceiling and its thick trunk serves as the sturdy pillar to support it.
31-32	Made from thousands of tiny ivory panels carved with runes and sigils, the ceiling is embellished with a large mosaic depicting a bird rising from flames.
33-34	The panels in the coffered ceiling are shield-shaped and brightly painted. A DC 14 Knowledge (nobility) check identifies the heraldry of several prominent knightly orders and families.
35-36	In the ceiling are four large pools filled with what appears to be a thick black undulating fluid. The pools emanate an overwhelming evil aura throughout the chamber. A DC 14 Knowledge (planes) check reveals them as infernal portals.
37-38	The ceiling portrays a blue sky and wisps of clouds as if a summer's day. A DC 19 Knowledge (arcana) check reveal it to be an illusion.
39-40	A mixture of exquisite sculpture and bas relief cover the ceiling in a beautiful and artistic map of the surrounding kingdoms.
41-42	The ceiling is in the shape of an inverted dome and has been abstractly painted to resemble the world with its continents, seas and kingdoms.
43-44	A helix of tightly wound staircases mirrors one another as they spiral towards a coned shaped ceiling.
45-46	The ceiling has been constructed to look like a scrolled parchment with text chiselled into the stone page. A DC 13 Knowledge (religion) check reveals it to be the psalm of a deity of law.
47-48	Water cascades from a diamond-shaped aperture in the ceiling, creating a waterfall.
49-50	A large stone medallion of an eight-pointed star embellishes the groin-vaulted ceiling.
51-52	Installed onto the ceiling are several complex clockwork mobiles depicting an unknown solar system. The planets are made from spheres of semi-precious stone. The set is worth 400 gp.
53-54	The marble pillars depict warriors with their swords raised towards each other. These crossed swords create the ribs of the vaulted ceiling.
55-56	Numerous large demonic statues embellish the ceiling. Hanging from the tails of each is a large iron gibbeting cage.

57-58	The shape of the ceiling undulates and has been painted with blue and green paint and embellished with glass tiles to resembles the surface of the sea.
59-60	The plain white plaster ceiling is decorated by red handprints made by many different individuals.
61-62	Seemingly crafted from a single pane of tinted glass the ceiling is nearly opaque offering a dim view of the room above.
63-64	The ceiling has been constructed with a mechanical trapdoor. A hidden lever (DC 25 Perception spots) operates the door and drops a wooden ladder into the chamber.
65-66	The ceiling is dodecahedral with a single point. Each side is painted with a fresco depicting a different hellish realm and its devilish lord.
67-68	A dais when stood upon levitates up to the ceiling (a segment of which retracts enabling access to the section above).
69-70	The ceiling appears to be of a mottled stone of unknown origin. A DC 15 Knowledge (nature) check reveals it as the underside and gills of a giant mushroom.
71-72	The ceiling is not solid but is instead an ironwork grille made from diagonal bars.
73-74	The highly polished ceiling mirrors the room below.
75-78	The rough ceiling glitters with a metallic hue. A DC 15 Knowledge (arcana) check reveals it to be the stretched hide of an adult copper dragon.
79-82	The ceiling is a dense forest of stalactites which have grown until they touch stalagmites growing up from below.
83-86	The ceiling is made from magically toughened glass and is transparent. Several skeletons sprawl in the area above.
87-88	A large inverted dome dominates much of the ceiling. When commanded (DC 30 Knowledge [arcana] or [history] check reveals command word), the dome appears to open like a gigantic eye which moves and blinks. The eye can cast <i>scry</i> once a week.
89-90	The pillars supporting the ceiling are life-like statues of devils holding wickedly curved swords.
91-92	The chamber and ceiling have been daubed in purple paint.
93-99	The ribs of the domed ceiling splay out like the web of a large spider. Investigation reveals they are of magically hardened spider web.
100	Roll again to determine the ceiling's appearance. The ceiling is also trapped. Refer to pages 6-7.

CEILINGS: DRESSING & FEATURES

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

D%	
1	A section of the ceiling appears to have melted; molten rock has dropped onto the floor below.
2	A fresco of a ruling noble has been vandalised with the words "Power to the rebellion."
3	Dark green moss and lichen has grown across the moist stone ceiling.
4	The prints of wet bare feet are visible across the ceiling.
5	A haze of green flame wreaths the ceiling. A DC 15 Knowledge (dungeoneering) check reveals it as highly combustible natural gas.
6	Long, thick viscous globules of a dark brown slime hang down from the rough stone ceiling.
7	Stuck upon the ceiling is a long white funeral gown which flutters in an unseen draught.
8	A long, thin ladder leans against the wall. A pot of whitewash balances on the top rung.
9	The mouldering corpse of a dungeon denizen lies partially buried by the rubble of the collapsed ceiling.
10	The vaulted ceiling is decorated with numerous pennants and banners.
11	A profusion of javelins, crossbow bolts, arrows and axes are imbedded in the ceiling.
12	A tatty canvas has been strung up as a hammock between two rafters.
13	Silk streamers in a multitude of colours hang from the ceiling.
14	Of shattered plaster and charred stone, the ceiling is crackling with arcs of red lightning.
15	The buttresses supporting the vaulted ceiling have been sabotaged. A DC 15 Knowledge (engineering) check reveals a loud noise could trigger collapse.
16	A crimson pool collects as blood drips from the rafters. A DC 12 Perception spots a corpse slumped among the trusses.
17	Soft glowing runes mark the eaves of this high, vaulted ceiling.
18	The ceiling is cold. This causes condensation to form and water to drip down into the room.
19	The vivid illusion of a beautiful sunrise on the ceiling is flickering and failing.
20	Several blocks of stone have been removed from the ceiling to reveal a small storage niche.
21	A small black cat is meowing softly as it perches among the rafters and trusses.
22	Glowering eyes peer at you from the shadowed ceiling. Light reveals no lurking creatures.

23	A bucking and swaying sack hangs from the ceiling. Inside is an irritated and angry cat.
24	A rope hangs from the ceiling above a huge chasm which has swallowed a large section of the floor.
25	The skeletons of unlucky individuals are impaled on spikes protruding from the ceiling.
26	The boards which make up the ceiling have become swollen leaving several unsightly bulges.
27	The impaled body of a humanoid lies on the floor grasping a stalactite which has broken off from the ceiling above.
28	Thick roots of several trees have grown through the ceiling forcing several blocks of stone to fall.
29	A russet-coloured mould is growing in thick clumps across the ceiling and walls.
30	Bloodied and lifeless, a body lies next to scrawled words written in blood "Look above....for we are all lost."
31	A lit lantern sits on the floor. A trail of gore and ichor splatters the floor, one wall and ceiling.
32	A beautiful dream catcher hangs from the ceiling.
33	An inexpertly hidden net hangs from the ceiling.
34	Dark green algae covers the trusses of the ceiling as if the chamber had been submerged in water.
35	A dark black tar-like substance is dripping from the ceiling. It sizzles when it hits the floor.
36	Deep gouging claw marks are visible in the stone ceiling.
37	An owl hoots and tilts his head to watch the party from its perch among the rafters.
38	A huge humanoid-shaped dent has been made in the metal ceiling.
39	Two chains attached to iron rings in the ceiling swing gently. Broken manacles lie on the floor.
40	Several large hewn logs are being used to brace the ceiling.
41	A thick caustic smell fills the chamber as white vapours emerges from the chamber's ceiling, rafters and pillars.
42	Nailed across the ceiling is a banner with the word "Welcome" in large bright green letters.
43	The ceiling appears in a state of mid-collapse; fractured stone hangs impossibly in midair.
44	Thick curling tendrils of steam sprays into the room through small holes in the stone ceiling.
45	The faint sound of grinding from above is accompanied by falling sawdust. A DC 12 Knowledge (nature) check identifies termites as the source.
46	A rough and teetering scaffold tower has been built to repaint a section of the ceiling.
47	A red tinted light glimmers on the ceiling.
48	Soot covers the ceiling.

49	A section of plaster has cracked and fallen to smash on the floor; thick dust covers everything.
50	The coffered ceiling has had several panels vandalised; one once protected a secret niche.
51	The ceiling has a subtle mauve glow. A DC 13 Knowledge (arcana) check identifies it as similar to <i>faerie fire</i> .
52	Hundreds of dark but luscious green vines have crept up the pillars and now blanket the ceiling.
53	A multitude of furniture is stacked precariously in one corner. The tower reaches the ceiling.
54	The wooden buttresses supporting the ceiling have begun to bow; signs of cracking are evident.
55	Many cracks run through the ceiling.
56	Many of the glass panes comprising the ceiling have been smashed; glass litters the floor.
57	The unadorned rafters and ceiling has been hung with macabre trophies of skulls and bones of humanoids.
58	A once elaborate fresco, the ceiling has been vandalised and several portraits removed.
59	The lifeless body of an unfortunate rogue hangs from his malfunctioned climbing harness.
60	The lifeless body of a knight in full plate is stuck to the metal ceiling with his sword skewered through his chest. Beneath him is a pressure pad slick with blood.
61	Several small holes pierce the ceiling. They are spy holes.
62	The ceiling is suspiciously low. A DC 15 Knowledge (dungeoneering) check reveals it as a suspended ceiling.
63	An 'X' has been marked on the ground beneath a large stone medallion on the ceiling.
64	The ceiling is thick with a frost which glows with a bright crystal-like shimmer.
65	The plain plaster walls are covered in pencil work in preparation for being painted. It depicts the outlines of a flight of dragons.
66	A section of one of the pillars has broken and a metal strong box is wedged in the gap to support the ceiling.
67	The ceiling is a forest of stalactites; among it lives a bat colony that swarms if disturbed.
68	The imprint of a large gauntleted fist in the stone ceiling is easily visible.
69	A perfectly round hole pierces the glass ceiling; shattered glass lies beneath the hole.
70	The paint and plaster on the ceiling has thinned enough to make out the sigil of a deity beneath. A DC 14 Knowledge (religion) check reveals it as the symbol of the goddess of ill fortune.
71	The metal ceiling is stretching and rivets are breaking; water is spurting through the gaps.
72	The stalactites have been removed from the ceiling. They have been stacked nearby.
73	A sign says, "Ceiling unsafe."

74	A bloodied notepad of sketches and notes about hundreds of frescos and vaulted ceilings lies on the floor.
75	The chamber is thick with viscous spider web. A DC 13 Perception check reveals five cocooned corpses secreted into a dark corner of the ceiling.
76	The ceiling has small magical lights; several have gone out while others blink intermittently.
77	Screaming emanates through the iron grill ceiling. Blood rains down and the screams cease.
78	Several climbing pitons have been driven into the stone ceiling. A long rope connects each pin allowing easier climbing (+5 bonus to Climb).
79	Ornamental gargoyles decorate each corner of the ceiling
80	A shoeless body lies broken on the floor. A DC 13 Perception check spots shoes stuck to the ceiling.
81	Several pillars lie smashed over the segmented body of a gargantuan centipede.
82	Sections of the ceiling have been repaired with permanent <i>walls of force</i> .
83	The ceiling has been covered with a layer of slippery orange ooze (+5 to Climb DC).
84	Several horse bridles are tied to a thick chain wrapped around the ceiling's thickest rafter.
85	Several sheets of parchment are stuck against the ceiling from a strong draught.
86	A set of platemail-covered legs protrude through several broken boards in the ceiling.
87	A huge boulder has shattered the ceiling and now rests precariously on three pillars.
88	Hundreds of candles flicker on the ceiling's rafters. Wax covers the rafters.
89	A large block of stone hangs in a primitive crane ready to be hoisted into a gap in the ceiling.
90	Dust and dirt falls from the ceiling as a small tremor shakes the ground.
91	Refuse and sewage drains through a large opening in the ceiling.
92	The ceiling is teeming with thousands of shiny scarab beetles.
93	A noose looped over the rafters hangs around the neck of a mouldering corpse.
94	A stone block has fallen from the ceiling. Blood splatter surrounds it.
95	The painted depicts a summer sky.
96	A grinning skull painting decorates the ceiling.
97	A mass of rusted chains hang from the ceiling.
98	A damp patch mars the ceiling. Cold water drips from it onto the floor.
99	Thick, wet cobwebs cover the ceiling. They are so damp they resist natural fire; only magic can burn them away.
100	Roll again to determine the ceiling's dressing. The ceiling is also trapped. Refer to pages 6 – 7.

CEILINGS: TRICKS & TRAPS

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

FALLING BLOCK

The falling block trap is a staple of dungeon design. Such traps feature blocks falling from the ceiling onto the hapless intruder. These blocks can be of any size; larger blocks can block passageways, provide cover in combat and so on.

FALLING BLOCK CR 2 (600 XP)

Without warning, a stone block falls from the ceiling.

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a small switch next to the pressure plate).

Destroy Destroying the stone block (hardness 8, hp 900, DC 50 Break) or the chain (hardness 10, hp 5, DC 26 Break) defeats the trap.

Trigger Location (pressure plate) **Reset** Manual (a chain attached to the block pulls it back into position)

Effect When triggered, this trap has the following effects:

Effect A Medium sized stone block falls from the ceiling (+10 ranged touch, 5d6 damage).

Variants (CR 6) A Huge-sized stone block (DC 25 Perception, DC 25 Disable Device) falls from the ceiling (+15 ranged touch against all in the area, 8d6 damage)

CAVE-INS

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

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

CAVE-IN CR 8 (XP 4,800)

Dust and grit covers the floor of this chamber.

DC 20 Craft (stonemasonry), DC 23 Knowledge (dungeoneering) or DC 20 Knowledge (engineering) The character realises the affected area is dangerously unstable. This check can be made trained or untrained.

DC 20 Perception The character identifies the affected area as dangerously unstable; **Stonecunning** A dwarf using stonecunning can make a check just by passing within 10 ft. of a weakened area.

Trigger Location (removing half the pillars in an area or a major impact or explosion triggers a cave-in); **Reset** No

Bury Zone (15 ft. radius) A cave-in buries anyone in the middle of the collapsing area. Characters in the bury zone take 8d6 damage (DC 15 Reflex save halves) and are buried.

Slide Zone (10 ft. radius) A cave-in's slide zone is roughly equal to the bury zone but extends outwards in all directions. Characters in the slide zone take 3d6 damage (DC 15 Reflex save negates). Characters failing their saving throw are buried.

Buried Characters A buried character takes 1d6 nonlethal damage per minute. A character falling unconscious must make a DC 15 Fortitude saving throw each minute or take 1d6 lethal damage. Characters who are not buried can dig out those buried.

Freeing Buried Characters In one minute, a character using only his hands can clear debris equal to five times his heavy load limit (or twice that amount if armed with appropriate tools). Loose stone filling a 5-foot by 5-foot cube weighs 1 ton (2,000 pounds). A buried character can free itself with a DC 25 Strength check.

Variants Cave-Ins Not all cave-ins are created equally. When using these variant cave-ins consider increasing or decreasing the size of the bury and slide zones to take into account the party's capabilities.

Minor Cave-In (CR 5; XP 1,600) This cave-in deals 5d6 damage to characters in the bury zone and 2d6 damage to those in the slide zone.

Major Cave In (CR 12, XP 19,200) This cave-in deals 12d6 damage to characters in the bury zone and 5d6 damage to those in the slide zone. A DC 20 Reflex save halves or negates the effects as appropriate.

CRUSHING CEILING

This classic trap utilises a chamber's ceiling to crush intruders to a bloody pulp.

CRUSHING CEILING CR 8 (4,800 XP)

A grinding sound emanating from the ceiling 25 ft. above your head heralds your doom. Slowly and surely, it begins to descend toward you.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception (a small switch at floor level by the door).

Destroy Destroying the ceiling (hardness 8, hp 180, DC 45 Break per 1 ft. of thickness) creates a niche (see below).

Trigger Proximity (a pressure pad in the centre of the chamber); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The chamber's stone door (hardness 8, hp 60, DC 28 Break, DC 30 Disable Device unlocks) slams shut and the crushing ceiling activates.

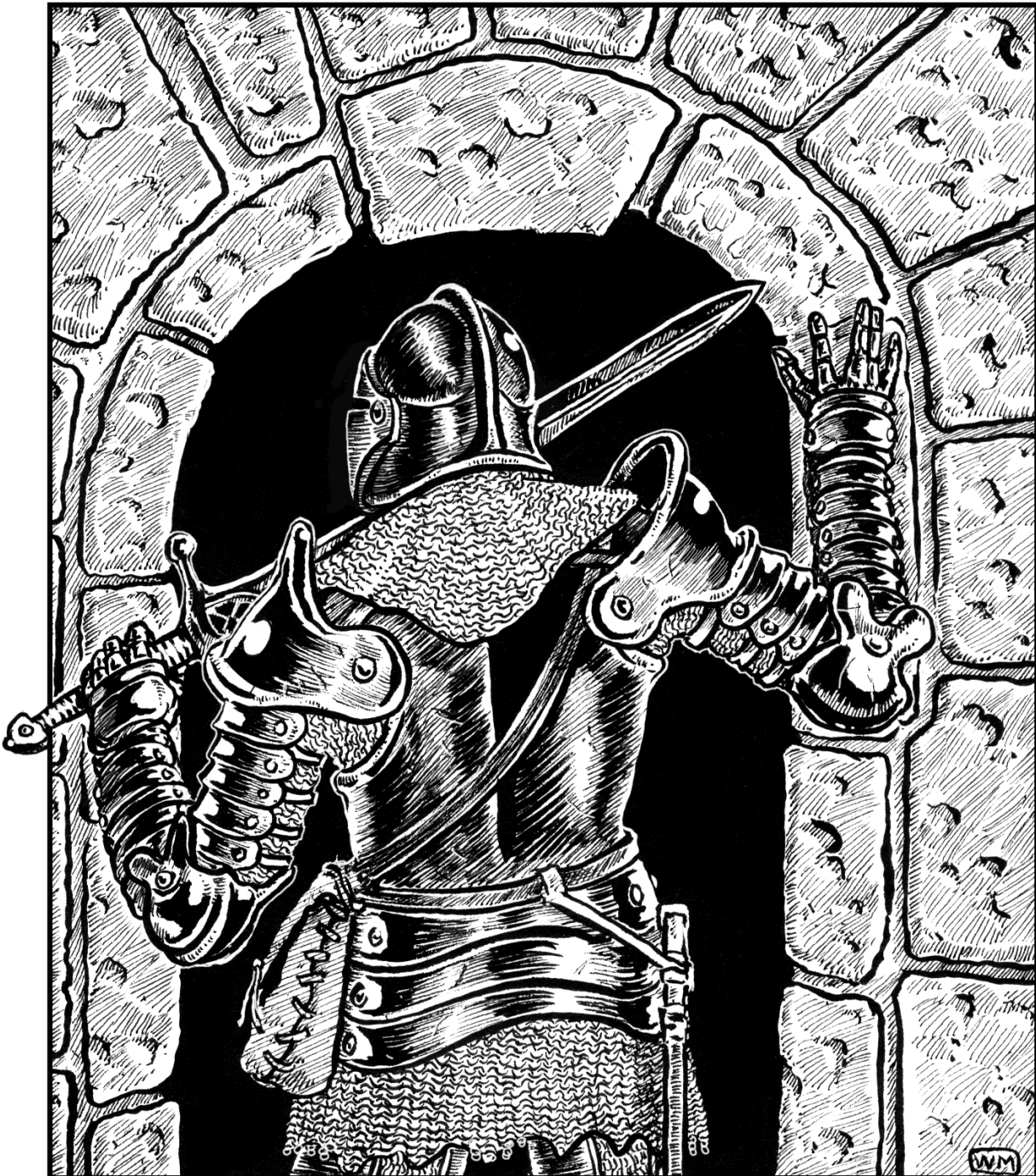
Effect (Round 2-5) The crushing ceiling descends 5 ft. each round. When it reaches the floor it inflicts 12d6 damage on

all individuals in the chamber. Damaged characters are pinned until round 6.

- **Create a Niche** A PC can smash a niche in the floor or ceiling (hardness 8, hp 180, DC 45 Break per 1 ft. of thickness). One Small or larger creature can hide in such a niche.
- **Brace the Ceiling** A character reaching the ceiling and making a DC 25 Strength check arrests the ceiling's progress for one round.

Effect (Round 6) The ceiling retreats to its original starting position at a speed of 5 ft. per round.

Variant (CR 4) This version of the trap has the following modified statistics: DC 20 Perception; DC 20 Disable Device; 6d6 damage. The chamber's door is of wood (hardness 5, hp 15, DC 18 Break, DC 25 Disable Device unlocks).



CHESTS: CHARACTERISTICS & APPEARANCE

Chests are adventurers' favourite feature of most dungeons. They represent the hard earned reward after days lost in the dark, exploring new terrain and overcoming challenging foes. They are the place in which new and shiny discoveries await, equipping the heroes for even greater challenges.

Their popularity with players doesn't mean that they should be overlooked by GMs, however. The right chest can add a great element of continuity or surprise to an adventure. This section provides the basic features of chests.

CONSTRUCTION

Most chests are made of sturdy wood, such as oak, but other exotic materials may also be used. The statistics below assume that you are looking to break into a chest, not destroy it completely.

MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Adamantine	20	60	50
Bone	3	10	20
Darkwood	5	15	23
Dragonhide	10	15	28
Glass	1	2	10
Iron	10	45	30
Iron bound	5	20	28
Mithral	15	45	35
Stone	8	25	35
Wood	5	15	23

OPENING CHESTS

Much of the time, a chest is used to secure valuables. As such, they tend to be locked. The statistics below present the most commonly encountered locks.

LOCK TYPE	DISABLE DEVICE DC ¹
Simple	20
Average	25
Good	30
Superior	40
<i>Arcane Lock</i>	10 ²

1: Opening a lock is a full-round action. This action can be retried.
2: Or 20 if the chest does not otherwise have a lock.

Instead of breaking open a chest, explorers can try to smash its lock or hinges. This often results in less damage to the chest's contents, but is difficult because of the target's small size and metal construction.

- **Lock:** AC 7, hardness 10, hp 30.
- **Hinges:** AC 7, hardness 10, hp 30; DC 20 Disable Device (1d4 rounds) to dismantle.

VOLUME

While chests can be made in any shape or size, this table summarizes the most common wooden chests' characteristics.

SIZE	VOLUME	WEIGHT	COST
Small	2 cubic feet	25 lbs.	2 gp
Medium	4 cubic feet	50 lbs.	5 gp
Large	6 cubic feet	100 lbs.	10 gp
Huge	8 cubic feet	250 lbs.	25 gp

WEIGHT & COST

Sometimes, the chest is part of the treasure! This table summarises the weight and cost modifications of atypical chests.

MATERIAL	WEIGHT FACTOR	COST
Adamantine	x2	+10,000 gp
Bone	x1	x1
Darkwood	x1/2	x100
Dragonhide	x1	x5
Glass	x1/2	x2
Iron	x2	x5
Iron bound	x1 1/2	x2
Mithral	x1	+500 gp/lb.
Stone	x3	x2
Wood	x1	x1

CHESTS IN COMBAT

Clever combatants can use a chest to their advantage in combat.

- **Jump Up:** Characters can jump (DC 12 Acrobatics) or spend three squares of movement to get up onto a chest.
- **Higher Ground:** Characters standing on a chest gain the benefits of higher ground (+1 on melee attacks against characters lower down than themselves).
- **Cover:** Characters prone behind a chest have cover (+4 AC, +2 reflex).

CHEST CONTENTS

Sometimes a GM needs to randomly generate what a chest holds. Use this table to get a basic feel for such contents, fleshing them out as desired.

D20	CHEST CONTAINS
1-4	Clothes, blankets and so on
5-7	Food and drink
8-12	Trade goods
13-14	Books, scrolls or other valuable objects
15-18	Treasure
19-20	A trap. Reroll to see what else the chest contains

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

D%	
01-05	The chest is made from sturdy oak boards bound in iron. The lock is obviously much newer than the chest itself.
06-10	This is an impressive iron chest, tarnished on every surface but at the lock.
11-12	The chest seems to be a single block; no seams are visible (DC 20 Perception reveals).
13-14	The chest is hinged at the bottom, lifting the entire box off the floor.
15-16	A layer of dust has settled on top of this otherwise invisible chest.
17-18	This well-made chest – including its lock and hinges – is carved from a single block of stone.
19-20	This small wooden chest is shaped eerily like a coffin. Dried mud hangs to one corner near the floor. It smells of earth.
21-22	The chest is shaped like an animal's skull, hinged at the jaws.
23-24	The chest is made from the leg bones of many different creatures. Leering skulls decorate its lid. The chest's lock is hidden in one such skull (DC 20 Perception locates).
25-26	The chest is made from strips of bamboo, lending it an exotic appearance.
27-28	The chest is made from woven reeds.
29-30	The chest is built into the floor, only a trapdoor is visible.
31-32	This iron strongbox is dominated by a massive, ornate lock.
33-34	The chest's lid has been sealed with red wax that features a seal of a rampant wyvern set over the chest's lock.
35-36	The chest is made of teak, bound in iron. The iron shows rust, as if it has been heavily exposed to humid air.
37-38	Heavy patina coats the brass that binds this mahogany chest.
39-40	The contents of this chest are visible through its glass sides.
41-42	Worn leather covers the surface of this wooden chest. The area around the lock is particularly worn.
43-44	Gilded scrollwork decorates the top and sides of this red-stained chest.
45-46	This chest is made from ornately decorated silver. (Treat it as dragonhide for its statistics and value).
47-48	Sculptural inlay covers the front of this chest, depicting a legendary monster.
49-50	The iron reinforcement on this chest is cast to resemble creeping vines.

51-52	This bronze chest has an elaborately sculpted sea monster on its lid.
53-54	The chest is made of a pale wood bound in black iron.
55-56	This peculiar chest is topped with a gilded lid decorated with an elaborate sculpted religious icon.
57-58	This chest has a flat top and is wider at the top. It tapers as it reaches the ground, giving it a trapezoidal profile.
59-60	This chest has a hidden drawer in its bottom in addition to its usual compartment.
61-62	A distinct rune of pale wood is inlaid in the darker mahogany lid of this chest.
63-64	Iron ornamentation on the sides of this chest resembles the pointed arches and windows reminiscent of gothic architecture.
65-66	This chest's wood is an amalgam of vibrant colours – green, red and yellow, though whether these are natural or stained is unclear.
67-68	Silver inlay in the side of this chest depicts a valiant warrior battling a dragon.
69-70	This red-stained chest is bound in black metal and opens in the front, rather than the top.
71-72	This unmarred black dragonhide chest almost seems to draw in light.
73-74	The battered and dented dull brown wood of this chest has clearly seen better days.
75-76	The chest's lock is full of hard, dried wax which must be cleared out before the lock is used. This requires 2d4 rounds and a DC 20 Disable Device check.
77-78	The chest is divided down the middle, creating two distinct containers. It has two lids.
79-80	A metal latticework covers every surface of this chest (hardness +2, hp +15).
81-82	This simple iron footlocker is in pristine condition.
83-84	This bright blue chest has spring-loaded hinges, causing it to pop open when unlocked.
85-86	The colour of this dull green chest has long faded, but it remains sturdy.
87-88	This heavy steel trunk is covered in intertwining Dwarven runes.
89-90	This chest seems to have been grown from a single small tree, trained into chest shape.
91-92	The chest looks like a keg turned on its side and is hinged in the middle.
93-94	The chest is nothing more than a few large boards crudely nailed together. It has no lock.
95-99	The chest is lined with lead (which blocks <i>detect magic</i> spells and similar affects).
100	The chest is trapped. Refer to Table C. Alternatively, a <i>phantom trap</i> spell could protect the chest.

CHESTS: DRESSING & FEATURES

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

D%	
1	A thick covering of green moss grows on this chest.
2	This chest is covered in some kind of black mould.
3	This chest is adorned with carvings of fantastic creatures battling legendary heroes.
4	One corner of the chest bears scorch marks.
5	This elaborate chest is actually more valuable than its contents. Smashing into the chest destroys its value (DC 20 Appraise check values).
6	The key plate of this chest is shaped like a demonic visage.
7	This chest bears signs of trauma, as if something had tried and failed to break in.
8	This chest has had its hinges removed.
9	This chest is covered in eldritch runes; some of them flicker a pale blue.
10	Blasphemous writing has been scrawled on every surface of this chest.
11	This chest is enormous, obviously scaled for giants.
12	This chest is tiny and is sized for creatures even smaller than a halfling.
13	Green vines grow on this chest, their roots questing into its rotten wood.
14	This chest sits in a shallow pool of standing water which has no apparent source.
15	The floor of this room is covered in scuffs and scrapes, as if the chest was moved about the room frequently.
16	Scorch marks mar the surface of the chest.
17	A skeleton lies near the chest, its arms still wrapped partly around it.
18	A full set of mundane thief's tools are scattered about in front of the chest; a single pick jams the lock.
19	A half-full mug of ale sits on top of this chest.
20	Etched into the top of this chest is a placard that reads "For Emerala, on her wedding day."
21	The indented tracings of a crude map can be seen in the top of this chest.
22	Carved into this chest are the words "Property of Kandel's Inks."
23	Blazing brass letters on top of this chest proclaim "DO NOT OPEN."
24	The lock on this chest has rusted completely solid (+10 DC).
25	An elaborate cherry blossom has been painted on the lid of this chest.

26	Chipping paint in a number of places reveals that this chest has been painted no less than three different colours.
27	The lock of this chest consists of sliding panels that create a puzzle.
28	When the chest is opened it emits a soft melody, though the source is unclear.
29	Faint traces remain of what must have once been an elaborate painting that decorated the chest's lid.
30	A crude face is daubed in garish paint on this chest, giving it a monstrous appearance.
31	The key for this chest is still in the lock.
32	A well-made wood axe is embedded in the top of this chest.
33	The chest sits on a red silk blanket atop a small table.
34	One of the planks of this wooden chest has been removed and stands propped against the wall nearby.
35	The surface of this chest is heavily scarred, as if it had been attacked by the teeth and claws of a large animal.
36	This chest has been pushed under a table to support one end (which has no legs)
37	Heavy chains have been wrapped around this chest; its original lock seems damaged.
38	A pile of beetle carapaces have been swept into a small pile next to the chest.
39	A small pile of bones, the remains of someone's meal, lies in a pile in front of this chest.
40	An assortment of semi-precious stones has been hammered into this chest seemingly at random.
41	Parts of the chest's lid and one hinge have been melted as if by a powerful acid. (the chest has half the normal hit points).
42	A drop cloth and a pair of candles have transformed the top of the chest into a makeshift shrine.
43	The chest sits at the centre of a powdered silver summoning circle.
44	This chest has been flipped on end, though it remains closed.
45	The floor around the chest is cracked, as if it has suffered a great impact.
46	A thick layer of spider webs encases the chest; the spider is nowhere to be seen.
47	This chest sits in a shallow pit, leaving only the upper half exposed.
48	This chest is inside an iron cage. The cage shows signs of something having tried to break in.
49	Depictions of ghostly spirits have been artistically painted on the sides of the chest.
50	A massive claw has been embedded in the top of the chest, shed by some fearsome monster.

51	An open book has been laid face down on top of the chest. It's title: <i>How to Open a Locked Chest</i> .
52	The keyhole on the lock on this chest is surrounded by an engraved arrow circling counter-clockwise.
53	The chest has been overturned, its contents spilling out of its open lid to cover the floor of the room.
54	The chest is trapped with an <i>alarm</i> spell, which activates noisily when the chest is opened.
55	The chest has a superior lock crafted to look like a couple dancing.
56	The chest has a simple lock made of crude beaten copper.
57	A fine layer of ash covers everything in this room.
58	Shards of volcanic glass surround the chest, as if something was smashed on it.
59	A statue (that points at the chest) stands in one corner of the room
60	A harmless green slime covers the chest and spills onto the floor. A DC 15 Knowledge (dungeoneering) check reveals it to be harmless.
61	A simple grey blanket has been draped over the chest.
62	Scrawled on the wall over the chest is a simple word in chalk: "Beware."
63	This chest has been tied shut with hemp rope; its lock works, but is unlocked.
64	The top of the chest has a checker pattern built in, and a smattering of game pieces stand on it.
65	The lock on this chest has been forcibly removed, leaving a gaping hole.
66	The lock on this chest has been disassembled; its parts are laid out on a cloth in front of the chest.
67	Red, black and white melted wax coats the top of the chest, likely the result of many expended candles.
68	The chest has been secured to the floor with a pair of iron bands.
69	A set of manacles has been fastened to each side of the chest.
70	The chest appears to be badly damaged, its seams splitting as if it had been dropped from a great height.
71	A thick layer of tar seals the seam at the lid of the chest (+5 on break DC).
72	A tiny shovel and pick sit beside the chest; a small hole has been started in the ground nearby.
73	The chest has been placed on a set of rollers that makes moving it much easier.
74	The lock of this chest is made of delicately wrought gold (+2 DC to Disable Device checks, -2 break DC; the lock is worth 50% than normal).
75	A small jade statuette of an elephant (worth 40 gp) sits atop the chest.

76	Etched into the top of the chest are the words "Be cursed any who open me."
77	Shards of glass, as from a shattered vial, sit in a blue stain on the floor behind this chest.
78	The chest has a burlap sack placed over it, presumably as a sort of disguise.
79	A set of lifelike carved eyes and teeth adorn this chest, making it seem as if it were a living creature.
80	A tanned, spotted animal hide is splayed on the floor in front of this chest.
81	An already triggered needle trap juts out of the keyhole of the chest.
82	The hinges and banding on this chest are gold-plated (worth 20 gp if scraped off).
83	The withered remains of an assassin vine are wrapped around the chest.
84	An iron fireplace poker has been wedged into the side of the lid of this chest.
85	Elaborate tile work on the sides of this chest form colourful, seemingly abstract patterns.
86	An overwhelming odour of rotten meat suffuses the chest.
87	Though it appears to be well-maintained, the chest opens with a loud creak. A DC 20 Perception check reveals this fact before the chest is opened.
88	The pleasant smell of lilac wafts out of the chest when opened.
89	Half of the chest has been painted bright red, the bucket and paint brush still sit nearby.
90	This chest appears as much a religious icon as a container; elaborate scrollwork and iconography cover every surface.
91	A box has been traced on the floor around the chest in chalk.
92	A chalk rectangle is next to the chest, its dimensions matching the chest exactly.
93	A large chalk "X" has been drawn onto the floor in front of the chest.
94	A series of tally marks have been drawn in charcoal near the lock of the chest.
95	The chest is secured to the floor with a pair of iron bolts through its bottom.
96	A small blanket sits atop this chest; a small cat is curled up on it, fast asleep.
97	On the wall behind the chest is a painting of the chest, with a grinning devil sitting atop it.
98	An oil can sits atop the chest; the chest's hinges and lock are impossibly rusty (+5 DC to open, -5 hardness).
99	Roll twice on this table, ignoring results of 99-100
100	Roll thrice on this table, ignoring results of 99-100

CHESTS: TRAPS & TRICKS

Of course, chests are not always safe. Often, the dungeon's designer hides clever traps and tricks in them in order to protect his most valuable treasures. The traps and tricks here are examples of such features that can be used to protect chests.

MOLTEN GOLD PIT TRAP

This fiendish trap is often used in shrines to altruism and similar places to punish the greedy. Many see the idea of using treasure as punishment a great irony and moral lesson. When this iron chest is touch, a pit opens in the floor beneath the PC in question. The chest then superheats its contents before pouring them onto its unsuspecting victim.

MOLTEN GOLD PIT TRAP CR 3 (800 XP)

As you open the chest, a pit into which you tumble opens below your feet.

Search DC 25 Perception; **Type** Magic and mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception small button to be depressed near the lock.

Destroy Destroying the lid of the chest (AC 4, hardness 10, hp 45, DC 30 Break) defeats the trap.

Trigger Touch (touching the chest); **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Round 1) A 40 ft. deep pit (4d6 falling damage; multiple targets [all targets in a 10 ft. square area]) opens in front of the chest (DC 20 Reflex avoids). The pit is featureless and the walls are smooth (DC 25 Climb checks to scale).

Effect (Round 2 - 3) The chest smokes as the metal inside begins to heat up.

Effect (Round 4) The chest begins to glow with intense heat as the metal inside the chest melts. Characters within 10 ft. of the chest suffer 1d6 fire damage. Anyone touching the chest suffers 2d6 fire damage.

Effect (Round 5) The metals inside the chest is now melted. The chest upends itself to pour this concoction into the pit. This deals 4d6 fire damage (DC 20 Reflex save halves) and bull rushes anyone climbing the pit's walls (CMB +6). A successful bull rush results in the unfortunate character falling to the bottom of the pit (and suffering appropriate falling damage).

Aftermath Once the chest has deposited its melted treasure into the pit it returns to its normal position and cools down over the next hour. The melted treasure cools down over the same time, but is now a melted slag. Characters will have to be inventive to retrieve it all!

SWALLOWING CHEST

These chests are often used in dungeons populated by intelligent creatures to trap intruders so that they can interrogate them at leisure or just finish them off personally.

SWALLOWING CHEST CR 6 (2,400 XP)

As you touch the chest, a cacophony of mind-numbing sound bursts all around you.

Search DC 25 Perception; **Type** Magic

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less; **Bypass** DC 20 Perception small switch on the rear of the chest or DC 30 Knowledge (arcana) or (history) reveals the chest's command word (regisitki) carved faintly into its lid.

Destroy Destroying the chest (see the stat block below).

Trigger Touch (touching the chest); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The chest emits a burst of sound in a 10 ft. radius spread equal to a *sound burst* (1d8 sonic damage and stunned for 1 round [DC 13 Fortitude negates the stun]). The cacophonous sound alerts anyone nearby as an *alarm*.

Effect (Round 2 onwards) The chest animates and lumbers forth to grapple and swallow whole a stunned intruder in the immediate vicinity. It relinquishes the trapped intruder on a command from its master.

SWALLOWING CHEST CR 5 (XP 1,600)

This large chest is stoutly made of thick oak planks.

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft.; **ACP** 0; **Stealth** -5

AC 14, touch 8, flat-footed 14; **CMD** 20

(-1 Dex, +6 natural, -1 size)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +0, **Will** -4

hp 52 (4 HD); **hardness** 5

Space 5 ft.; **Base Atk** +4; **CMB** +11 (+15 grappling)

Melee slam +9 (1d6+6 plus grab)

Grab (Ex) If it hits a Medium or smaller target with its bite, the swallowing chest can try to grapple as a free action without provoking attacks of opportunity.

Swallow Whole If the swallowing chest begins its turn with a target grappled it can attempt to pin the target. If it succeeds, it swallows its opponent (who takes 1d6+6 damage). The swallowing chest loses the grappled condition, but its opponent does not. Every round, the opponent takes 2d6+9 bludgeoning damage. A swallowed creature can cut its way out with a light slashing or piercing weapon (AC 13, hp 5) or make a grapple check to get back into the swallowing chest's mouth (where it can be bitten and swallowed again). If the opponent cuts its way out, the swallowing chest cannot use swallow whole again until it has healed the damage.

Abilities Str 22, Dex 8, Con —, Int —, Wis 1, Cha 1

SQ construction points (3); grab [1], swallow whole [2]

VARIANT MONSTER: ALLURING MIMIC

ALLURING MIMIC

CR 5 (XP 1,600)

This creature superficially resembles a treasure chest. On the inside, however, its maw is filled with vicious teeth and the beast has two short, writhing tentacles.

N Medium aberration (shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +16, Sense Motive +1

Speed 10 ft.; **ACP** 0; Acrobatics +1 (-7 jumping), Climb +16

AC 17, touch 11, flat-footed 16; **CMD** 21 (can't be tripped) (+1 Dex, +6 natural)

Fort +6, **Ref** +6, **Will** +7

hp 67 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +10

Melee bite +11 (1d6+4) and
2 tentacles +5 (1d4+2)

Atk Options constrict

Constrict (Ex) The alluring mimic deals 1d6+4 bludgeoning damage with a successful grapple check.

Special Actions mimic object, silvered tongue

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed or door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Silvered Tongue (Ex [standard]) An alluring mimic can use its silvered tongue to lure hapless foes into its waiting jaws. The alluring mimic sings a wordless song of haunting, otherworldly beauty. Any creature (except other alluring mimics) within 30 feet must make a DC 15 Will save or become entranced by the alluring mimic's song. An entranced victim moves toward the alluring mimic using the most direct means available. If

the path leads into a dangerous area, such as a fire, the creature receives a second save to end the effect before moving into peril. Captivated creatures take no actions except to defend themselves. A victim within 5 feet of the alluring mimic stands and offers no resistance to the mimic's attacks. The effect continues as long as the alluring mimic sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Spell Like Abilities (CL 9; concentration +11)

At will—*magic aura*, *ventriloquism* (DC 13)

1/day—*hallucinatory terrain* (DC 16)

Abilities Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 15

Feats Improved Initiative, Improved Natural Armour, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

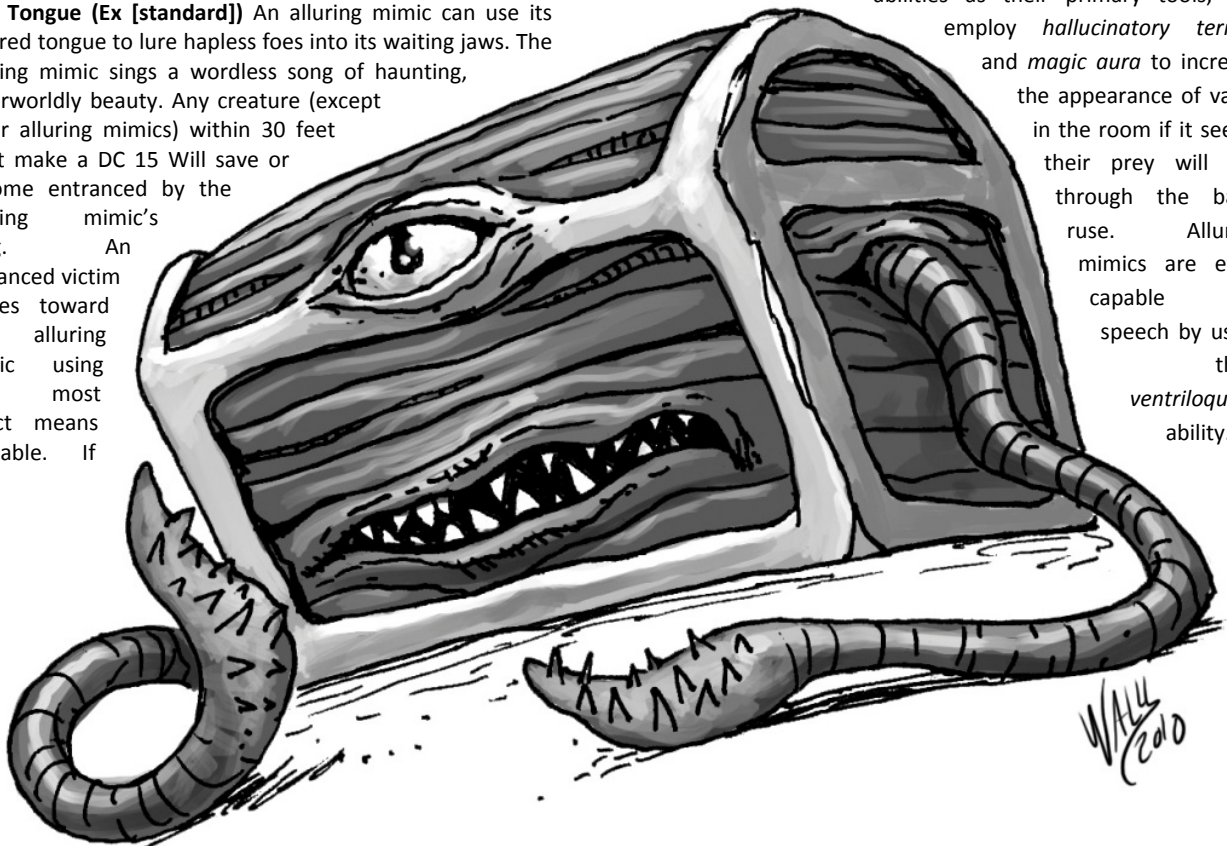
Skills as above plus, Disguise +14 (+34 mimicking objects), Knowledge (dungeoneering) +12

Languages Common

These creatures are a variant of the standard mimic which are even more deadly to treasure hunters and solo adventurers. Their ability to lure victims in and feast on their flesh make them especially favoured as guardians of treasure chambers.

The alluring mimic normally takes the form of a chest, but they also favour the form of other containers such as wardrobes.

Alluring mimics use their mimic object and silvered tongue abilities as their primary tools, but employ *hallucinatory terrain* and *magic aura* to increase the appearance of value in the room if it seems their prey will see through the basic ruse. Alluring mimics are even capable of speech by using their *ventriloquism* ability.



CONCEALED DOORS: CHARACTERISTICS & APPEARANCE

Concealed and hidden doors are a requirement for any suitably interesting dungeon, building or ruin in fantasy gaming. In olden days, they were a *raison d'être* of the elf class, so much so that one wonders if elven houses have any visible doors at all.

A secret door, of course, is generally a deliberate part of the dungeon. Hidden doors are somewhat more mundane; perhaps they simply are whimsical or practical. 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 blocked or accidentally covered. 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.

As a motif, of course, concealed doors are rife in mysteries, and even in history were used to accomplish (or escape) assassinations. The following tables are meant to in part suggest some possible stories and explanations – however vague – for the presence of the concealed door.

Use this table to generate interesting reasons for why the door is concealed. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate. Not every rationale necessarily implies that the hidden door is still used for a similar purpose.

D12

01	The concealment of the door was a feature added to the room to indulge a sense of whimsy. It may lead to a studio or private library.
02	The chamber beyond the concealed door is a treasury, safe room or secret laboratory.
03	The door was concealed by accident or through some sort of renovation. It leads to an adjacent room or passage.
04	The chamber(s) beyond the hidden door comprise living quarters, perhaps for illicit liaisons or simply hidden for privacy.
05	The hidden door enables secret access to another section of the complex, such as another private suite of rooms.
06	A secret passage leading outside the dungeon or building is accessible through the hidden door.
07	The concealed door provides access to a small cell or priest hole.
08	Beyond the hidden door is a narrow flight of stairs leading to a different level.
09	No apparent purpose exists for concealing the door save perhaps mental illness.
10	The concealed door is part of a series of such hidden entrances scattered throughout the complex, connected by narrow passages. Peepholes pierce the walls.
11	Renovators or architects of the room included the door as part of a complex heist. The passage extends to another room, and there also has a concealed door.
12	The door was added or designed to permit an assassination attempt, by traitors within the complex. It leads to an exit or public area.



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

D%	
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, about halfling- or kobold-sized.
11-12	The door is concealed behind one of a number of 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.
17-18	An image upon the door or whatever conceals it depicts a stylized tiger.
19-20	A rotating bookshelf allows access to a secret exit.
21-22	A dumbwaiter is concealed behind a sliding panel, opening to a dark shaft.
23-24	A narrow opening is revealed when a loose part of the baseboard is removed. Anyone entering the space must crawl to enter.
25-26	The walls of this room contain inset pictures, framed by moulding; one slides aside.
27-28	The door is hidden by an alternating series of plain and decorative tiles covering the walls.
29-30	A large wardrobe, flush to the wall, contains a hidden panel in the back.
31-32	The walls of this room are papered with a complex geometrical design, the door fitting 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 the fireplace has been clawed out, leading to a adjacent hearth sharing the same chimney.
43-44	Though painted to resemble the other walls, this wall is made of canvas stretched on a wooden frame. It is easily cut.
45-46	A huge and rusty iron maiden stands here, but has a trick back flush against a gap in the wall, opening once it is closed.
47-48	The door is weighted and balanced so even a light tap on it makes it swing open.
49-50	The door is concealed behind the hide of a huge predatory cat pinned to the wall.

51-52	A 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 a opening under the boughs of two trees.
55-56	The trigger for opening the door is a moveable floorboard or tile.
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.
63-64	The door, which slides up, possesses a razor-sharp blade on the opening edge.
65-66	By design, constant pressure must be exerted on the trigger for opening the door, or it slams shut.
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.
73-74	The front of a false chest of drawers comes off, revealing a cramped tunnel.
75-76	The 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 has been cut away 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.
85-86	An enormous grotesque mask takes up a large portion of the wall, with a passage revealed through its grinning maw.
87-88	A peephole is hidden in the portal.
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> envelops the door.
95-99	By some dweomer, the door is only visible and accessible when one averts one's eyes. Looking directly causes it to 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.

CONCEALED DOORS: DRESSING & FEATURES

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

D%	
1	The door's mechanism requires two hidden levers – on opposite sides of the room – to be pulled.
2	Opening the door requires placing an object in the open hand of a statue or carving, which closes around it.
3	Though the ornate iron key for the secret door lies in the middle of the floor, where is the lock?
4	The handle of a chair opens the hidden portal.
5	A pair of rotten, once handsome, leather boots sit near the obscured door.
6	The door has become jammed from disuse or age. A feat of strength is necessary to open it.
7	A faint breeze hints at a hidden portal.
8	The door opens with a loud squeaking noise.
9	A brief sound of muffled footsteps can be heard from behind the hidden door.
10	A chalk "X" decorates whatever hides the door.
11	Examination of the footprints on the floor 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 and immovable. It must be somehow repaired.
14	<i>Sovereign glue</i> covers the door's handle.
15	The door slams shut with a thunderclap-like noise as soon as someone enters.
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 is heard in the vicinity of the hidden door.
20	Someone has stood a mattress up on the wall, blocking a closed door.
21	A moving rack of now worn and rotting clothes conceals the door.
22	Debris and accumulated garbage covers the door, requiring excavation to enter.
23	A carefully arranged stack of bones, artfully fitted and glued, covers the door and large portions of the nearby walls.
24	A pleasant, floral aroma cloaks the door.
25	A foul, foetid odour wafts from the door.
26	The mechanism – whether a level, moving book, doorknob or chain – which opens the door has been torn away.
27	Opening the door causes a large, tatty taxidermied monster to swing down into the revealed passage.
28	A vaguely audible mechanical humming seems to be coming 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	The lever or opener for the door is dosed with contact poison.
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 walls of this room, burying the door in foliage.
35	A veil of webs and dust obscures this door.
36	A huge smear of blackened grease and unidentifiable remains entirely covers this small door.
37	A slowly spreading pool of brackish water is emanating 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 mechanism or handle of this door requires a drop of blood to function; 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, if touched, is painfully cold.
45	This portal, while once flush to the wall or floor, now is warped and does not fully close, undermining its secrecy.
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 as it is triggered.
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.

51	While the door can be opened, its mechanisms have decayed so badly it resists being closed.
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, with 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 flaking stone 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	The mechanism or handle of the door is caked with oily soot.
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 will fall off.
64	The door is held slightly ajar by a slender, leather-bound book.
65	Hanging from the handle or level is a single gaudy earring.
66	The pattern of the surround walls – whether in paint, stonework or other substance, is slightly asynchronous between the door and its surroundings.
67	The edges of this door are sealed with dried pitch.
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 seriously weakened the fabric of the wall, ceiling or floor, making for a considerable danger of collapse if it is opened.
72	A blinding flash of light erupts from beyond the door once it is fully opened.
73	Wet paint covers the door.
74	Scratches and claw marks mar the lower surface of the door.
75	Hurriedly pounded nails keep the door fixed to its 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 barely visible on the floor.
84	The inside surface of the door and the near sections of wall or passageway 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 seems to be totally 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 vicinity of the portal.
96	Careful mapping, or examination of the plans of this part of the edifice, shows the secret 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 <i>guided teleport</i> spell.
99	By some enchantment – perhaps a modified <i>wall of stone</i> – the secret door is closed 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.

CONCEALED DOORS: TRAPS & TRICKS

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.

Only one of these doors is an actual trap, but each has some unpleasant or unexpected consequence for passing through. If an opponent awaits the far side of the Obscure or Looking-glass door, the party may be divided and unable to fully respond.

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 mere dummy space. In fact, walking or climbing 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 *had not been there before*.

DEVOURING DOOR

CR 10 (9,600 XP)

As you approach the open door, you feel a slight tugging sensation, like a weak sort of suction, toward its threshold.

The space beyond is dark and non-descript.

Search DC 31 Perception; **Type** Magic (disintegrate)

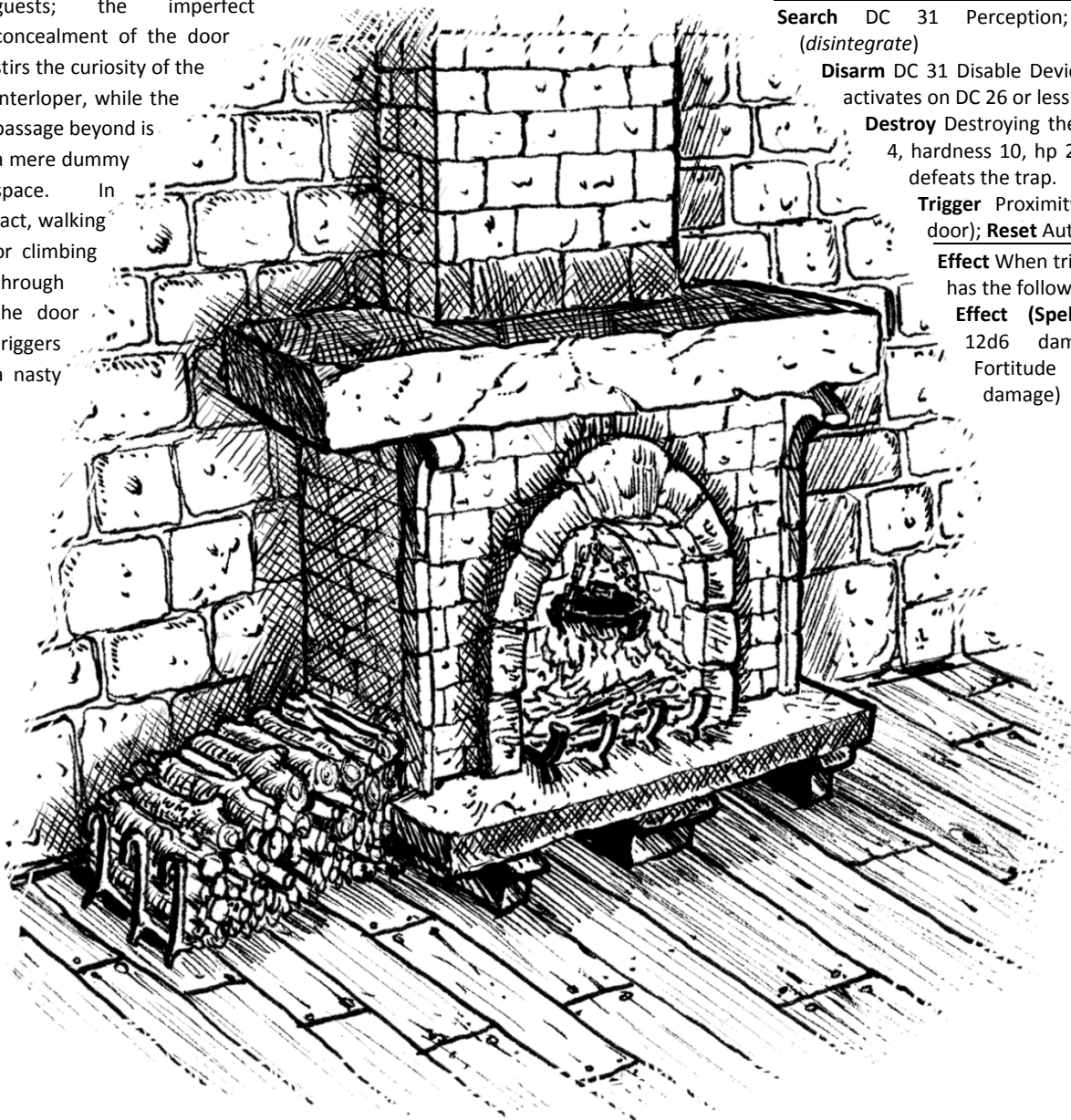
Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Destroy Destroying the doorframe (AC 4, hardness 10, hp 20, DC 30 Break) defeats the trap.

Trigger Proximity (5 ft. of the door); **Reset** Automatic

Effect When triggered, this trap has the following effects

Effect (Spell) *Disintegrate*, 12d6 damage (DC 19 Fortitude save for 5d6 damage)



OBSCURE DOOR

Some concealed doors are enchanted to cast anyone that enters into the Plane of Shadow, using a permanent version of *shadow walk*. This can be a practical way to escape pursuit or simply travel about the dungeon or building unnoticed.

Obscure doors are always draped in shadows, seemingly emanating a shroud of gloom. Lights flicker near them, and sunlight vanishes into 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.

Fletching wizards and sorcerers sometimes create these kind of doors to permit easily access to and from the mundane world. An obscure door can serve as an access point to an entirely different take on the dungeon, building or neighbourhood, with subtly variant furnishings, shadowy denizens and hidden secrets inscribed in the darkling world.

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

OBSCURE DOOR CR 7 (3,200 XP)

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

Search DC 31 Perception; **Type** Magic (*shadow walk*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less;

Destroy Destroying the doorframe (AC 4, hardness 10, hp 20, DC 30 Break) defeats the trap.

Trigger Location (5 feet inside the door); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effect:

Effect (Spell) Anyone affected by the trap is affected by a *shadow walk* spell (duration 6 hours).

LOOKING-GLASS DOOR

This “door” is in fact a magical portal constructed with the aid of a mirror. It reflects the view of another mirror elsewhere, no further than 100 feet distant, and operates like a *teleport* spell. It also reverse the character’s bilateral symmetry, so their handedness reverses, as do all other features of their body and equipment. Books and writing taken through the door transform into mirror writing.

The door is two-way: if one passes though it a second time, everything returns to normal. The danger in a looking-glass door is in entering it by mistake. Anyone approaching within 10 feet

of this kind of door and gazing at it intently for a full round is teleported to another looking-glass door.

If one of the pair is destroyed, the undamaged mirror reflects a jagged image of shattered fragments, so long as there is light enough near the other mirror, but the intact twin mirror will still teleport the gazer, inflicting damage as if the victim was lacerated by a hail of razor-sharp glass shards. It is impossible to teleport back with a damaged mirror.

Aesthetically, a looking-glass door often resembles a door, being rectangular in shape with perhaps an ornamental keyhole or handle. Sometimes these kinds of doors are placed in a room with a plethora of other mirrors.

Looking-glass doors are fragile and large, and hence difficult to transport without breaking. They are typically nailed to the wall, making undamaged removal exceptionally delicate as well (DC 30 Disable Device).

LOOKING-GLASS DOOR CR 6 (2,400 XP)

When you touch the glass on the strange mirror, which seems to be reflecting a different room entirely, you feel a prickling sensation and discover you are no longer where you were moments before.

Search DC 30 Perception; **Type** Magic (*teleport*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less (no save); **Bypass** DC 30 Sleight of hand; covering the mirror makes the trap inert.

Destroy Destroying the mirror (without physically looking at it) (AC 1, hardness 1, hp 5, DC 10 Break) defeats the trap.

Trigger Visual (gazing into the door for one round or longer within 10 feet); **Reset** Automatic

Effect When triggered, this trap has the following effect:

Effect (Spell) *Teleport* (DC 17 Reflex negates).

DAMAGED LOOKING-GLASS DOOR

CR 8 (4,800 XP)

When you touch the glass on the strange mirror, which seems to be reflecting a different room entirely, you feel a prickling sensation and discover you are no longer where you were moments before.

Search DC 30 Perception; **Type** Magic (*teleport*) and mechanical

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less (no save); **Bypass** DC 30 Sleight of hand; covering the mirror (without looking at it) makes the trap inert.

Destroy Destroying the mirror (without physically looking at it) (AC 1, hardness 1, hp 5, DC 10 Break) defeats the trap.

Trigger Visual (gazing into the door for one round or longer within 10 feet); **Reset** Automatic

Effect When triggered, this trap has the following effects:

Effect (Spell) *Teleport* (DC 17 Reflex negates).

Effect 5d6 damage (no save); never miss.

CORPSES: CHARACTERISTICS AND APPEARANCE

Adventurers make it their business to explore the deadliest locations in the world, filled with traps, lurking monsters and deadly environmental hazards, so it is not unusual for other, less resilient creatures to perish under the same conditions. The state of these creatures' remains depends on the time of death, temperature and prevalence of carrion scavengers.

STAGES OF DECOMPOSITION

Decomposition of cadavers follows five distinct stages. The effects of this decomposition are listed below. To randomly determine the state of a corpse, use the table below.

FRESH

Cadavers are considered fresh from the moment of death and for up to four days. Within 1d4+2 hours, the corpse undergoes rigor mortis, becoming rigid for 3d6+42 hours. The skin of the cadaver is pale and the creature's blood pools under the effect of gravity, creating a bruise-like discoloration, termed livor mortis, which darkens as the corpse ages.

From the moment of death, the body begins losing heat to the surrounding environment, cooling at the rate of 1°C per hour until it matches the ambient temperature. At the end of the fresh period, flies and other carrion insects arrive and lay eggs unless prevented by temperature, lack of oxygen or magic (typically *gentle repose*).

BLOATED

A corpse becomes bloated around five days after death, the body cavity accumulating gases from internal microbial activity. The creature's skin becomes taut and marbled in appearance, and is often covered in blisters and can rupture from the internal pressure.

The creature's liquefied tissues are forced, under pressure, to escape from the nose, mouth and anus. The escape of decomposing gases and fluids results in the powerful stench associated with decay.

If insects have access to the corpse, maggots hatch and begin to feed, creating writhing masses under the skin.

ACTIVE DECAY

Two weeks after death, the creature begins active decay, characterised by the presence of maggots and other carrion insects and the loss of fluids into the surrounding environment. Liquefaction of organs and tissues creates a strong odour during this time. The creature's face and other features become unrecognisable.

The end of active decay is signalled by the migration of maggots away from the body to pupate.

ADVANCED DECAY

Decomposition is largely inhibited during advanced decay due to the loss of readily available flesh. Insect activity is also reduced during this stage. When the carcass is located on or in soil, vegetation dies back from the presence of exuded fluids.

DRY/REMAINS

All that remains of the cadaver at this stage is dry skin, cartilage, and bones, which becomes dry and bleached if exposed to the elements. If all soft tissue is removed from the cadaver, it is referred to as completely skeletonised, but if only portions of the bones are exposed, it is referred to as partially skeletonised.

PRESERVED

The decay of a cadaver can be slowed or even halted by the following factors:

- A dry environment such as a desert or hermetically sealed tomb. The cadaver's flesh becomes desiccated and leathery.
- An air-free environment such as a vacuum, being surrounded by other gases, or bathed in a viscous fluid such as honey, tar or oil. The corpse's body maintains its state at the moment of death.
- Extremely low (below 0°C) temperatures. The fluid in the body expands as it freezes, rupturing the creature's cells, blackening the skin.
- Chemical embalming or the *gentle repose* spell.

D%	STAGE OF DECOMPOSITION	TIME SINCE DEATH	CAUSE OF DEATH HEAL DC	STENCH DC	INTIMIDATE MODIFIER	CONSUME DC
01-20	Fresh	0-4 days	10	0	-5	10
21-40	Bloated	5-14 days	15	5	+0	20
41-60	Active Decay	2-4 weeks	20	10	+0	25
61-80	Advanced Decay	4-10 weeks	25	5	+0	30
81-95	Dry Remains	3-12 months	30	0	-5	—
96-99	Preserved	Any	15	0	-5	20
00	Roll again to determine the stage, and the creature rises as an undead within 24 hours	—	—	—	—	—

CORPSE PROPERTIES

The corpse displays different properties based on its level of deterioration as outlined below.

DETERMINE CAUSE OF DEATH

A character can determine the corpse's cause of death with a successful Heal check with a DC determined by the stage of its decomposition. To determine a random cause of death roll d% on the table below.

If the cause of death is from a spell, spell-like ability or supernatural source without apparent markings, such as death effects and curses, the Heal check DC is increased by 10.

A successful Heal check also gives an approximate time of death.

d%	CAUSE OF DEATH	d%	CAUSE OF DEATH
01-03	Age	56-60	Energy (sonic)
04-15	Bludgeoning damage	61-65	Energy drain
16-17	Curse	66-80	Piercing damage
18-19	Dehydration	81-85	Poison
20-30	Disease	86-95	Slashing damage
31-35	Energy (acid)	96-98	Starvation
36-40	Energy (cold)	99	Suffocation
41-45	Energy (electricity)	00	Corpse exhibits two causes of death
46-55	Energy (fire)		

REVIVAL

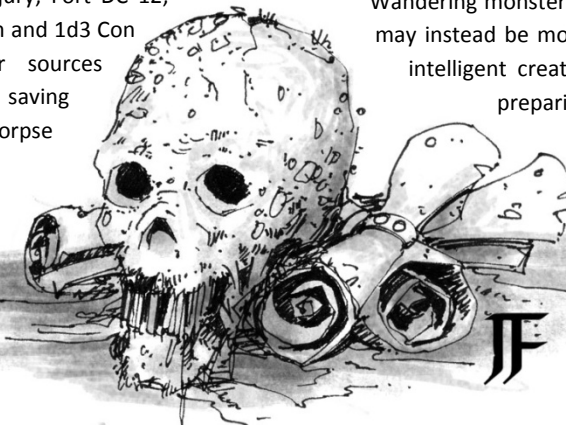
Spells such as *raise dead*, *breath of life*, *resurrection* and *true resurrection* can bring a corpse back from the dead, depending on the time since death and the condition of the body.

Revival can be generally prevented by mutilation or destruction of the corpse, the use of death effects or *soul bind*.

CONSUMPTION

To prepare a cadaver for humanoid consumption, a character must make a successful Survival or Profession (cook) check against the listed consume DC. If the check is failed or ignored, a creature must make a successful Fortitude saving throw against the listed consume DC or become nauseated for 1d6 hours and possibly infected with filth fever (disease, injury; Fort DC 12; onset 1d3 days; frequency 1/day; 1d3 Dex dam and 1d3 Con dam; cure 2 consecutive saves). Water sources contaminated with a corpse also require a saving throw. A *purify food and water* spell makes a corpse safe to eat.

Some magical creatures, when prepared correctly and consumed, may imbue temporary or even permanent abilities on the consumer.



INTIMIDATE

Cadavers have an unnerving effect on witnesses. When a creature gets within 10 ft. of a cadaver it makes an Intimidate check (-5 modifier). Success indicates the observer is demoralized.

INTIMIDATE	CHECK MODIFIER
Bloated, Active Decay or Advanced Decay	+5
Each additional corpse within 30 ft.	+1 (max +10)
Different type (or subtype)	-5
Corpse staged	see text

A creature may stage the corpse in a horrific manner to increase the potency of its fails to Intimidate a creature, that creature cannot be affected by the corpse's demoralisation for 24 hours.

STENCH

Decomposing corpses exude a palpable stench of decay. Creatures within 30 feet of a dead creature must make a successful Fortitude saving throw, as shown on the table, or be sickened as the stench special ability for 1d6 rounds.

STENCH	DC MODIFIER
Enclosed space	+2
Each additional corpse within 30 ft	+1 (max +10)
Size other than medium	see text
Corpse had the stench special ability in life	+2

A corpse larger or smaller than Medium imposes a size bonus or penalty on the stench DC depending on its size category: Fine -8, Diminutive -6, Tiny -4, Small -2, Large +2, Huge +4, Gargantuan +6, Colossal +8.

SCAVENGERS AND WANDERING MONSTERS

Carrion eaters are attracted to the smell of death and opportunistic looters keep a lookout for humanoid corpses which can be liberated of valuables. Increase the chance of encountering wandering monsters by 10% within 120 feet of a corpse.

Wandering monsters of the same type as the corpse may instead be mourning over the dead body, and intelligent creatures of the same type may be preparing it for burial.

CORPSES: MONSTERS

Use this table, to generate interesting characteristics for your monster remains. Some features listed below may be inappropriate based on the creature – ignore or modify such entries as appropriate.

d20	
1	The corpse is half-melted; almost half of the body is not present. A DC 15 Heal check reveals that a powerful acid caused the horrific injury (and could provide warning of a nearby patch of green slime or roving gelatinous cube).
2	The creature is writhing with a rot grub swarm which bursts out if the body is disturbed.
3	This giant, partially decayed creature provides a soft landing for creatures falling on it from a great height. Damage for falling creatures is capped at 5d6 if they land on the corpse.
4	The stench from this corpse is particularly bad. Increase the stench DC by 5.
5	The cadaver's build-up of internal gases are flammable, and explode (as <i>fireball</i> ; 20 ft. radius burst, 3d6 fire damage; Reflex 14 halves) if a naked flame is brought within 10 ft.
6	The remains of this creature yield glands, teeth, leather, bones or other body parts worth 100 gp as spell components or as parts of magical items.
7	This creature, although appearing lifelike, has been stuffed. A DC 5 Perception check reveals the monster is dead. It is worth 250 gp to an avid collector.
8	This creature has been decapitated, and its head mounted on a blood-drenched spear.
9	This carcass is covered in a roiling mass of tankard-sized blowflies.
10	This corpse has been torn apart by scavengers.
11	Inside the corpse's stomach is a half-digested monster.
	Refer to the creature's type below:
12	<ul style="list-style-type: none"> ▪ Aberration: The creature, while apparently dead, is in a state of regenerative metamorphosis. A DC 25 Knowledge (dungeoneering) check keeps conditions suitable for this transformation to occur. At the end of one week the aberration respawns as a new creature with the young creature and advanced creature simple templates. ▪ Animal, magical beast or vermin: This monster was pregnant when it died. A character can save the still-living baby with a DC 25 Heal check. The saved creature has the simple young creature template applied twice. The creature can be reared with a Handle Animal check (DC 15 + creature's HD). Rearing a magical beast increases the DC of this check by 5.
	<ul style="list-style-type: none"> ▪ Construct: This destroyed construct can be repaired and reprogrammed with a DC 25 Knowledge (arcana) check and materials worth one-quarter its normal creation cost. ▪ Dragon: This corpse lies near a nest which contains crushed and shattered eggs. A single egg survives and hatches in 1d6 months if incubated with a DC 25 Knowledge (arcana) check. ▪ Fey, humanoid or monstrous humanoid: A young child of the corpse lingers nearby, malnourished and whimpering. The child can be soothed with a DC 25 Diplomacy check. A DC 30 check means the child views the PC as its adoptive parent. ▪ Ooze or plant: Parts of this ooze or plant creature can be saved, enabling a character to regrow it in 1d6 months with a DC 25 Knowledge (nature) or Knowledge (dungeoneering) check. The resultant creature has the young creature simple template. ▪ Outsider: The essence of the outsider still retains a link to this corporeal shell. A one-hour summoning ritual requiring a DC 25 Knowledge (planes) check and materials worth 500 gp per HD of the outsider returns the creature to the Material plane. The creature may be entrapped in a summoning circle and bargained with as described by <i>planar binding</i>. ▪ Undead: The essence of this undead creature still lingers within the cadaver. The undead creature can be reanimated or restored with a DC 25 Knowledge (religion) check and onyx gems worth 25 gp per HD of the creature.
13	All the creature's teeth have been removed.
14	An hourglass, half empty, sits next to the carcass.
15	One of the creature's eyes is milky white.
16	The corpse is covered in recent violet fungus growths. Any creature approaching the corpse is attacked by 1d6 young violet fungi.
17	The corpse bears signs of many old wounds indicating the creature had many fights over its life.
18	The creature's flesh is scorched and burnt (01-60), frozen (61-80) or unnaturally blackened (81-100).
19	The creature's face is frozen in death into a hideous snarl (01-50) or look of abject terror.
20	The corpse's skin seems to undulate as if something is living within. If the corpse is disturbed, a centipede swarm floods forth and attacks all nearby creatures.

CORPSES: HUMANOIDS

Use this table, to generate a humanoid corpse's interesting characteristics. Some features listed below may be inappropriate – ignore or modify such entries as appropriate.

D%	
01-02	The corpse has been flensed of its skin.
03-04	The cadaver has its chest opened and dissected. Its internal organs are arrayed neatly nearby.
05-06	The body's head, arms and legs have been torn from their sockets; of them there is no sign.
07-08	This corpse is charred and still smoking.
09-10	A severed head is stuck atop a crude spear wedged into the ground. The rest of the body has been stripped of flesh by humanoid teeth.
11-12	The cadaver's feet and legs are covered in welts caused by a branding iron.
13-14	The corpse's skin is covered with elaborate tattoos. One, set on the forearm, is the equivalent of a <i>scroll of lightning bolt</i> . The skin can be removed, undamaged, with a DC 23 Heal check.
15-16	The corpse's has the word "Channamel" tattooed on its chest. The word could be a password, command word or creature's name.
17-18	The cadaver has been torn apart and eaten by animals, leaving only bloody bones and a pool of gore and drying blood.
19-20	The corpse is chained to the wall with masterwork manacles. Deep cuts mars the corpse's wrists (as if the creature tried to free itself).
21-22	A deep slash has almost severed the corpse's head from its body. The nearby walls (and ceiling) are splattered in blood.
23-24	An empty and slashed backpack lies nearby. A DC 20 Perception check reveals a hidden compartment containing 5 pp.
25-26	The corpse is naked. Slashes mar its arms and legs.
27-28	The cadaver is covered in a black burial shroud and attended by a dozen still-burning red candles.
29-30	The cadaver is bathed in sacramental oils and oriented directly east-west.
31-32	The corpse's eyes have been gouged out.
33-34	Scratched on the wall above this corpse is "Ganiss rests well here."
35-36	Marked in chalk on a small plank of wood leaning over the body: "Harmal the Deceiver. Slain before I could take my revenge."
37-38	Dark, black pustules cover the corpse. Despite its age, nothing has fed on the corpse.
39-40	This corpse lies under a stone cairn. The first stone laid is composed of crystalline quartz struck through with veins of gold (worth 250 gp; DC 20 Perception check reveals).
41-42	This mauled cadaver lies face down, a sack of gold coins exploding out onto the stone floor. There are 150 gp and 120 sp; many are covered in blood.

43-44	The corpse is completely hairless.
45-46	The corpse continually whispers "Darkness."
47-48	The corpse is haunted by a repeating <i>silent image</i> (DC 11 Will) of the creature's final moments.
49-50	A pool of congealing blood, too much for one creature, puddles around the corpse.
51-52	The creature is covered with terrible cuts and slashes, but there is no blood here.
53-54	The body is punctured by over forty arrows. One of the arrows is a <i>+1 cold iron arrow</i> .
55-56	The corpse is completed exsanguinated.
57-58	The corpse has a stump for a right hand, which healed over before its death.
59-60	Two iron spikes have been driven through the corpse's shoulders, pinning it to the wall.
61-62	The corpse is still fresh but all of its equipment is so tarnished and rusted as to be unusable.
63-64	The corpse is skeletal with age, but its equipment is untouched by the ravages of time.
65-66	The cadaver is surrounded by 2d6 dead creatures of a different type.
67-68	The corpse's right index finger twitches once.
69-70	Entrails spill from a horrific stomach wound.
71-72	The corpse clutches a steel vial containing a <i>potion of cure serious wounds</i> in its left hand.
73-74	The cadaver reaches in vain for a battered shortsword lying 30 feet away.
75-76	The corpse's right arm has been partially eaten.
77-78	The cadaver is set upon an unlit pyre.
79-80	These two corpses hold hands; each carries a weapon in the other hand.
81-82	A scorch silhouette decorates the wall behind this pile of burnt bones.
83-84	Every bone in this corpse's body is broken without a single mark on the skin.
85-86	Something has burst out of this cadaver's head, leaving a fist-sized hole.
87-88	This corpse has suffered post mortem trepanation.
89-90	This creature was slain while <i>polymorphing</i> into a dragon (or other creature), and now is a hideous amalgam of the two creatures.
91-92	The corpse's eyes are wide open in shock.
93-94	The corpse is surrounded by 1d3 <i>mirror images</i> which expire in 1d4 minutes.
95-96	Bloody footprints circle the body before leading away.
97-98	The corpse has been staged and lies in an obviously odd position. One arm and one leg are broken and are twisted at unnatural angles.
99-100	This gray, ashen corpse rises as a wight 2d6 rounds after first being examined.

CORPSES: ADVENTURERS

D6

The contorted corpse of a dark-skinned, moustachioed human lies here stripped of clothing and valuables. The corpse lacks a right hand. A DC 25 Perception check finds an ivory statuette in the man's likeness (worth 1,500 gp) in a crevice nearby, clutched in his severed hand. If the statuette is touched to the corpse it *teleports* away to the wizard's home as part of the conditions of an ongoing *contingency*.

- 1
 - LN human wizard 11; bloated, 8 days; Heal DC 15, slashing; stench DC 5; Intimidate +0; consume DC 20.
 - *Speak with dead*: Ismos died after being betrayed by his companions, the hand holding his *contingency* statuette was severed before it could be triggered.
 - *Raise dead*: Ismos thanks the party and *teleports* away to check his family's safety. If reacquainted with the party he provides up to ten day's service to craft items with Craft Wondrous Item and Scribe Scroll.

Three bundles of spider silk hang suspended in thick layers of webs. The desiccated bodies inside are accessible with a DC 20 Strength check or 15 points of slashing damage to the webs. All wear leather armour and carry rusted, bloodstained longswords.

- 2
 - CE elf rogue 3; dry remains, 4 months; Heal DC 30, poison; stench DC 2; Intimidate -3; consume DC 30.
 - *Speak with dead*: The three rogues died here, ambushed by ettercaps, fleeing justice after murdering a local peasant family.
 - *Resurrection*: The rogues offer to join the party, but betray them at the first opportunity.

A malnourished human corpse, gripping tightly to a bloody bone-saw, lies on the floor surrounded by four dismemberment humans. The severed stumps of the mutilated bodies are bound with bloody bandages.

- 3
 - N human cleric 2, four N human warriors 2; fresh, 2 days; Heal DC 10, starvation, slashing; stench DC 4; Intimidate -1; consume DC 10.
 - *Speak with dead*: A doru div ambushed Sorno and his companions, draining their Wisdom with its poison and trapping them here with illusions of walls. The doru haunted Sorno with illusions of gangrene on his companion's limbs and *suggestions* to cleanse them.
 - *Raise dead*: Sorno has been driven mad and cowers in a corner away from the PCs unless calmed with a DC 30 Diplomacy check or healed of his madness with *heal*, *limited wish*, *wish* or *miracle*.

- 4
-
- A decapitated woman in monk's robes lies at one end of this room. Her head lies 60 feet away, under a thin,

bloodied wire, secured at neck height across the doorway. An empty glass potion vial is in her belt pouch. A DC 16 Spellcraft check identifies the residue in the vial as the remains of a *potion of expeditious retreat*.

- LN human monk 5; active decay, 3 weeks; Heal DC 20, slashing; stench DC 10; Intimidate 0; consume DC 25.
- *Speak with dead*: Hessa the Swift died attacking a patrol of duergar who were familiar with her Spring Attack tactics.
- *Resurrection*: Hessa offers to pay the PCs her life savings of 1,000 gp if she is *resurrected*, and becomes a firm ally for life.

Two dwarven knights lie dead against a wall amid a pile of six dead ogres.

- 5
 - LG dwarf fighter 3; fresh, 1 round; Heal DC 10, bludgeoning; stench DC 1; Intimidate -4; consume DC 10.
 - CE ogre; fresh, 3 rounds; Heal DC 10, slashing; stench DC 7; Intimidate +1; Consume DC 10.
 - The two dwarves wear masterwork half-plate and carry tower shields and dwarven waraxes. The ogres carry a total of 483 sp and each has hide armour and a Large greatclub.
 - *Speak with dead*: Raun and Droxi Warspite were exploring these tunnels and fell to ogre raiders.
 - *Breath of life*: If both are returned to life, the dwarves thank the party, offering them safe passage to their underground citadel. If only one can be revived, the dwarf is overcome with grief, and carries the other's corpse back to their home.

Half of this burley human warrior's head has been *disintegrated*. The man has been stripped of possessions, except for a granite gravestone strapped to his back. The gravestone reads as follows:

Marango Thronefall

Slew the Bloat Goblins of Harvestmire.

Drank of the Blessed Waters of Travistine before the gaze of the Mistwarden.

Battled the Drake of Ages beneath the Mountain of Lost Souls.

Rescued the Radiant Maid of Rivenmere from the Dark Seraphim of Talonais.

- 6
 - N human fighter 8, active decay, 2 weeks; Heal DC 20, *disintegrate*; stench DC 10; Intimidate 0; consume DC 25.
 - *Speak with dead*: The corpse cannot answer questions.
 - *Resurrection*: Marango offers to protect the PCs for a year and a day as reward for returning him to life.
-

CORPSES: TRAPS & TRICKS

Of course, corpses 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 used to attack the unwary.

FOREST OF THE DEAD

This 30-foot by 30-foot room is filled with an imposing army of rotting corpses impaled on spear shafts.

FOREST OF THE DEAD CR 8 (XP 4,800)

Rank upon rank of impaled cadavers fill this chamber, each mouth opened in a never-ending, silent scream of agony.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (one of the spears in the first rank of corpses acts as a lever).

Destroy Destroying the pressure plates (AC 11, hardness 8, hp 20, DC 20 Break) defeats the trap.

Trigger Location, eight pressure plates within the field; **Reset** Automatic (1 minute)

Effect (Passive) Intimidate +18; 30 ft. radius; demoralise.

Effect (Passive) stench DC 20; 30 ft. radius; sickened 1d6 rnds.

Effect Stepping on a pressure plate causes a spear to attack from a slot located beneath the creature (Attack +20 melee [1d8+6/x3 plus Impaling Critical, Improved Impaling Critical {CMD 23 to remove spear}])

Effect When the first pressure plate triggers, vials of nightmare vapour are released, covering the area (inhaled; DC 20; 1/rd. for 6 rds.; 1 Wis and confused 1 round; 2 saves)

Variant (CR 9) One round after entering the cadaver-forest, the 40 corpses animate as zombies and attack the PCs.

FOUNTAIN OF REST

Centuries ago this fountain was constructed by priests to serve as a guard against wandering undead. To cautious PCs, however, it may cause suspicion.

BURIED CREATURES

Characters take 1d6 nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead.

Characters who aren't buried can dig out their friends. In one minute, using only her hands, a character can clear ice and corpses equal to five times her heavy load limit. The amount of ice that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar or shovel, a digger can clear loose ice twice as quickly as by hand. A buried character can free himself with a DC 25 Strength check. Magical fire effects dealing 30 fire damage clears a square.

FOUNTAIN OF REST

CR – (XP 0)

A stone statue of a death god, pouring water from its skeletal hands into the pool dominates this circular pool. Graven runes circle the pool's sides, hidden in places by the piles of ruined corpses hanging over the fountain's edge, their lower jaws burnt away.

Search DC 30 Perception; **Type** Magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Destroy** Destroying the fountain (AC 3, hardness 10, hp 200, DC 30 Break) defeats the trap.

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect (Spell Effect) *Command undead* (DC 13), *magic mouth* (a firm, gravelly voice saying "Drink" in Common, Dwarven, Goblin and Orc). Undead drinking the fountain's holy water are damaged as a coup de grace with a vial of holy water (4d4 damage; Fortitude DC 10 + damage dealt or be destroyed). The fountain contains enough holy water to fill 10 flasks, and replenishes its reservoir at the rate of two vials per day.

CADAVALANCHE

The frozen victims of an ice-based predator, such as a frost worm or white dragon, fill this niche. The cave is completely frozen over, but has been recently neglected, so any slight sound causes the ice wall to crack, spilling the contents over the PCs.

CADAVALANCHE

CR 10 (XP 9,600)

The ice wall creaks; hairline cracks radiate from its centre.

Search DC 25 Perception or DC 20 Knowledge (engineering) or DC 20 Knowledge (nature or dungeoneering); **Type** Mechanical

Disarm DC 30 Disable Device; activates on DC 25 or less; **Bypass** None

Destroy Blocking up the 20 ft. x 20 ft. opening with a conjured wall blocks the trap. A magical fire spell which deals more than 30 damage melts the ice blocks, but may trigger the *necklace of fireballs* worn by one of the corpses.

Trigger Sound (Perception +15); **Reset** None

Effect If the wall "hears" a sound, it collapses, sending a frozen pile of cadavers and ice to crush creatures;

Bury zone (8d6 damage plus buried); DC 15 Reflex halves damage; multiple targets (all targets in 15 ft. radius)

Slide zone (3d6 damage plus buried); DC 15 Reflex avoids damage and buried; multiple targets (all targets in a 10 ft. radius area extending from the bury zone)

Effect (Passive) Intimidate +5; 30 ft. radius; demoralise.

Effect (Passive) stench DC 12; 30 ft. radius; sickened 1d6 rnds.

Effect Using fire to clear the ice may trigger a *necklace of fireballs* (type III) (Reflex +7) on one of the corpses.

Effect (Spell Effect) *Fireball*; 7d6 plus 2 x 5d6 plus 4 x 3d6 fire damage; DC 14 Reflex halves for each *fireball*; multiple targets (all targets in a 20-ft.-radius burst).

DOOM PAINTINGS: CHARACTERISTICS & APPEARANCE

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

D%		
1-3	This painting depicts two scenes: on the left, a giant has its mouth propped open with a number of sturdy logs, while people travel into the giant's mouth; on the right, the giant's teeth are bared, and a number of headless corpses litter the ground around it.	25-27 A creature with a toothy maw on each side of its head sits in the middle of this painting; on one side, someone leans against the wall and pushes it open into the waiting maw, while the creature looks on disappointedly at the wall from which a group walks away.
4	A bas relief bears the image of a colossal Janus-like being. One side shows the figure's outstretched welcoming approaching unarmed pilgrims; the other displays the figure wielding a sword in one hand while firing rays of energy from the other as armed warriors approach.	28-30 A fire-filled pit dominates this piece; several humanoids cross, seemingly walking on air, from the left and look on in horror as a group on the right tumbles into the flames.
5-7	A mural hangs over a fork in the dungeon hallway. Over the left path, the mural shows a blasted landscape with still-burning fires dotting the landscape; over the right path, it shows a tunnel covered in several inches of snow and featuring dozens of dagger-like icicles.	31-33 A capering jester works to entertain two crowds; one crowd wears blindfolds but appears to be otherwise normal, while everyone in the other crowd appears to be paralyzed and wearing a fixed, painful grin.
8-10	This otherwise featureless painting shows two globes; a haze of smoke covers one while hundreds of flying insects pour from the other.	34-36 This painting depicts a spiral staircase leading up and down. Going down, the staircase appears to be made of iron and angels wait at the bottom; going up, the staircase is made of gold and devils sit idly by the landing.
11	One side of this painting depicts several humanoid creatures standing on a chessboard's black tiles; the other is featureless and grey.	37-39 A large blade has beheaded an elf on the left side of the picture, but has merely clipped some hair on the halfling on the right side.
12-14	A cleric presenting her holy symbol features at the left edge of this piece, and light shines to the halfway point; outside the light, one can make out the faint shapes of skeletons and ghosts.	40 This work is split into quadrants, each featuring a different element and its impact on hapless victims. A DC 25 Perception check reveals a faint path tracing its way through the quadrants and apparently showing a safe route.
15-17	The left side of this stone etching shows several adventurers running away from a screaming idol, while darts fly at them from all directions; the right side shows a group walking by a smiling version of the same idol.	41-43 This painting has a white globe on one side and a black globe on the other; those touching the white globe are refreshed, while those touching the black globe have lost all the flesh on the hand touching the globe.
18-20	On the left side of this painting, a pair of humans carries a roasted pig between them towards a towering manticore; on the right side, the same two humans have each been impaled by dozens of spikes while the creature roars.	44-46 Two scenes of people passing through a portal adorn this painting. On one side, those passing through have been transformed into frogs; on the other side, people who walk through with their left hand raised remain unchanged.
21	A strange green haze covers the entirety of this work, which features an unfurnished stone room; on the right side, a group of people, faces covered in cloth traverse the room, while corpses populate the left side.	47-50 Colourful birds alight on the shoulders of those who pass unmolested by a series of stone heads; meanwhile, another scene shows the stone heads biting those without birds.
22-24	A thin stone beam crosses a pit in this triptych. The sun is depicted above a creature falling off the beam to the left, scales in balance are displayed above a creature maintaining its balance, and a dagger dripping with blood points at a creature falling off the beam to the right.	51 A pair of chandeliers hangs over a spike-filled pit in this piece; a person swings over the pit on one chandelier, but the other chandelier seems to be coming loose from the ceiling.
		52-54 These two scenes depict rolling boulders bearing down on running adventurers; one side shows the group flattened by its pursuing boulder, while the other side shows the group safely out of the way in a hidden alcove.
		55-57 A river rushes through the centre of this work; the bank on the left side is crumbling away into the torrent, while the right bank remains high and stable.

58-60	A beggar sits on either side of this painting. The beggar on the left holds a few silver coins in his hands, while the one on the right is empty-handed; people passing by the one on the left have a glow about them, while those on the right emanate darkness.	87	A cheerily decorated pair of rooms graces this colourful painting, with a series of mouse holes separating the rooms. On the left side, emptied, bright-blue flasks dwarf people on a table who appear to shimmy down the tablecloth and head towards the mouse holes. On the right side, a half-eaten cake sits on a platter, and a couple of people must bend over to fit in the room.
61-63	This triptych devotes itself to different settings for a lever; the first scene shows the lever in the “up” position as its room fills with water, the second scene shows the lever in the “down” position as the room appears to have a significantly lowered ceiling, and the final scene shows the lever in the neutral position while the room is perfectly normal.	88-90	This engraving is split horizontally. Below the midline, tentacles drag humanoids to awaiting maws; some tentacles peek through tiny holes but are unable to grab the people treading unaware on the top part of the engraving.
64	A hooded assassin impales his victim on his sabre on the right side of this painting, while the assassin on the left has trouble with his target who has wrapped the assassin’s blade in his cloak.	91-92	This strange painting appears to be of a book’s two facing pages, the right side full of Common words, and the left side containing but one word. The words are inscribed in reverse, as if the book were held up in a mirror (DC 10 Intelligence check realises); if a character uses a mirror, he can easily read the text, but when he reaches the left side, the single word resolves into an <i>explosive runes</i> (DC 14 Reflex halves).
65-67	A mural hanging over two arched passageways shows collapsing pillars on the left side, while the right side’s pillars remain standing.	93-94	The engraving on this wall features two archways. The left archway shows a veritable army of badgers pouring through it, and the right archway shows a handful of large deer passing through. If a character makes a DC 12 Perception check, he notes a series of seven tiny digits etched above each archway; the digits reverse each other.
68-70	The ceiling tiles in this painting drop on those below them. On the left side, the tiles harmlessly bounce off those they strike; but, on the right side, jets of flame uncovered by the falling tiles incinerate their targets.	95-96	This mural depicts two identical rooms (a DC 20 Perception check confirms this)—at least as far as the decor goes. In one, people are hale and lively; in the other room, the same people lie dead. If a character looks very closely at the mural, she detects a strange odour from the side showing the dead people. This character must make a DC 15 Fortitude save or become sickened for 1d6 minutes.
71-73	This painting shows one room filled with electricity that strikes all those who enter. Another room – in which a person has a hand on a certain floor tile – is clear of electricity and the other people pass through unscathed.	97-98	In this triptych, the left side shows a group of people walking along the left-hand side of the room while the floor tilts to the right, threatening to dump them into a yawning pit. The right side shows a group of people traversing the right-hand side of a similar room while the floor tilts to the left. The middle portion shows a group walking through the dead centre of the room, and the floor remains flat.
74-76	This painting features a capering jester, one side dressed in colourful motley and the other side dressed in drab grey rags. If any character spends a round studying the painting, a <i>hideous laughter or scare</i> (DC 13 Will resists) targets him.	99-100	A beautiful painting depicts a shaded glen with a pond. The pond’s left bank shows a group of nymphs who cower in fear at an approaching group of people brandishing weapons; the right bank shows a group of satyrs devouring a separate group of people who carried flowers.
77-79	This dreary painting shows a graveyard with gaunt humanoids covered in mud emerging from graves. After a few rounds of study, the characters’ names appear on the headstones on the painting’s right side.		
80	Giant flying monkeys course throughout this painting. On its upper half, the monkeys carry victims to their apparent death; on the lower half, potential targets ward off the monkeys with sticks dripping with sticky, amber liquid.		
81-83	Two rooms appear to be separated by the void of space in this odd painting. Those travelling through portals from right to left emerge unscathed, but those travelling the opposite way look like they passed through a grinder.		
84-86	A king and queen are seated in this painting. All those who have approached the king have been decapitated, while those who have approached the queen are showered with fine gifts.		

DOOM PAINTINGS: DRESSING & FEATURES

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

D%	
01-02	The painting hides a switch that does not have any obvious effect when toggled.
03	One of the doom painting's depictions is on the painting's face, and the other faces the wall.
04-05	A crude rendition of the doom painting precedes the actual doom painting by a couple hundred feet.
06	A chalk arrow points to a detail in the painting that seems to have no real significance to the painting's theme.
07-08	The painting is fresh, apparently completed very recently.
09	The doom painting is made up of tiles which are currently jumbled. It takes 10 minutes of work and requires a DC 20 Intelligence check to solve. For every 10 minutes of work, the characters receive a +2 bonus to the check.
10-11	The painting has been bricked over. It requires an hour's worth of work to uncover the painting.
12	A piece of otherwise normal scenery in the painting has hidden words inscribed in it. The inscription indicates the location of the trap portrayed by the doom painting.
13-14	The doom painting rests on the floor and leans against a wall; if this is a carving, it appears that someone chiselled it out of its setting.
15	Half of the work is missing; for pieces with two sides, choose the most appropriate one to remove. For triptychs, the middle scene is cut in half.
16-17	Part of the painting is incomplete, as if the creator died before finishing it. The incomplete portion has been left uncoloured, and has a sketch-like quality to it.
18	During examination, an object that appeared to be an integral component of the painting falls out.
19-20	A black shroud covers part of the painting, concealing the side showing bad consequences.
21	A heavy wooden frame covered in gold leaf holds the painting.
22-23	While the rest of the corridor or room where the painting hangs appears to match the typical state of the adjoining areas, the doom painting is covered in dust and cobwebs as if it predated its location by decades.
24	The painting's frame shows birds flying along the top and insects crawling along the bottom. The creatures on the frame seem to actually move.
25-26	The doom painting has been installed upside-down.
27	The work is actually split into individual works depicting one scene. Only one scene faces the characters at a time, but the work sits on a contraption that allows them to rotate each scene into view.
28-29	Singe marks cover part of the painting, indicating that something tried to set the painting on fire or that it has been rescued from a blaze.
30	Adventurers' clothing and weapons are piled on the floor just under the painting. Other denizens have apparently looted the valuable items.
31-32	When a character comes within 30 feet of the painting, a <i>magic mouth</i> describes the painting and trivial information about the artist.
33	On the painting's lower right corner the artist has inscribed her signature or other identifying mark. Below that is a line reading, "Commissioned by:" followed by a name.
34-35	A white shroud – that has been tacked in place – conceals the side of the painting showing an action's good consequences.
36	A DC 15 Perception check uncovers a sheet of paper behind the painting (or in some nook of a carving); the paper contains a short fable related to the painting's subject.
37-38	The work hangs suspended from the ceiling; it is otherwise unattached to anything.
39	The characters find a kaleidoscope which contains the painting; by turning the kaleidoscope's lens, a viewer sees the various scenes in the painting, and weird combinations and distortions as well.
40-41	The painting lists to one side; no matter how much someone works to balance the painting, it still tilts to the side.
42	Someone has painted a large red "X" over one of the painting's scenes; this is an obvious addition to the original work.
43-44	A thick sheet of glass protects the painting, but a DC 20 Appraise check reveals the painting has virtually no value.
45	Two copies of the painting sit side by side; they show similar scenes, but the reward/punishment circumstances are reversed.
46-47	The painting is decaying; a painting is moth-eaten while stone work has partially crumbled.
48	The work fits on a 1-inch by 1-inch square; to gain any information from the work, a character must obtain something to magnify it.
49-50	The painting has tiny silver bells affixed to the bottom; the bells under the reward side sound pleasing, while the bells under the punishment side are discordant.

51	The scenes depicted by the painting are photorealistic; either magic captured the scenes or the artist was preternaturally talent.
52-53	Appropriate tools and scaffolding remain near the work, as though the person who positioned the work left immediately after mounting it.
54	The doom painting sits prominently in a gallery of otherwise mundane paintings; a globe of <i>continual flame</i> illuminates the painting.
55-56	A sheet of parchment is nailed next to the painting; the parchment contains quotes, in various languages, from critics who equally praise and pan the work.
57	Dozens of clockwork butterflies hold the work aloft. Each butterfly has AC 14, hardness 5 and 7 hp; if at least half the butterflies are destroyed, the work falls to the ground and the remaining butterflies flutter away.
58-59	Two minutes after someone views the doom painting, it spontaneously bursts into flames, which destroys the painting. It reforms in two days.
60	Ten humanoid skeletons lie in a heap underneath the painting; a DC 10 Heal check reveals they have been there for several years.
61-62	The work's creator has rendered it in an abstract style. To decipher the work's meaning, a character must make a DC 15 Intelligence or Craft (paintings) check.
63	The scenes play out in real time on the painting, with each side reaching its respective fate before beginning again.
64-65	The painting sits underneath a table leg and provides balance to the table.
66	Light sources within the painting give off a faint glow; the light only reaches 5 feet from the painting and someone can cover the painting to extinguish the illumination.
67-68	Each scene in the painting features another doom painting (DC 15 Perception notices). Most likely, the characters would require something to magnify the nested paintings.
69	The doom painting faces the wall; a note scrawled on the back decries the painting's offensiveness.
70-71	The painting covers up another, more valuable painting (worth 500 gp); a DC 20 Perception check discovers the second work.
72	Scrawled below the painting in blood is the message, "Do not believe this. It lies!"
73-74	The doom painting has been signed and numbered; this particular painting is the first in a set of five works.
75	Various brushes and pigments litter the floor below the painting, as if the creator painted it there and left suddenly.

76-77	Nails radiating abjuration magic hold the painting in place. While the nails remain the peril indicated by the painting cannot happen; removing the nails permanently dispels this protection.
78	A cloud of gnats buzzes about the painting; they are easily shooed off and there is no obvious reason for the insects' attraction to the painting.
79-80	If the characters leave the painting where it is, randomly select a character as the group passes by. The painting falls on the character (+5 melee, 1d2 bludgeoning damage).
81	Cries of anguish and imploring for help emanate from the punishment side of the painting (DC 14 Perception check notices).
82-83	A bill of sale from a recent auction is attached to the painting; a character who makes a DC 15 Appraise check knows the painting sold for at least ten times its actual worth.
84	The type of paint differs from scene to scene in the doom painting. One scene has been painted with manufactured paint, and the other scene has been painted with natural pigments.
85-86	If the painting contains humanoids in it, the PCs recognize some friends and relatives among them.
87	The painting has a metal frame; cherubs are etched on the frame, and they show delight at the reward side of the painting and horror or disgust at the punishment side of the painting.
88-89	If a character touches the doom painting's punishment side, she gains a +4 luck bonus to any saves for any trap or event tied to the painting; touching the reward side results in a -4 penalty to saves for the trap.
90	The doom painting is mounted on a cylinder that revolves quickly enough to display the entire painting over the course of a minute.
91-92	Soot and grime cover the painting's face, completely obscuring the painting. It takes five minutes to reveal the image, but using anything other than water destroys it (DC 12 Perception or DC 15 Appraise notices).
93	The colours on the painting are so vibrant and unusual they fascinate viewers for 1d6x10 minutes (DC 15 Will save resists).
94-95	The doom painting conceals a secret panel, which the characters cannot see unless they move the painting. The panel still requires a DC 20 Perception check to find; a key sits in the hole behind the panel.
96-100	Semi-precious gems encrust the painting's frame; they are worth a total of 10d6 x 10 gp.

DOOM PAINTINGS: TRAPS & TRICKS

Of course, doom paintings 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 doom paintings or that doom paintings can provide clues about to canny adventurers.

ELEMENTAL PATH

This painting hangs in the room it portrays. One side of the painting shows the safe way through the room while the other leads the explorer into a series of horrific magical traps. Sadistic GMs may have vital parts of the picture vandalised or obscured so explorers cannot benefit from its clues.

ELEMENTAL PATH CR 9 (6,400 XP)

This room measures 10 feet tall and 60 feet to a side and is split into four 15-foot wide sections; each section shows signs of damage from a specific element (scorch marks, pitting due to acid, lingering frost and the tang of ozone hanging in the air).

Search DC 29 Perception for each section; **Type** Magic (*cone of cold, fireball, lightning bolt, acid fog*)

Disarm DC 29 Disable Device (2d4 rounds) for each zone; activates on DC 24 or less; **Bypass** *find the path* (or a similar spell) points out the best path to traverse this room safely.

Trigger Visual (*true seeing*); **Reset** Automatic (10 minutes, if all traps have been triggered; otherwise, 1 round)

Effect When triggered, each zone has the following effects:

Effect Spell effect (*cone of cold*, 9d6 cold damage, DC 17 Reflex save halves); multiple targets (all targets in the water "zone").

Effect Spell effect (*fireball*, 9d6 fire damage, DC 14 Reflex save halves); multiple targets (all targets in the fire "zone").

Effect Spell effect (*lightning bolt*, 9d6 electricity damage, DC 14 Reflex save halves); multiple targets (two 60-foot lines at the edges of the air "zone").

Effect Spell effect (*acid fog*, 2d6 points of acid damage per round for 11 rounds); multiple targets (initially, the centre 20 feet of the earth "zone," but the cloud spreads 10 feet on either side each round until it fills the zone).

JOIN US

This painting depicts a large maze. On one side, several lone explorers appear hopelessly lost while the other shows the same group triumphantly reaching the exit.

JOIN US CR 13 (25,600 XP)

The figures in the painting seem to beckon to you and you feel a strong pull to join them.

Search DC 33 Perception; **Type** Magic (*confusion, irresistible dance, mass suggestion, maze*)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less; **Bypass** DC 28 Knowledge (arcana) Do not look at the painting to avoid its effects.

Destroy Destroying the painting (AC 8, 20 hp, hardness 10) defeats the trap.

Trigger Visual (*arcane eye*, also requires the victim to look at the painting); **Reset** Automatic (1 minute)

Effect When triggered, this trap has the following effects:

Effect (Round 1) Spell effect (*maze*, DC 22 Will avoids); targets first victim to look at the painting. Failure indicates the victim is drawn into the painting.

Effect (Round var.) Spell effect (*irresistible dance*, 5 rounds, DC 22 Will negates), targets a victim trapped by the *maze* effect; victim cannot attempt Intelligence check to escape *maze* while affected by *irresistible dance*.

Effect (Round var.) Spell effect (*confusion*, 8 rounds, DC 16 Will negates, triggers when *irresistible dance* ends; victim cannot attempt Intelligence check to escape *maze* while confused).

Effect (Round var.) Spell effect (*mass suggestion*, DC 19 Will save negates), triggers when *irresistible dance* ends; targets victims outside the painting, suggesting they study the painting to rescue the trapped character.

MUTE BEGGAR

This painting depicts a beggar. On one side of the picture several travellers are placing coins in his begging cup and the beggar is shown offering them his blessing. On the other, the travellers walk past while pointedly ignoring the beggar (who is cursing them).

MUTE BEGGAR CR 2 (600 XP)

A man in rags suddenly appears before the characters, blocking their way to the next room; his lips move, but he makes no sound. He gestures at a tin bowl sitting in front of him.

Search DC 21 Perception; **Type** Magic

Disarm DC 21 Disable Device (2d4 rounds); activates on DC 16 or less

Trigger Visual (*true seeing*); **Reset** Automatic (1 day)

Effect When triggered, this trap has the following effects:

Effect (Round 1) Spell effect (*silent image*, DC 11 Will save to disbelieve); creates illusion of the beggar when a character moves within 20 feet of the painting.

Effect (Round var.) Spell effect (*bane*, DC 11 Will save negates); multiple targets (50-foot radius burst centred on the "beggar"); the spell only triggers if the characters pass by the painting without putting at least 5 gp (or the equivalent in other coins, gems or jewels) in the tin bowl.

Effect (Round var.) Spell effect (*bless*); multiple targets (50-foot radius burst centred on the "beggar"); the spell triggers when at least 50 gp (in gold or equivalent wealth) is placed in the tin bowl.

Effect (Round var.) Spell effect (*dimension door*, DC 16 Will save to avoid, if someone holds the tin bowl); targets tin bowl only and relocates to a nearby room in the complex.

ONE-WAY ABATTOIR

In this painting, a flock of sheep are shown walking down two similar corridors. On one side of the painting, a great mound of slashed and torn carcasses all but blocks the corridor, while on the other the sheep proceed without incident.

ONE-WAY ABATTOIR CR 11 (12,800 XP)

This section of the passage is eerily quiet; the only indicator of something out of the ordinary is the painting that depicts sheep going to slaughter.

Search DC 31 Perception; **Type** Magic

WHAT IS A DOOM PAINTING?

A doom painting is a traditional English religious painting that depicts the Last Judgement of the Christian faith.

This style of painting was a very common theme of churches and many were painted in the 12th and 13th centuries. (In real life, most doom paintings were painted directly onto whitewashed walls, but the paintings herein assume both that style and that of a normal painting). Many real life paintings were massive affairs and showed their subject in exquisite detail.

Although doom paintings vary in their fine details, the basic composition stays the same. One side of the painting (normally the left) depicts heaven while the other depicts hell. Worthy folk are shown going to heaven while sinners are cast down into hell.

Doom paintings were commissioned in churches to highlight the contract between the reward of heaven and the agony of hell and to guide worshippers away from misbehaviour and sin.

IN YOUR DUNGEON

Obviously, real life doom paintings feature many Christian features – Christ, the Virgin Mary and so on – and so a GM should replace these personalities with deities and powers from his own campaign world.

Such dungeon features are a terrific way of foreshadowing terrible traps (and giving the PCs a fighting chance of using their cunning and intelligence to avoid them), particularly tricky moral choices they may be forced to make and so on.

Doom paintings, however, often require a vast expenditure of wealth – particularly if magic is woven into their construction (as they might form part of the trap themselves) and so they should not be placed lightly.

With doom paintings, less is definitely more and a GM should consider carefully where to place them. Of equal importance is the subject matter of the painting itself; keying a painting to a particular religion, cult or otherworldly power adds depth to the campaign and gives the PCs a chance to learn more about the world.

Disarm DC 31 Disable Device; activates on DC 26 or less; **Bypass** DC 31 Knowledge (arcana) Moving backwards through the trap does not trigger the sensor.

Trigger Visual (*arcane eye*); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Round 1) Spell effect (*blade barrier*, 11d6 slashing damage, DC 19 Reflex halves); multiple targets (all targets in a 10-ft. square area).

Effect (Round 2) Spell effect (*telekinesis*, bull rush attempt [CMB +11]); multiple targets (all targets in the 10-ft. square area before the *blade barrier*).

Effect (Round 3) Spell effect (*invisibility sphere*); targets the blades in the *blade barrier*.

Effect (Round 3) Spell effect (*silence*); targets the *blade barrier*.

WASP GLOBES

This trap can be used to shed light on a doom painting or other interesting dungeon feature. When the PCs get close enough to investigate the feature, the trap activates.

WASP GLOBES CR 5 (1,600 XP)

Four magical globes shed soft light in this large room; two globes appear to have shadows that flicker within.

Search DC 29 Perception; **Type** Magic

Disarm DC 29 Disable Device; activates on DC 24 or less; **Bypass** DC 25 Perception Find a stick of incense that pacifies the summoned wasps so they do not attack while the incense burns.

Trigger Visual (*arcane eye*); **Reset** None

Effect When triggered, this trap has the following effects:

Effect Spell effect (*summon monster IV*, summons 1 wasp swarm); globe shatters harmlessly.

Variation (CR 6) Spell effect (*summon monster V*, summons 1d3 fire mephits; globe shatters harmlessly.

Variation (CR 8) Spell effect (*summon monster VII*, summons 1d3 shadow demons; globe shatters harmlessly.



DOORS: CHARACTERISTICS & APPEARANCE

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

These notes present the basic characteristics of single doors.

COMMON CHARACTERISTICS

Doors are bottlenecks in dungeons and doorways are often the setting of desperate battles. Clever combatants can use them to their advantage.

- **Cover:** A character being attacked diagonally through a doorway has cover (+4 AC, +2 Reflex saves).
- **Line of Sight:** A closed door blocks line of sight.
- **Line of Effect:** A closed door blocks line of effect.
- **“Detect” spells:** Most “detect” spells can penetrate a normal door as it takes 3 feet of wood or 1 foot of stone to block the spell’s effect.
- **Hearing-Based Perception checks:** A closed door adds 5 to the DC to hear sound emanating from beyond.

CONSTRUCTION

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

- **Bead Curtains:** Although not “proper” doors, bead curtains (AC 3; hardness 0; hit points 5; DC 5 Break [stuck] or 10 [locked]) are occasionally used to offer a modicum of privacy.
- **Paper Doors:** Rarely encountered, paper doors (AC 3; hardness 1; hit points 1; DC 1 Break [stuck] or 1 [locked]) are flimsy at best; fantastical paintings often cover their surfaces.
- **Bone Doors:** A feature of necromancer’s lairs and ancient tombs, bone doors (AC 3; hardness 3; hit points 10; DC 5 Break [stuck] or 8 [locked]) are designed to frighten away the superstitious or gullible.
- **Leather Door:** These doors (AC 3; hardness 2; hit points 5; DC 13 Break [stuck] or 15 [locked]) normally take the form of hardened leather stretched over a wooden frame.
- **Simple Wooden Door:** These doors (AC 3; hardness 5; hit points 10; DC 13 Break [stuck] or 15 [locked]) constructed from stout wooden planks will not keep out determined intruders.
- **Good Wooden Door:** These sturdy doors (AC 3; hardness 5; hit points 15; DC 16 Break [stuck] or 18 [locked]) can take some punishment before breaking.

- **Strong Wooden Door:** These wooden doors (AC 3; hardness 5; hit points 20; DC 23 Break [stuck] or 25 [locked]) are bound with iron and often guard important areas.
- **Stone Door:** Crafted of stone these doors (AC 3; hardness 8; hit points 60; DC 28 Break [stuck] or 28 [locked]) are difficult to break through. They are a feature in dungeons built by deep-dwelling races such as dwarves and drow.
- **Iron Door:** The toughest of nonmagical doors (AC 3; hardness 10; hit points 60; DC 28 Break [stuck] or 28 [locked]) iron doors often protect vaults, sacred burial chambers and other important areas.

LOCKS

Many doors have locks, to stymie explorers. Attempting to open a lock takes a full-round action.

- **Simple Lock:** DC 20 Disable Device.
- **Average Lock:** DC 25 Disable Device.
- **Good Lock:** DC 30 Disable Device.
- **Superior Lock:** DC 40 Disable Device.
- **Arcane Lock:** *Arcane lock* adds 10 to the Disable Device check required to open the lock.

DOOR CONDITION

Not all doors are created equal. Doors providing access to a storeroom, for example, may be of average quality while those leading to abandoned rooms are most likely dilapidated.

Use the table below to determine the door’s general condition:

CONDITION	PERCEPTION DC ¹	HARDNESS	HP	BREAK DC
Dilapidated ²	+1	-4	-50%	-4
Poor ²	+3	-2	-25%	-2
Average	+5	—	—	—
Good ³	+7	+2	+25%	+2
Excellent ³	+9	+4	+50%	+4

1: Only to hearing-based Perception checks.

2: Dilapidated doors – and those in a poor condition – often do not fit very well. At the GM’s discretion, a character may be able to peek under or over a door to gain a limited view into the area beyond.

3: Doors in good or excellent condition fit the doorway well; they rarely have enough of a gap for an explorer to see the area beyond.

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

D%	
01-05	There is no readily apparent handle or latch on the portal. A mechanism is hidden nearby (DC 20 Perception locates).
06-10	An elaborate baroque doorknocker is fixed to the door.
11-12	The door's hinges are designed to allow it to open both inward and outward.
13-14	A grate or window allows one to look into the chamber or passage beyond.
15-16	A small peephole pierces the door.
17-18	The door slides open rather than swings open.
19-20	The door is incongruous to its surroundings. In a plain setting, it is elaborately decorated; in a palatial room, it is plain and unmarked.
21-22	A pulley and counterweight mechanism opens the door, which is unusually heavy (+5 to the DC of Break checks to open it).
23-24	The door is a jib door, a secret door designed to blend in with the wall panelling.
25-26	Ventilation slats are built into the door, but do not permit a view of the other side.
27-28	Fluted and scroll-like mouldings around the door's frame make the whole an impressive work of delicate craftsmanship.
29-30	The door is constructed of folding panels, sliding to one side to allow entrance.
31-32	The door is made of hollow material and is exceptionally easy to destroy (reduce the door's hardness and hps by 50%).
33-34	The image of an immense face covers the door's surface, carved in high relief.
35-36	The door fits very closely into its frame and is hard to open (+2 to the Break DC to open).
37-38	This narrow double door opens like a pair of shutters and is as wide as a normal single door.
39-40	The door is cut in half; the lower and upper portions can open separately.
41-42	A small door is cut out of the bottom, with a swinging flap, to allow small creatures access.
43-44	The elaborate iron strap-hinges of this door extend from the side nearly to the opposite edge of its surface, forming a floral motif.
45-46	The door is painted with a crude portrait of whoever or whatever lives within.
47-48	The door is designed to appear to be the tongue and throat of a great demonic mouth.
49-50	The door is cunningly devised to resemble a different material than its true composition; i.e., wood painted to resemble stone, a wooden door covered in iron plates and so on.

51-52	The door's handle, doorknob and dimensions are sized for someone substantially smaller or taller than a normal human.
53-54	The cornices and frame of the door vastly dwarf the portal itself.
55-56	The doorsill is a significant step up. It costs 2 squares of movement to enter the square containing the door.
57-58	The door is decorated with gilded writing in an appropriate alphabet. It is rendered in immaculate cursive.
59-60	The door revolves when pushed, rather than opening normally.
61-62	The door is oval or round rather than rectangular.
63-64	The door is triangular or rhomboid in shape.
65-66	A sliding panel of paper, canvas or parchment serves as a door.
67-68	The door is a curtain of beads or cloth and provides concealment (20% miss chance).
69-70	The door has a small viewport set at head height. An iron grill protects the viewport. The viewport has a small wooden door.
71-72	The door is actually a large painting surrounded by a wide, gold leaf frame. The "door" opens outwards and swings to the left.
73-74	Two heroic nude figures decorate the doorframe, standing considerably higher than human height.
75-76	A bookshelf or cabinet is attached to the door.
77-78	The handle is in the form of an open hand, which must be grasped as if to shake to open.
79-80	The door is covered in supple leather.
81-82	The door has a large mirror hanging on it.
83-84	The door's hinges contain a one-minute hourglass. After it has remained open for one minute, it shuts automatically.
85-86	The door is made of heavy stone, carefully balanced. It can be opened with no more effort than a normal door.
87-88	Two elaborately robed exotic figures in gold leaf and enamel decorate the door's panels.
89-90	The image of a sinister figure is outlined in a blackened iron silhouette nailed to the door.
91-92	Nails hammered into this door mark out a religious or martial symbol appropriate to whoever dwells within.
93-94	The door is low but wide. Medium-sized and larger creatures must duck to pass through. Treat such characters as squeezing in that square.
95-99	The door is false and it does not open. Removing it reveals a blank stone wall.
100	The door is trapped. Refer to pages 8-9.

DOORS: DRESSING & FEATURES

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

D%	
1	The door is warped and bent, as if something huge and strong slammed against it. It opens only with difficulty (+5 to the Break DC).
2	The door has been crudely barred from the party's side.
3	The door is blocked or barred from the opposite side.
4	The door has been detached from its hinges and is leaning against the wall.
5	The door has been repeatedly and amateurishly repaired.
6	A curtain or cabinet has been used to conceal the door from casual observers.
7	"Way Out?" is written in blood at the foot of the door.
8	Someone has scratched the word "tyger" on the door.
9	The prints of two humanoid hands are burned or melted into the door's surface.
10	Insects, rust or other rot have so thoroughly eaten away at the door that it crumbles at a touch.
11	Blood-like sap or mould oozes from the edges of the portal.
12	Wisps of smoke or fog drift under the door.
13	The door is propped open by a small, heavy object.
14	The door is open, and is securely fastened by a chain to a metal ring on the wall.
15	A bell is attached to a string to the other side of the door, creating a makeshift alarm.
16	Thorns and spikes, appearing as if they have grown from the door, festoon its surface.
17	The door is ill-fitting and overlarge for its frame; this adds +2 to the Break DC to open the door.
18	The door is painted a vibrant colour and is the most eye-catching feature of the room.
19	The door has been cut into the wall and installed as an obvious redesign of the area.
20	The door opens of its own accord when anyone approaches within 5 feet.
21	The door handle has been broken off; it lies mangled nearby.
22	The door is enveloped in ivy or fungus.
23	An empty suit of armour is fastened to the door.
24	A door once filled this doorway; hastily-set masonry now replaces it.
25	The door has been deeply charred or melted in an uneven pattern.

26	The door stands at least five feet off the floor, but there are no steps leading up to it from this side.
27	A worn and filthy doormat lies by the door.
28	A yellowed and faded label is affixed to the door. The letters read "Doct... Mo..." (or perhaps, "Dont... Wo...")
29	The door and surrounding wall are scorched by fire. Soot covers the floor.
30	Crudely painted in brownish-red are the words "Pleaz Com In."
31	A folk-art motif showing a marvellous tree reaching toward the heavens, inhabited by serpents and squirrels, is painted onto the door.
32	The door is upside down.
33	The door's key has been left in the lock on the party's side.
34	A soft knocking, in a staccato rhythm, is coming from the door's other side.
35	The door gives off a soft glow, as if affected by a constant <i>light</i> effect.
36	A thin coating of dust makes it clear that no-one has opened this door for generations.
37	A partially skeletonized arm, severed at the elbow, hangs from the door's handle.
38	Cobwebs and tiny spiders festoon the door.
39	The handle or mechanism of the door is caked with grime.
40	Fourteen hash marks are scratched into the door, near the floor.
41	A perfectly round hole is punched out of the lower left corner of the door.
42	Unintelligible graffiti covers the door.
43	Splotches of wet sand or mud cling to the door.
44	A set of lock picks dangles from the door's lock.
45	Someone has shoved rags under the door to block up the large crack between the door and floor.
46	Soot has stained the area around the doorframe, as if a fire once burned on the far side.
47	This door has stood open for so long that a spider's web fills the upper corner, near the frame. Dead flies festoon it.
48	The door has been carefully cleaned, polished and oiled.
49	A stone foot from a statue stands beside the door and serves as a door stop.
50	The door has been replaced by a table leaning against the open frame.
51	The metal hinges and fittings of the door are still fixed to the wall, or lying nearby. There is no sign of the door itself.
52	The latch of the door is connected to a music box, making an eerie series of chimes if its turned.

53	The muddy prints of a dog or wolf (as if the animal had jumped up) cover the middle portion of the door.
54	A series of random numbers are carved into the door's surface. The number nine appears repeatedly.
55	A whistling and tangible breeze blows through the cracks in the door.
56	The door's handle is grander and of much higher quality than the door itself. The internal lock is good (DC 30 Disable Device).
57	A dagger has been driven into the door.
58	A chair sits next to the door. A slumped skeleton, sword in lap, as if on watch, sits in it.
59	Many small teeth are stuck in the door's frame.
60	A rope is tied to the handle, and stretches across the room, ending in a frayed tangle.
61	The wall and ceiling above the door are cracked and collapsing. A DC 10 Knowledge (engineering) check reveals that opening the door will probably cause it to fall.
62	In chalk, a huge eye has been drawn on the door.
63	The door is icy cold to the touch.
64	Deeply incised into the door is an elaborate sigil or arcane seal. A DC 15 Knowledge (arcana) reveals its meaning.
65	Some kind of harness has been attached to the door frame and the door is open. The harness is stretched and shredded.
66	The underside of the door has been gnawed away, leaving enough room for a Small humanoid to crawl through. (Such creatures are considered squeezing, however).
67	A pewter bowl, covered in mould, and a wooden cup, filled with stagnant water, sit in front of the door.
68	A half-completed attempt to brick or wall up the doorway is evident. The door itself is missing. Tools are scattered in disarray.
69	A sweet fragrance, as if from many roses, wafts through the door.
70	Though the door is absent, a luminescent door-like shape fills the portal, suggesting its original form and design.
71	A dozen throwing knives or shuriken are embedded in the door.
72	Sticky black tar has been daubed on the door. Drips and splatters cover the floor nearby.
73	A flattened scroll (perhaps containing a message or map) has been shoved under the door.
74	A brass horn hangs from a hook that's been screwed into the middle of the door.
75	Hundreds of iron nails have been hammered into the door. Some have been hammered all the way in while others yet stand proud.
76	A knot in the wood or a crack in the door has been widened to make a makeshift peephole.

77	Fur and hairs are stuck to the side of the door, as if it was used for scratching by a large animal.
78	The door casts its own dim shadow outward, independent of all light.
79	The door is ajar and a metal bucket full of liquid is propped above it. Characters opening the door get drenched. The bucket clatters to the floor and nearby creatures gain a +2 bonus to hear the commotion.
80	The door makes a shrill, almost deafening, squeaking noise as it opens. Nearby creatures gain a +5 modifier to Perception checks made to hear it opening.
81	The door sits loosely on its hinges and can be easily removed.
82	A sign is pasted on the door, reading "EGRESS" in ornamental capitals.
83	The shell of the door is blackened and peeling.
84	An <i>arcane lock</i> protects the door.
85	The handle and lock have been ripped or torn from the door, leaving a ragged hole. Bunched cloth fills the holes.
86	This door opens up onto empty space, with at least a 10 foot drop to the floor beyond.
87	A <i>hold portal</i> protects the door.
88	Something has been painted over hurriedly on the door, leaving an ugly blob of pigment. The image below is faintly visible.
89	Snatches of conversation and laughter emanate from behind the door.
90	Someone has gouged out apparently valuable or dangerous decorations from the door, leaving it pitted and scored.
91	The hinges of the door are rusted shut. A <i>grease</i> spell or similar effect is necessary to open it.
92	The door shimmers and sparkles with iridescence. An <i>arcane mark</i> is in its centre.
93	A faded sign by the handle reads "This door has been locked for safety reasons."
94	The door has been broken in half. One portion lies nearby while the upper part of the door still hangs from a hinge.
95	The number 13 is painted above the door in whitewash.
96	The door's frame has been replaced and is much newer than the door it surrounds.
97	The walls around the door's hinges are pitted and scarred as if someone had tried – and failed – to smash through them.
98	Though this was once a door, the portal is now bricked or boarded up from the other side. When opened, it reveals only a blank wall.
99	Roll twice on this table, ignoring results of 99-100.
100	The door is trapped. Refer to pages 8-9.

DOORS: TRAPS & TRICKS

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

ADHESIVE HANDLE

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

ADHESIVE HANDLE CR 3 (800 XP)

With a start, you realise you cannot remove your hand from the door's handle.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (1d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (clean off handle)

Destroy Destroying the handle (hardness 10, hp 2, DC 23 Break) defeats the trap. If this is done while a victim is stuck fast, the handle must still be removed from its hand.

Trigger Touch; **Reset** None

Effect When triggered, this trap has the following effect:

Effect The victim's hand sticks to the handle (DC 20 Reflex save negates). The victim is unable to remove his hand from the latch unless he makes a DC 15 Strength check. Succeeding at the Strength check frees a character's hand but inflicts 1d4 damage and 1 Dexterity damage.

DOOR OF SLUMBER

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

DOOR OF SLUMBER CR 6 (2,400 XP)

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

Search DC 31 Perception; **Type** Magic

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Touch; **Reset** None

Effect When triggered, this trap has the following effect:

Effect (Round 1) Anyone within a 10 ft. burst of the door when it is opened is targeted with an empowered *deep slumber* (DC 17 Will negates).

Effect (Round 2) Characters failing the previous saving throw are targeted by a *nightmare spell* (DC 17 Will negates).

Variants (CR 2) Replace the *deep slumber* with a *sleep* spell and remove the *nightmare* effect.

EXPLODING DOOR

When a creature gets within 10 ft. of the door, it explodes deluging the area with sharp wooden splinters.

EXPLODING DOOR TRAP CR 6 (2,400 XP)

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

Search DC 27 Perception; **Type** Magic

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less; **Bypass** Perception DC 25 (a hidden switch at the rear of the room disarms the trap)

Trigger Proximity (*alarm*); **Reset** N/A (triggering the trap destroys the door)

Effect When triggered, this trap has the following effects:

Effect The trap inflicts 6d6 piercing damage to all creatures within a 10 foot radius (DC 13 Reflex save halves).

Variants (CR 6) When an explorer comes within 20 ft. of the door, a *black tentacles* spell (CL 7th) activates and a *magic mouth* starts screeching "Alarm! Intruders!" Treat this effect as an additional trap (making an EL 8 encounter).

ILLUSIONARY DOOR

This door is protected by an *illusory wall* spell combined with an illusionary door nearby on the same wall to slowdown and baffle intruders.

ILLUSIONARY DOOR CR 7 (3,200 XP)

Although the door seems perfectly ordinary, it resists all your attempts to open it.

Search DC 31 Perception; **Type** Magic

Disarm DC 31 Disable Device (2d4 rounds); **Bypass** Cast *true seeing* (or similar spell) or disbelieving the various illusions

Trigger n/a; **Reset** None

Effect When triggered, this trap has the following effect:

Effect (Permanent Image) The *permanent image* spell presents the illusion of a door. The "door" radiates moderate illusion (DC 21 Knowledge [arcana] identifies the aura's school).

Effect (Illusory Wall) The *illusory wall* spell hides the position of the true door by creating the illusion of a blank wall. The affected portion of the wall radiates moderate illusion (DC 19 Knowledge [arcana] identifies the aura's school).

Variants (CR 7) Adding a *magic aura* spell to the door hidden by illusory wall makes it undetectable by *detect magic* and similar spells.

Variants (CR 8) Add a *fire trap* (CL 9; 1d4+9 fire damage [DC 16 Reflex halves]) to the illusionary door.

SLAMMING DOOR

This door flies violently open if a creature stands directly in front of it. The door then swings slowly shut. This trap is particularly troublesome because the act of triggering it also resets it automatically.

SLAMMING DOOR TRAP CR 3 (800 XP)

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

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** Perception DC 20 (a hidden switch to the right of the door deactivates the trap) or destroy the door

Trigger Touch; **Reset** Automatic 1 round

Effect When triggered, this trap has the following effect:

Effect Atk +15 melee (6d6 plus +9 CMB check to bull rush); multiple targets: all characters directly in front and those 5 feet to the left of the door.

Variant (CR 4) The door slams open as above but instead of shutting makes a combat manoeuvre check to hold the targets in place (+9 CMB; CMD 20). Note, this is a particularly effective trap if it protects a guardroom as those inside can swarm out to slay or capture the pinned intruder.

Variant (CR +1) The door is spiked. As it flies open to slam an intruder into the wall dozens of small spikes emerge from its surface (+10 attack, 1d4+1/19-20 damage). Each affected character is struck by 1d4 spikes.

POISON NEEDLE TRAP

Many door locks and handles are protected by poison needle traps. Use the basic statistics of the trap listed below and apply modifiers from the table below to create a trap of the target CR.

POISONED NEEDLE CR 1 (400 XP)

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less

Effect melee attack +8; 1d4+6 damage plus poison (see below)

TRAP MODIFICATION	CR ADJUSTMENT
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Disable Device or Perception DC 21-25	+1
Disable Device or Perception DC 26-29	+2
Disable Device or Perception DC 30 or higher	+3
Needle Attack Bonus +11 to +15	+1
Needle Attack Bonus +16 to +20	+2
Add black adder venom	+1
Add deathblade poison	+5
Add large scorpion venom	+3
Add medium spider poison	+2
Add purple worm poison	+4
Add shadow essence poison	+3
Add wyvern poison	+5

POISONED BEADS

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

POISONED BEADS CR 11 (12,800 XP)

You push through the beaded curtain easily.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** None (cleaning the beads – perhaps with *create water* – removes the poison until it is reapplied)

Destroy Destroying the curtain (hardness 0, hp 1, DC 5 Break) defeats the trap. A character attacking the curtain with a melee weapon (but not a reach weapon) is attacked by the trap (see below)

Trigger Touch; **Reset** Manual

Effect When triggered, this trap has the following effect:

Effect Characters passing through the curtain may be poisoned (black lotus extract poison; melee touch +20 attack; onset 1 minute.; DC 20 Fortitude [2 saves]; *freq.*: 1/rd. for 6 rds.; *effect*: 1d6 Con). There is enough poison to affect two victims.

Variant (CR 4) Replace the black lotus extract poison with greenblood oil (DC 13 Fortitude [1 save]; *freq.*: 1 rd. for 4 rds.; *effect*: 1 Con).

Variant (CR 9) Replace the black lotus extract poison with dragon bile (DC 26 Fortitude; *freq.*: 1 rd. for 6 rds.; *effect*: 1d3 Str).

COMMON MAGICAL DOOR DEFENCES

Several defensive spells are often added to a dungeon’s doors to kill, capture or dissuade intruders.

SPELL	CR ¹	MINIMUM CL
<i>Arcane Lock</i>	—	1st
<i>Fire Trap</i>	7	7th
<i>Glyph of Warding</i>	4	5th
<i>Greater Glyph of Warding</i>	7	11th
<i>Hold Portal</i>	—	1st
<i>Magic Mouth</i>	—	2nd
<i>Symbol of Death</i>	9	15th
<i>Symbol of Fear</i>	7	11th
<i>Symbol of Insanity</i>	9	15th
<i>Symbol of Pain</i>	6	9th
<i>Symbol of Persuasion</i>	7	11th
<i>Symbol of Sleep</i>	6	9th
<i>Symbol of Stunning</i>	8	13th
<i>Symbol of Weakness</i>	8	13th

1: Trap CR if this spell (at the listed CR) is added to an otherwise untrapped door.

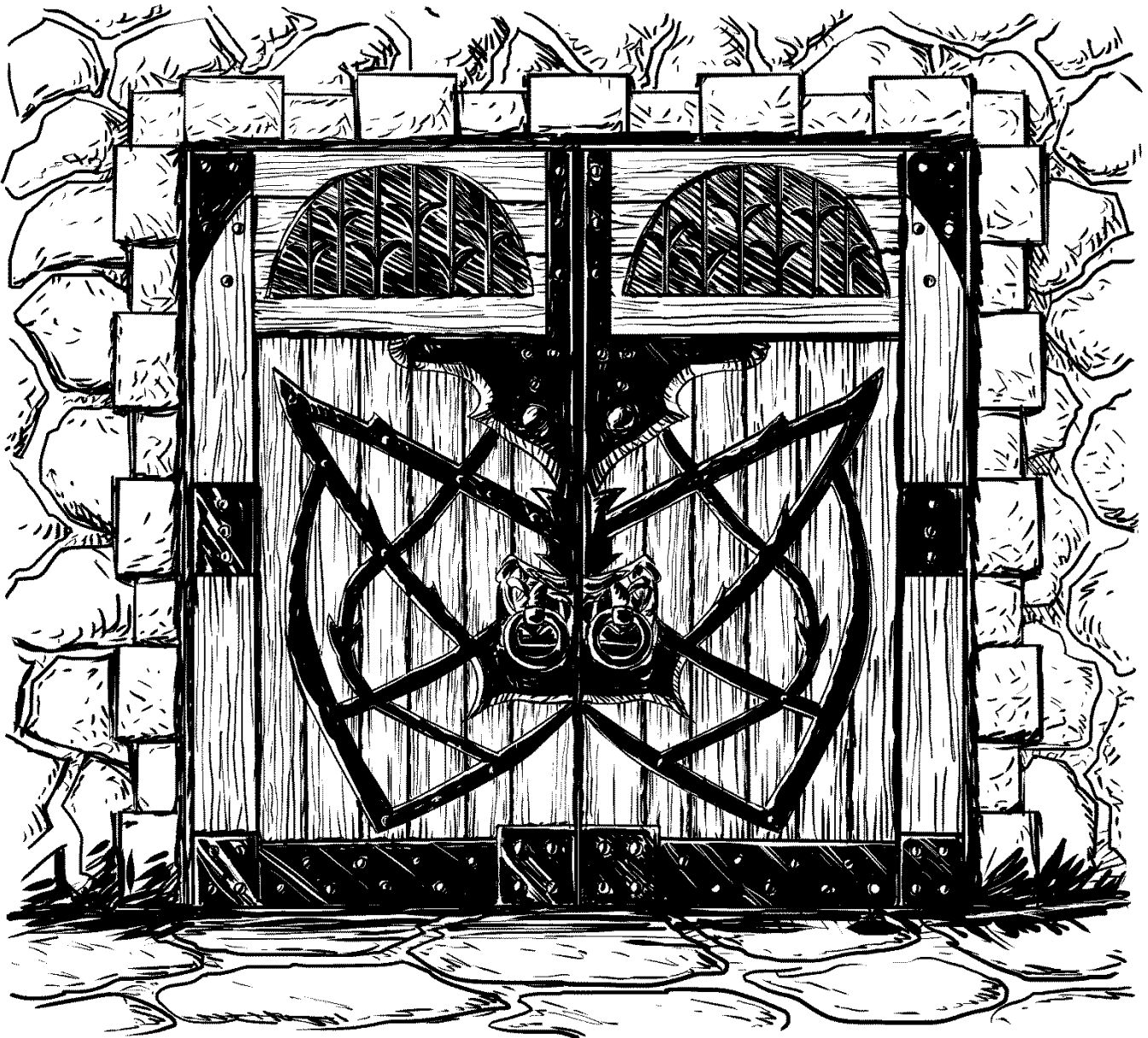
DOUBLE DOORS: CHARACTERISTICS & APPEARANCE

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

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

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

Double doors share many of the same characteristics of normal single doors. For the GM's ease of reference those details are reproduced on the opposite page, however given that double doors are often stronger than normal doors these statistics vary slightly from those of their lesser brethren.



Doors are one of the most basic dungeon features, although double doors are much rarer than normal, single doors (except sometimes in dungeons designed for Large or bigger creatures) and as such can offer clever explorers vital clues to what might lie beyond.

Double doors come in many different shapes and sizes. These notes present their basic characteristics.

COMMON CHARACTERISTICS

Doors are bottlenecks in dungeons and doorways are often the setting of desperate battles. Clever combatants can use them to their advantage.

- **Cover:** A character being attacked diagonally through a doorway has cover (+4 AC, +2 Reflex saves).
- **Line of Sight:** A closed door blocks line of sight.
- **Line of Effect:** A closed door blocks line of effect.
- **“Detect” spells:** Most “detect” spells can penetrate a normal door as it takes 3 feet of wood or 1 foot of stone to block the spell’s effect.
- **Hearing-Based Perception checks:** A closed door adds 5 to the DC to hear sound emanating from beyond. If the door is particularly thick and heavy (perhaps it is of stone construction) increase this penalty to 10.

CONSTRUCTION

Most double doors are wooden affairs, but in dungeons where access to wood is limited or nonexistent, stone is often used. Stone doors (and those of even harder or more outlandish materials) are also found guarding particularly important sites such as treasure vaults, the crypts of powerful undead and so on. In particularly deep, exotic or otherworldly dungeons, adventurers may encounter doors made of even rarer, stranger or valuable materials such as mithral or adamantine.

Many double doors are ornately decorated in gold, silver, bone and so on.

- **Bone Doors:** A feature of necromancer’s lairs and ancient tombs, bone doors (AC 3; hardness 3; hit points 15; DC 5 Break [stuck] or 8 [locked]) are designed to frighten away the superstitious or gullible.
- **Good Wooden Door:** These sturdy doors (AC 3; hardness 5; hit points 22; DC 16 Break [stuck] or 18 [locked]) can take some punishment before breaking. Good wooden doors are rarely double doors, however.
- **Strong Wooden Door:** These wooden doors (AC 3; hardness 5; hit points 30; DC 23 Break [stuck] or 25 [locked]) are bound with iron and often guard important areas.
- **Stone Door:** Crafted of stone these doors (AC 3; hardness 8; hit points 90; DC 28 Break [stuck] or 28 [locked]) are difficult to

break through. They are a feature in dungeons built by deep-dwelling races such as dwarves and drow.

- **Iron Door:** The toughest of normal doors (AC 3; hardness 10; hit points 60; DC 28 Break) iron doors often protect vaults, sacred burial chambers and other important areas.
- **Mithral Doors:** These light, silvery doors (AC 3; hardness 15; hit points 90; DC 35 Break) are much easily worked than adamantine doors and are often in themselves works of art.
- **Adamantine Doors:** Exceedingly rare, adamantine doors (AC 3; hardness 20; hit points 120; DC 40 Break) are used to both awe their viewers and protect items of surpassing importance.

LOCKS & PROTECTIONS

Many double doors have one or more locks, to stymie explorers and such areas of importance are normally protected by good (or better) locks, traps and even magical wards on occasion (see pages 7 and 10-11 for examples of such). Attempting to open a lock takes a full-round action.

- **Average Lock:** DC 25 Disable Device.
- **Good Lock:** DC 30 Disable Device.
- **Superior Lock:** DC 40 Disable Device.
- **Alarm:** Creates a mental or audible alarm when creature touches the door.
- **Arcane Lock:** *Arcane lock* adds 10 to the Disable Device check required to open the lock.
- **Hold Portal:** Adds 5 to the DC to force open the door.
- **Magic Mouth:** A mouth appears and speaks a pre-programmed message (probably a warning or threat of the intruder’s fate should it go through the door).

DOOR CONDITION

Not all doors are created equal. Some may have been damaged by previous explorers while others are as good as new.

Use the table below to determine the door’s general condition:

CONDITION	PERCEPTION DC ¹	HARDNESS	HP	BREAK DC
Dilapidated ²	+1	-4	-50%	-4
Poor ²	+3	-2	-25%	-2
Average	+5	—	—	—
Good ³	+7	+2	+25%	+2
Excellent ³	+9	+4	+50%	+4

1: Only to hearing-based Perception checks.

2: Dilapidated or poor doors often do not fit very well. At the GM’s discretion, a character may be able to peek under or over a door to gain a limited view into the area beyond.

3: Doors in good or excellent condition fit the doorway well; they rarely have enough of a gap for an explorer to see the area beyond.

Use this table to generate interesting characteristics for your dungeon's double 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 carving of a great, lidless eye surrounded by grasping tentacles decorate the wall above and around the doors.
06-10	The doors are banded and sealed with silver.
11-12	The doors are sealed with red wax. Dust covers them (and the floor in front of them).
13-14	One of the doors has a small door built within it; it can open independently. Medium or larger creatures passing through it are considered squeezing.
15-16	A <i>continual flame</i> above the doors illuminates the surrounding area.
17-18	A heavy crimson curtain obscures the doors.
19-20	The doors are crafted from darkwood.
21-22	The doors are crafted of alternating planks of light and dark wood.
23-24	The doors' wood is highly polished and extremely smooth to the touch.
25-26	One of the doors has a large mirror affixed to it.
27-28	Iron bands – forged to represent swords – decorate the doors.
29-30	Intricate religious carvings surround the doors.
31-32	The doors stand atop a short flight of shallow steps.
33-34	The statues of two warriors flank the doors.
35-36	A devil (or demon's) leering face is carved into the doors and is picked out in cold iron.
37-38	A portcullis (hardness 10, hp 60, DC 25 Break) protects the doors. It is opened from within.
39-40	Many small nails have been hammered into the doors. The nails form the heraldic device of the dungeon's master.
41-42	The doors are painted jet black.
43-44	The double doors are recessed into an archway.
45-46	The doors are of stone. They have nested hinges and open both in and out.
47-48	The doors are protected by two ornate good iron locks (each DC 30 Disable Device).
49-50	The carving of a dragon – its wings outstretched – looms over the doors.
51-52	The doors have huge, over-sized iron handles of cold, black iron.
53-54	Each door has a small, grilled viewport. A shutter blocks the view of what lies beyond.
55-56	A small stained glass window overlooks the doors. The window is an intricate mix of reds, blues, yellows and blacks. Flickering light from beyond the door casts coloured shadows on the floor and ceiling.
57-58	Two arrow slits flank each side of the doors.

59-60	Murder holes pierce the ceiling above and in front of the doors.
61-62	Carvings of leaping flames surround the door. A DC 20 Perception check reveals tiny carved figures among the flames.
63-64	The doors are 30 ft. high and incredibly heavy (+5 to the DC of Strength checks made to open the doors).
65-66	The doors are of dull iron. Flaming glyphs provide the same illumination as candle light.
67-68	The top and bottom of each door can open independently of the other in the same fashion as a stable door.
69-70	The doors are particularly thick and heavy (-10 to Perception checks to hear through them and +5 to Break DCs).
71-72	The doors are false – they do not open and are merely used for ceremonial purposes.
73-74	The doors stand at the bottom of a short flight of shallow steps.
75-76	As 69-70, but the doors have a secret compartment within (DC 20 Perception reveals) that holds their key.
77-78	An open pit stands in front of the doors. A lever within lowers the doors in the same manner as a drawbridge. The mechanism can also be accessed from within the pit (DC 20 Perception reveals, DC 20 Disable Device operates).
79-80	The doors slowly shut two rounds after the last character passes through (unless spiked open).
81-82	Elaborate sheets of bronze cover the doors; their engravings depict sinners in hell or some other lurid, sinister scene.
83-84	Six dully transparent black gems (onyxes each worth 50 gp) fill a like number of wall niches above the doors.
85-86	The doors do not fit well; scrape marks on the floor bear witness to how hard they are to open. The DC to open these doors is 2 higher than normal.
87-88	Skulls fill small niches in the walls flanking the doors. They grin at intruders.
89-90	The doors have no lock and are perfectly balanced (DC 5 Strength check opens). They open silently into the space beyond.
91-92	Narrow glass windows flank the doors. They have shutters, but these are opened when the room is in use.
93-94	An <i>alarm</i> spell protects the door. Roll again to generate the door's appearance.
95-99	A <i>magic mouth</i> spell protects the door. Roll again to generate the door's appearance.
100	A trap protects the door. Roll again to generate the door's appearance.

DOOR DECORATION

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

DECORATION STYLE

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

D20	DECORATION STYLE
1-5	Carved into the door: no additional features
6-7	Painted
8-9	Carved into the door: painted
10-12	Carved into the door: picked out with precious metal (gold, silver etc.)
13	Studded with inexpensive gemstones
14	Glowing, magical runes
15	Burnt into door
16	Permanent illusion
17	Mosaic
18	Obviously repaired; roll again to determine style
19	Badly damaged; roll again to determine style
20	Unfinished; roll again to determine style

DECORATION TYPE

Use this table to determine the general theme of the doors' decoration.

D20	DECORATION TYPE
1	Arcane runes
2	Geometric patterns
3	Heraldic device
4	Holy/unholy symbol
5	Image: creature
6	Image: deity
7	Image: dragon
8	Image: fantastical creature
9	Image: fantastical scene
10	Image: landscape
11	Image: portrait
12	Inscription: dire warning
13	Inscription: holy/unholy scripture
14	Map: legendary place
15	Map: star map
16	Map: surrounding area
17	Map: wide area (continent, world etc.)
18	Religious runes
19-20	Door has two types of decoration; roll again, ignoring results of 19-20.

COMMON DOUBLE DOOR MAGICAL TRAPS

CR	XP	SPELL	TRIGGER	DC*	CL	EFFECT
3	800	<i>Sound burst</i>	Touch	27	3	1d8 sonic plus stunned for one round (DC 13 Fortitude negates stun); multiple targets
4	1,200	<i>Glyph of Warding (blast glyph)</i>	Enter, pass or open the door	28	5	2d8 acid, cold, fire, electricity or sonic damage (5 ft. radius); DC 14 Reflex halves
5	1,600	<i>Fire Trap</i>	Opening the door	29	7	1d4+7 fire damage (5 ft. radius); DC 16 Reflex halves
6	2,400	<i>Symbol of Pain</i>	Look at the rune	30	9	All creatures are wracked with great pain for 1 hour
6	2,400	<i>Symbol of Sleep</i>	Look at the rune	30	9	All creatures of 10 HD or less within 60 ft. fall into a catatonic slumber (DC 17 Will negates) for 3d6 x 10 minutes
7	3,200	<i>Greater Glyph of Warding</i>	Enter, pass or open the door	31	11	5d8 acid, cold, fire, electricity or sonic damage (5 ft. radius); DC 19 Reflex halves
7	3,200	<i>Symbol of Fear</i>	Look at the rune	31	11	Panics all creatures within 60 ft. for 11 rounds
7	3,200	<i>Symbol of Persuasion</i>	Look at the rune	31	11	All creatures within 60 ft. are charmed by the caster (DC 19 Will negates) for 11 hours
8	4,800	<i>Symbol of Stunning</i>	Look at the rune	32	13	All creatures within 60 ft. are stunned (DC 20 Will negates) for 1d6 rounds
8	4,800	<i>Symbol of Weakness</i>	Look at the rune	32		All creatures within 60 ft. suffer 3d6 Strength damage
9	6,400	<i>Symbol of Death</i>	Look at the rune	33	15	Kill one or more creatures whose combined hit points equal 150 or less (DC 22 Fortitude negates)
9	6,400	<i>Symbol of Insanity</i>	Look at the rune	33	15	All creatures within 60 ft. become permanently insane (DC 22 Will negates)

*Perception and Disable Device

DOUBLE DOORS: DRESSING & FEATURES

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

D%	
1	A chain wrapped through the handles (hardness 10, hp 5, DC 26 Break) holds the doors shut.
2	A spear nails a decomposing corpse to the door.
3	One door is shut, while the other hangs from only one hinge.
4	The doors' lock has been badly damaged by a heavy, blunt object.
5	The doors' hinges are partially melted.
6	The bottom of the left-hand door is scorched and burnt. The remains of a fire cover the floor directly in front of the door.
7	Symbols daubed in whitewash cover the doors.
8	The flagstones in front of the doors have been pried up revealing rock beneath.
9	Cobwebs cover the doors. Small spiders scuttle about within.
10	A single bloody handprint mars the right-hand door. The print is from a Medium-sized creature.
11	"Danger" is written (in Common) in big chalk letters across both doors.
12	A zombie is chained to each door by a 15 ft. length of pitted and rusted chain. Every round, the zombie can try a DC 15 Strength check as a free action to break free.
13	Half a pentagram decorates the floor in front of the door; the rest adorns the floor beyond.
14	Both doors have fallen. Chunks of masonry have been ripped from the doors' surround.
15	Splattered blood decorates the doors.
16	Bent and broken torch sconces hang from the wall on either side of the doors.
17	The doors are spiked open.
18	The doors are spiked shut. If the spikes are on the other side of the door, they add 5 to the DC of Strength checks made to open the doors.
19	Rubble litters the floor in front of the doors.
20	The doors have been badly damaged (they only have half the normal hit points) from many weapon strikes.
21	"Morgan was here" is scratched into the bottom of the doors.
22	Dead bodies litter the floor about the doors. The dead comprise the slain members of an adventuring party and their goblin enemies. The bodies have been comprehensively looted.
23	An empty vial lies in front of the door. A DC 20 Perception check detects minor signs of acid damage to the lock.
24	Wisps of smoke seep under the door.
25	A wooden stave is hammered into the ground between two flagstones. A decomposing head that stares sightlessly at the doors sits atop it.
26	The doors' lock has been removed. Characters can easily peer through the resulting hole.
27	The stone around the doors' hinges is chipped. A DC 10 Perception check reveals someone has tried to pry them out with a chisel.
28	The fiery scorch marks of an obviously magical explosion mar the door.
29	A broken crowbar lies on the floor; its tip remains wedged between the doors.
30	The door is locked and the key remains in the lock (but on the other side of the door).
31	An open pit dominates the floor in front of the door. It is filled with trash and rubbish.
32	A small hole has been smashed into one of the doors at a human's head height.
33	The doors are a loose fit – a large crack between the two has been stuffed with rags.
34	One door is open a crack, allowing a character to look through easily.
35	The door is old and battered; the lock is in even worse condition.
36	Several pieces of old paper have been nailed onto the door. The paper is old and yellowed and bears lists of those slain (along with the cause of their death).
37	The doors have been ripped from their hinges. They now rest horizontally in the doorway and form a barricade about 5 ft. high.
38	The doors have been crudely painted with whitewash. Atop the whitewash has been painted a crude heraldic device.
39	Dripping water has stained the doors.
40	One of the doors is bent and bowed. A DC 22 Knowledge [arcana] check reveals it has been affected by a <i>warp wood</i> spell.
41	About 6 ft. off the ground, small holes stud both doors. They once held gems but are now empty.
42	Torch sconces line the walls either side of the doors. All have burnt out torch stubs within.
43	A <i>deeper darkness</i> – centred on the doors – affects the area.
44	A <i>magic mouth</i> spell affects the doors. When a character touches the door, the spell activates and intones in a deep voice, "Go back. Your doom awaits within."
45	An open book – the journal of an explorer – lies open on the floor near the door. The open pages bear a partially finished sketch of the doors.
46	Beautifully painted ceramic tiles surround the door frame. Each of the symbols has a different heraldic device.

47	A huge blood smear – starting at waist height and running down to the floor – mars the door.
48	The frame of this door is bent and bowed. The lintel above the door is also crumbling. Dust covers the door. A DC 10 Knowledge (engineering) check reveals the doors are unsafe and will likely collapse if opened (page 11).
49	Harmless yellowy-brown mould covers the doors. The doors themselves are sodden with moisture and rotten (reduce both the doors' hardness and hit points by half).
50	Wooden scaffolding surrounds the door. The beginnings of an elaborate mural cover some of the surrounding walls.
51	The smell of smoke and incense hangs heavily in the air.
52	One of the doors has been propped open with a helmet.
53	Niches on either side of the door hold the melted remains of many candles. Wax has dribbled down the wall and pooled on the floor.
54	A silver coin wedged between the two doors keeps them open a crack.
55	A large chalk arrow drawn on the wall points to the left-hand door.
56	A torch stub lies to the side of the doors.
57	The doors' hinges and locks are heavy with rust.
58	The doors are open wide and secured by rope run through the handles and tied to iron spikes hammered into the wall on either side of the doors.
59	Muddy footprints lead through the closed doors.
60	Webs cluster thickly about the doors' hinges.
61	The remnants of a campsite lie about the chamber. The doors have been spiked shut.
62	"Not this way" has been scrawled on the doors in large, simplistic chalk letters.
63	The doors stand in an elaborately carved archway. A demon head once leered over the doors but it has been smashed and broken. Rubble covers the floor.
64	A slight breeze blows under the doors.
65	An arrow is embedded in one of the doors.
66	The doors' handles show signs of being gnawed by something large and strong.
67	A torn, bloodied sack lies on the ground.
68	Bats hang from the ceiling above the door. Guano covers the floor below, making it slippery.
69	Damage to the walls on both sides of the doorway show where the doors' handles have been rammed into the walls.
70	The doors have been chained shut, but the chain is rusty (hardness 5, hp 4, DC 22 Break).
71	The doors smell of rot and decay, but otherwise seem normal and sturdy.
72	Water drips from the ceiling and a puddle has formed over much of the area's floor.

73	A holy symbol hangs from a chain wrapped around one of the doors' handles.
74	A damp patch covers the wall to one side of the doors.
75	Pottery shards lie on the floor in front of the door. They increase the DC of Stealth checks to move silently made in the area by 5.
76	The doors creak loudly when opened. A DC 20 Perception check reveals this before they are opened; oil applied to the hinges solves the problem.
77	An acrid smell fills the area.
78	The distant clamour of a gong sounds from somewhere behind the door.
79	A barrel lies on its side 10 ft. in front of the door. It contains nothing but straw.
80	A partially completed carving of a rearing dragon decorates the doors.
81	The doors have been badly damaged by weapon strikes. A pile of wooden planks and carpentry tools is stacked nearby against a wall.
82	The doors' hinges have been disabled. If opened, the doors fall on the character opening it (3d6 damage, DC 20 Reflex halves).
83	Two pillars of warriors – their swords raised high – flank the door. Both have been decapitated.
84	The doors are old, but their lock (DC 30 Disable Device) is obviously much newer.
85	Brightly coloured tiles once decorated the front of the door. Their smashed remains now lie on the floor.
86	Small animal skulls, secured with wire, hang from the doors' handles.
87	Protective symbols have been hurriedly and crudely carved into the door.
88	A shield rests against the other side of the doors. When they are opened, it crashes to the floor.
89	A tapping sound comes from the other side of the doors.
90	A bullseye lantern on the floor illuminates the doors. Twenty minutes of oil remain.
91	A flagstone in front of the doors is loose (DC 20 Perception reveals). Below is the doors' key.
92	A half-full chamber pot lies on its side nearby.
93	Two doorstops – the bleached skulls of giants – flank the doors.
94	The doors are covered in peeling black paint.
95	Phosphorescent moss covers the doors.
96	The floor in front of the door is riven with cracks.
97	The doors are missing; only the hinges remain.
98	The doors are chained shut on the other side and opening them only creates a 1 ft. wide gap.
99	The doors were once inlaid with gold and silver but it has been looted long ago. Only flecks remain to taunt explorers.
100	The floor is worn by the footsteps of all those who have passed through the doors.

DOUBLE DOORS: TRAPS & TRICKS

Of course, double 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 double doors.

MAGNETIC DOORS

These stone doors are crafted from magnetite – a naturally occurring magnetic rock (DC 19 Knowledge [dungeoneering] identifies). The magnetism within the doors is potent and can snare metal-clad intruders. This trap is particularly potent (and exciting to run) when it is paired with one or more of the monsters listed in the table below.

MAGNETIC DOOR CR 4 (1,200 XP)

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

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less (a character must be adjacent to the doors to make this check); **Bypass** DC 25 Perception (a switch hidden behind a secret panel nearby drops a lead sheath over the doors).

Destroy Destroying the stone doors (AC 3; hardness 8; hit points 60; DC 28 Break) defeats the trap.

Trigger Proximity (30 ft. of the door); **Reset** Automatic (immediately)

Effect When triggered, this trap has the following effects:

Effect (Round 1 [Ongoing]) The doors are magnetic and exert an attraction on any large metal objects (such as armour and weapons) within 30 ft. The doors' magnetism pulls a character wearing or carrying one or more metal items listed below toward them. If a character carries or wears items in more than one of the below categories, use the worst DC to determine how difficult it is to resist this attraction:

- **Light Armour or Weapon:** DC 15 Strength check.
- **Medium Armour:** DC 17 Strength check.
- **Heavy Armour:** DC 19 Strength check.

Every round, on his initiative, a character must make a Strength check of the relevant DC to resist the doors' attraction. Success indicates the character can move 5 ft. away from the doors as a move action or stay in the same square as a free action. A character who fails the check by 4 or less is not pulled toward the door, but those failing this check by 5 or more are pulled 5 ft. closer to the doors.

Effect (Round var. [Reaching the Doors]) When a character reaches the doors, a myriad of small spikes emerge from the stone to pierce the unfortunate's body (1d4+1 spikes [+10 attack, 1d4+1/19-20 damage plus 2 bleed per hit]).

Variants (CR var.) The spikes emerging from the doors may be poisoned. The table below presents the trap's CR modification for some suggested types of poison.

POISON	CR ADJUSTMENT
Black adder venom	+1
Deathblade poison	+5
Large scorpion venom	+3
Medium spider poison	+2
Purple worm poison	+4
Shadow essence poison	+3
Wyvern poison	+5

Variants (CR var.) Characters trapped by the doors make particularly easy prey for monsters unaffected by their magnetism. The monsters below are typically constructs, undead or otherwise unintelligent. Particularly in the case of oozes and undead the creatures can be hidden in a niche and released once a creature has become stuck to the doors.

MONSTER	CR
Black pudding	7
Brown mould	2
Darkmantle	1
Giant spider	1
Gray ooze	4
Green slime	4
Ochre jelly	5
Skeleton	1/3
Stone golem	11
Wight	3
Yellow mould	6
Zombie	1/2

Other intelligent creatures such as chokers could also learn of the doors' magnetism and lurk nearby in the hope of an easy meal.

Note The monsters should be treated as a separate encounter with its own CR.

DRESSING

This is a fun trap to run, but a GM placing it in his dungeon should give some thought to what lies beyond, the doors' previous victims and so on. For example, does a jumble of bones lie in front of the doors? Are some metal objects stuck to the doors? These kind of visual clues give the PCs the sense that something is not right with the doors and lets them investigate more cautiously before the trap is suddenly sprung. A GM using such visual clues should also consider the doors' appearance – the players will almost certainly ask lots of questions about them before getting any closer.

WEAKENED CEILING

The ceiling in this area is weaker than elsewhere (perhaps by design or because of an earthquake). It is so weak the double doors are supporting much of its weight. When they are opened, the ceiling collapses.

WEAKENED CEILING CR 5 (1,600 XP)

As you open the door, dust and small rocks begin to fall from the ceiling above.

Search DC 25 Perception or DC 20 Knowledge [engineering];
Type Mechanical

Disarm DC 20 Disable Device (2d4 rounds; opening the door slightly so that characters can squeeze through); activates on DC 15 or less; **Bypass** None.

Destroy The trap cannot be destroyed, the act of triggering it destroys it. Repairing the ceiling removes the danger.

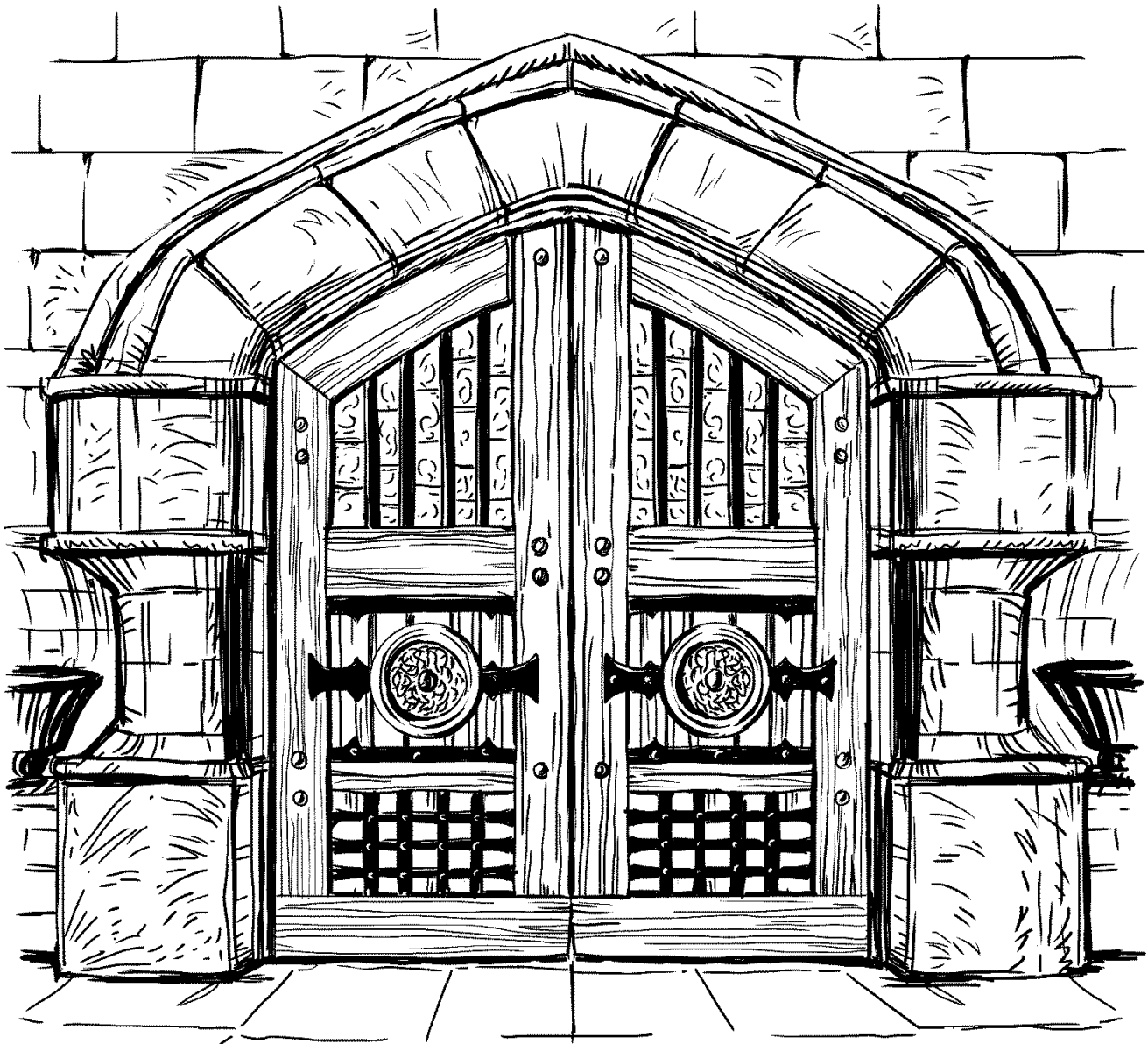
Trigger Touch (opening the door); **Reset** No reset

Effect When triggered, this trap has the following effects:

Effect (Opening the Door) The door is stuck and requires a DC 18 Strength check to force open 2 ft. Small or larger creatures can move through this gap (but are considered squeezing). A subsequent DC 13 Strength check fully opens the door but this causes the ceiling to collapse. Roll for initiative.

Effect (Round 1) On its turn, the ceiling noticeably sags; dust and small rocks fall.

Effect (Round 2) On its turn, the ceiling caves-in. Any character within 20 ft. of the door is caught in the bury zone (8d6 damage [DC 15 Reflex halves] and is buried). Characters within 10-foot of a bury zone are caught in the slide zone and buried (3d6 damage [DC 15 Reflex negates]).



DUNGEON ENTRANCES: CHARACTERISTICS & APPEARANCE

The cobweb covered gate, the portcullis adorned with a green iron devil's face or a fissure in the stony ground belching a sulphurous smoke, the entrance to your dungeon sets the tone for the adventure to follow. If done well, it is likely to be the encounter talked about most by everyone who plays your adventure. Not every character lives to the end, but everyone plays the first encounter. Make it memorable.

FORESHADOWING

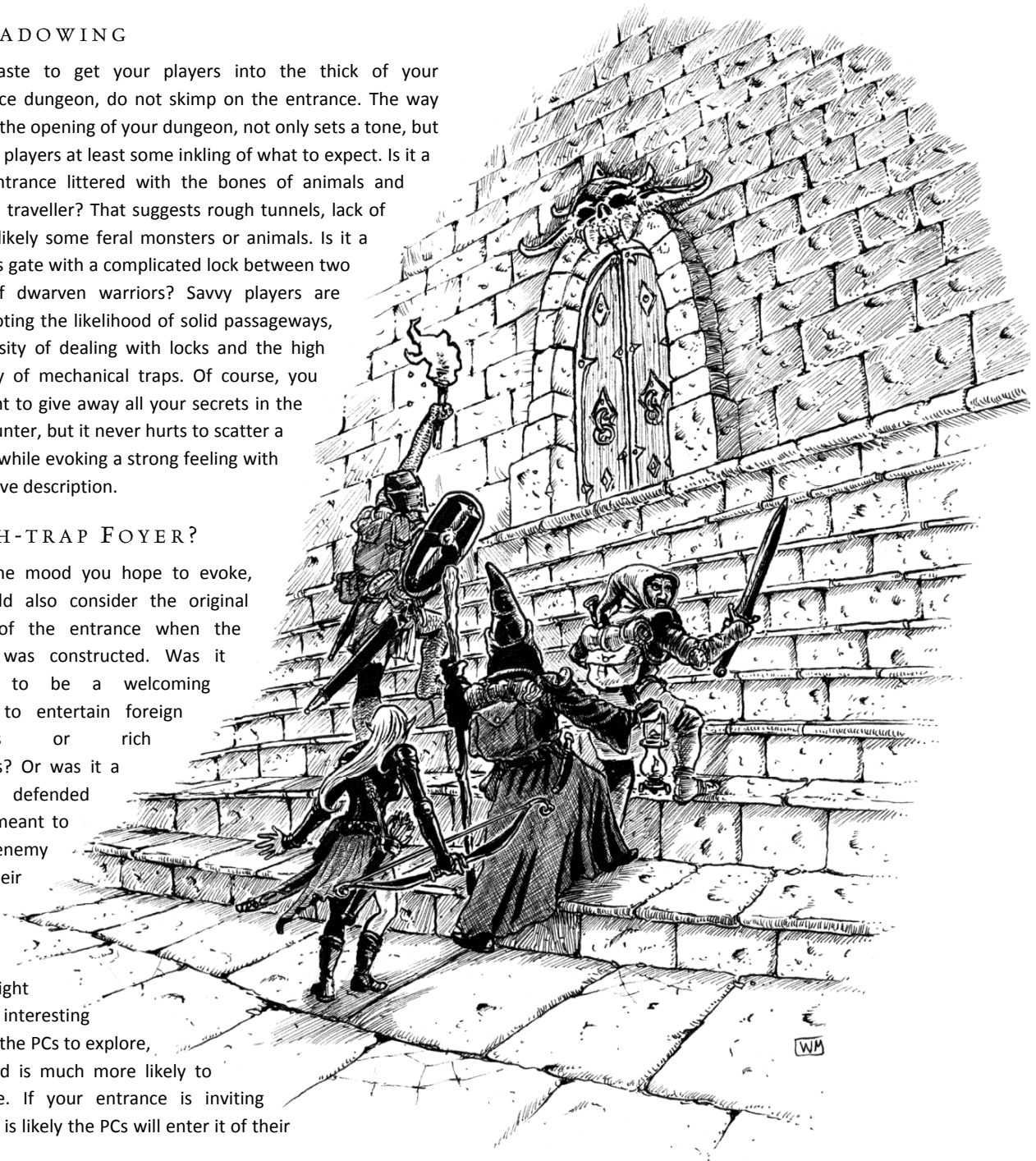
In the haste to get your players into the thick of your masterpiece dungeon, do not skimp on the entrance. The way you dress the opening of your dungeon, not only sets a tone, but gives your players at least some inkling of what to expect. Is it a natural entrance littered with the bones of animals and occasional traveller? That suggests rough tunnels, lack of light and likely some feral monsters or animals. Is it a monstrous gate with a complicated lock between two statues of dwarven warriors? Savvy players are already noting the likelihood of solid passageways, the necessity of dealing with locks and the high probability of mechanical traps. Of course, you won't want to give away all your secrets in the first encounter, but it never hurts to scatter a few hints while evoking a strong feeling with an evocative description.

A DEATH-TRAP FOYER?

Beyond the mood you hope to evoke, you should also consider the original purpose of the entrance when the dungeon was constructed. Was it intended to be a welcoming entrance to entertain foreign dignitaries or rich merchants? Or was it a heavily defended gauntlet meant to draw an enemy into their doom? While the former might offer interesting things for the PCs to explore, the second is much more likely to investigate. If your entrance is inviting enough, it is likely the PCs will enter it of their

own accord, placing them just where you want them.

Entrances might have a door, a portcullis, a stair or even a selection of traps. Putting these features together can create a memorable entrance, and opening encounter for your dungeon.



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

D%	
01-06	The entrance lies near the bottom of an abandoned moss-covered well. In the well's interior wall, fifteen feet down, muddy bricks protrude slightly in a spiral downward allowing those who make a DC 17 Acrobatics check to walk the sixty feet to the bottom where a secret door grants entry to the dungeon (DC 20 Perception). The bottom of the well is filled with a few inches of rainwater and a few feet of thick mud. Those who fall in ignore the first 10 feet of falling damage.
07-12	A circle of magical runes large enough for an average wagon with a team of horses encloses images of clouds and birds painted onto the floor. A faint breeze of cold, fresh air blows from the circle. Speaking the correct command while in the circle causes the creature to disappear and reappear in the dungeon.
13-18	A tumbledown two-storey tower of grey stone is perched upon a low mound in a foggy moor. Broken arrow shafts, rusty swords and bleached bones poke through the soggy soil for hundreds of feet around the hill. Within, the tower is entirely empty but for a skeleton seated at a simple table, an empty bottle of wine before it and a fine longbow at its side. An iron key that opens a nearby trapdoor hangs from a leather thong around the skeleton's neck.
19-24	A worked tunnel protrudes the length of a spear into the side of the dirt mound, its entrance covered in moss and vines while a putrid sludge flows rapidly out onto the wet, muddy ground. The stonework is chipped and worn, suggesting it is very old. A scream, or possibly some strange bird call, echoes from deep within.
25-30	The entrance is a broad hole located on the side of a steep cliff. A rickety wood and rope elevator, sized for six Medium creatures has been rigged to provide access. It may, or may not, be safe.
31-36	The entrance is a set of stairs behind a locked (DC 25 Disable Device unlocks) portcullis below an abandoned arena. A statue of a phoenix is carved into the wall above the portcullis. The statue radiates faint evocation magic (DC 18 Spellcraft identifies), but does not hinder the PCs' explorations.
37-42	To prevent admission to the dungeon, the entrance is inside a traditional fortified keep which is surrounded by a crenulated wall. A water-filled moat with a raised drawbridge surrounds the keep.

43-49	The entrance is at the end of a box canyon. Thirty feet across with walls more than sixty feet high, the approach is littered with boulders large enough for cover and a thick fog provides concealment. Two huge iron-bound doors of timber are ajar with the left door hanging solely by one hinge. Enemies could lurk anywhere...
50-56	A crude, cracked brick roadway is disappearing beneath the sands and is only visible here and there. It leads to a natural cave in an outcropping of rock that stands out prominently in the desert. A primitive painting in white outside the cave depicts a stickman holding a spear and several four legged creatures, each with a single horn and long tails.
57-62	The entrance is behind a shelf of old, dusty books in a large library. It opens by pulling on the correct book.
63-68	A line of square, marble columns march toward a grand archway. Above the entrance, a frieze depicts a bearded man lounging upon a stone while golden birds bring him bunches of grapes.
69-74	A broad staircase of black stone rises to a door of iron, painted bright red and covered in dripping blue runes. The door pierces a wall of plain stone and radiates significant heat, requiring those that approach to make a DC 11 Fortitude saving throw or suffer 1d4 nonlethal damage and become fatigued for 1d3 rounds.
75-81	The entrance to the dungeon, a round door with a ship's wheel in the centre, is in a grand hall with walls carved to depict stone ships sailing out of the walls towards the middle of the hall. The floor is of dark blue tiles and the room is strangely filled with the scent of sea air.
82-87	A soaring narrow bridge crosses a grand chasm to a gate of golden bars. The bridge rises at a steep grade to the higher side making it difficult to see what lies beyond the gate. On either side of the bridge are a pair of statues in the shape of winged lions; one stands rampant while the other has its mouth wide in a feral roar.
88-94	Built into the side of a hill, a low moss-roofed cottage protrudes as far as a horse. A candle flickers beyond a clouded glass window, barely visible past the gnarled trees and thorny bushes. Sickly herbs grow in boxes under the windows. Rustling in the underbrush and the reflection of small eyes suggest the land is alive with fauna that are not at all disturbed by the PCs' approach.
95-100	Glowing blue lichen and large mushrooms line the cavern, growing out of the soft loamy soil. A pale white vine grows along the ground, through bones of small animals. Water drips from the ceiling like a slow steady rain, making conversation difficult.

DUNGEON ENTRANCES: DRESSING & FEATURES

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

D%		
01-02	A cave-in, rock fall or collapsed wall has covered the entrance and requires several hours of excavation to clear a path. Once half the rubble is cleared, a DC 10 Knowledge (engineering) is needed to prevent the rubble from collapsing again, negating the progress made so far.	27-28 A triggered pit lies just inside the entrance. It is ten feet across and blocks entry further into the dungeon. The pit is twenty feet deep and has iron spikes at the bottom. There are no bodies at the bottom, but brown stains of dried blood suggest that someone did indeed fall into it.
03-04	The entrance has been barricaded with boxes, chests and barrels in defence of the dungeon. There are signs of a struggle: sprays of blood, a few old bones, and a discarded boot. Given the barricade has been pushed aside, it appears that whomever attacked was able to successfully breach the entrance.	29-30 A dented helmet with a blood encrusted feather plume lies on the ground near the entrance.
05-06	As above, but the barricade appears to have been arranged to keep something in.	31-32 A pair of torches flank the entrance. One burns with a magical cold flame, while the other is unlit. The flame for the active torch is permanently extinguished if the torch is removed from its sconce.
07-08	Large-sized, clawed footprints of some creature track in and out of the entrance.	33-34 A big red "X" has been drawn on the wall or floor near the entrance.
09-10	The entrance has been overtaken by nature. Trees (or giant mushrooms, shrubs or other flora appropriate to the climate) partially occlude entry.	35-36 Placed facing the entrance are hundreds of eyeballs of all sizes and colours, floating in jars filled with a clear, thick liquid. They do not radiate magic.
11-12	The entrance has been covered by an illusion making it appear as the surrounding landscape (DC 14 Will disbelieves; CL 7).	37-38 The corpse of a female halfling explorer lies just outside the entrance, a dried stain leaving a trail into the entrance from where she crawled. She appears to have died within the last three days from multiple bite wounds. Much of her equipment is missing, but she still carries a pouch that has 12 sp and an unlabeled <i>potion of protection from evil</i> .
13-14	The entrance shows signs of recent cleaning and maintenance.	39-40 A trail of 27 silver coins, spaced evenly, leads into the entrance. Ominous blood splatters are clearly visible along the path the coins take.
15-16	The entrance is covered with dense spider webs.	41-42 A copper coin with the number one crudely etched upon it has been wedged into a crack, crevice or under a stone near the entrance.
17-18	Seven rotting humanoid heads have been mounted on spears in a semicircle before the entrance. All of them have been roughly severed and are too decayed to recognize. The smell is overpowering.	43-44 A crow picks at a tangle of colourful string caught in a thorny bush. Careful inspection reveals it has tassels and appears to have been torn from a thin material, such as a shawl. The scrap is no bigger than a man's finger, but looks of good craftsmanship.
19-20	A crudely painted blue door on the side of a monstrous conifer provides a magical entrance to the dungeon. Turning the shiny brass door knob reveals a blinding aquamarine light. Travellers find themselves in a new location when it clears.	45-46 Faint acrid smoke periodically wafts from the entrance. It is not enough to provide concealment.
21-22	A cart hitched to a donkey is parked near the entrance. The donkey happily chews on grass, ignoring anyone approaching. The cart is filled with booty looted from the dungeon including old doors, torch sconces, old furniture and a large statue of a smiling elven maiden swaddled in a shawl. The goods can be sold for 60 gp.	47-48 A long abandoned campsite is hidden in the underbrush a bow shot from the entrance. There is a ring of stones for a small fire and three depressions that suggest someone slept there. Those that excavate the fire pit find the remains of old animal bones and a partially melted brass cap for a scroll tube.
23-24	Splashes of different colours paint the area near the entrance. Their purpose is not clear.	49-50 Scorch marks mar the entrance and a wand made of yew, snapped into three pieces, lies discarded on the ground. If the entrance was barred or otherwise blocked, the obstruction has been damaged by the flames and is now at 50% of its original hit points.
25-26	A large branch, wilting but still green, lies in front of the entrance.	

51-52	A large wooden pole with a crossbeam atop it has been set into the ground before the entrance. An orc in a rent chain shirt has been crucified upon it. Several arrows pierce his body.
53-54	Half of a set of mangled battered manacles, now covered in rust, lie atop a rock. The top of the rock shows damage from where something heavy was pounded against it.
55-56	A burnt out torch stub is wedged into a crack in the wall. Soot stains the wall behind it. If lit, it burns for one minute.
57-58	Shattered red glass litters the floor inside the entrance. In the middle of the shards lies a carved bone stopper shaped as a fist with one finger pointing out. It is worth 2 gp.
59-60	A grave has been dug in the dirt (or piled under rubble if the floor is not easily excavated) and a shield lies on top. The top half of the heavy steel shield is painted blue and the bottom is yellow. Emblazoned upon the front is a longsword, point down, with a pair of feathered wings sprouting from the middle of the blade. Inside the grave is a set of humanoid bones.
61-62	A large brown bear sleeps in front of the entrance. It has randomly wandered by, and if the party returns later, it has moved on.
63-64	The smell of sweet, flowery perfume hangs in the air. There is no obvious source, but the odour dissipates over thirty minutes.
65-66	A crumpled piece of parchment has been tacked to the wall or a nearby tree. In Common, it reads "Wanted Dalat Thunderrock, For Banditry and Murder." It gives a description of a burly dwarf missing one arm.
67-68	Several small niches have been carved around the entrance. Each contains some small keepsake in remembrance of the fallen: a dagger, a silver necklace (5 gp), a brass ring (15 gp), three feathers tied together with a green string and a blue enamelled steel gauntlet; among others. In all, they are worth 35 gp.
69-70	A reinforced wall of stone blocks has been erected across the entrance (AC 3, hardness 8, hp 90, DC 35 Break).
71-72	A maggot-infested corpse of a large dog lies inside the entrance. The corpse is only a day or two old. One of the dog's legs lies ten feet away from the rest of the body.
73-74	Lightning has struck nearby and turned the ground to glass.
75-76	A dozen caltrops have been spread before the entrance. They are old and dirt encrusted and easily missed (DC 15 Perception).
77-78	A brown cloth sack with a loaf of hard, stale bread has been discarded in the entryway. A coin-sized hole has been gnawed through the cloth and rodent droppings lie nearby.

79-80	Three empty, dark glass bottles lie haphazardly on their sides. They smell of strong alcohol, but are empty.
81-82	Written in Draconic sloppily over the entrance in dried blood are the words "Welcome to Hell." Fingerprints in the blood make it clear the writing was done by a small clawed hand.
83-84	A piece of paper is trapped against the side of the entrance, fluttering in a slight breeze. A closer inspection shows a sketch of the entrance with three armoured men entering seen from behind and a young woman in leathers with a sketch pad in the foreground. The quality of the sketch is very good and might be sold for 5 gp. There is enough detail in the sketch to identify the woman, if she is ever encountered.
85-86	The entrance is chipped and shows signs of having been pried open. A bent crowbar lies in a nearby corner.
87-88	Two dozen caltrops have been scattered outside the entrance and a large puddle of flammable oil is inside the entrance. Bloody rags are discarded further inside.
89-90	A wagon of weathered timber, missing all of its wheels, rests on two logs in front of the entrance. Tall grass grows up around it and the hardware is heavily corroded with rust, suggesting the wagon has been here for some time.
91-92	Wisps of colourful light dance before the entrance, shedding light for twenty feet. The lights can be suppressed with a <i>dispel magic</i> against caster level 5, but return after an hour.
93-94	The stub of a purple candle rests in a puddle of wax. If lit, the candle has enough wick left to burn for fifteen minutes.
95-96	A DC 15 Perception notes a tripwire strung across the entrance way. Those that don't spot the tripwire must make a DC 12 Reflex saving throw or fall prone. If seen, the tripwire can be avoided with a DC 5 Acrobatics check or cut by doing 2 points of damage with a slashing weapon.
97-98	A wooden stool, sized for a Medium creature, is next to the entrance. Placed next to the stool is a crude wooden box. The word "fee" is written in Common on the side of the box.
99-100	A statue has been dragged in front of the entrance, gouges in the ground making it clear it came from inside the dungeon. The statue portrays a snarling, fanged woman with a serpent's tail and six arms. Each arm holds an actual metal weapon that can, with some care, be removed from the statue's grip. The weapons carried include a spear, a longsword, a dagger, a trident, a khopesh and a kama.

DUNGEON ENTRANCES: SECRET ENTRANCES

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

D%	
01-05	Thick growths of ivy and thorny vines cover the entrance.
06-10	Mouldering brickwork blocks this entrance, but it is easily dismantled.
11-12	A mighty tree grows out of this cave-like entrance, obscuring it from sight.
13-14	A rock or mudslide covers the doorway.
15-16	A collapsed wagon lies across a trapdoor.
17-18	A bare expanse of sand conceals a stone slab that serves as a trapdoor.
19-20	The entrance lies in a deep pool or lake.
21-22	Guano or other filth covers the way inside this dungeon.
23-24	Thick strands of spider-silk make this door nearly invisible.
25-26	Canvas or burlap, cunningly painted to resemble ground cover, stretches across the entrance.
27-28	Access to the dungeon is on the side of an overgrown ditch or moat, obscured by weeds.
29-30	This entryway is hidden in a collapsed hut or outhouse.
31-32	A narrow crack in a tumbled crag leads to the dungeon.
33-34	A large flagstone or flat rock serves as a trapdoor.
35-36	An abandoned house's basement opens into the passages below.
37-38	The dungeon is accessed through a cell or oubliette in a gaol or castle.
39-40	Walking widdershins in a circle of toadstools reveals an opening on a nearby knoll.
41-42	A large freestanding tomb conceals stairs leading down.
43-44	A ruined shrine or folly conceals a narrow set of stairs.
45-46	Access to the dungeon is concealed within a huge clock or a mechanical device.
47-48	The secret entrance is hidden under a mural, itself containing clues to the nature of the complex.
49-50	A banner or tapestry covers the entrance, which is within a busy hall or reception room.
51-52	The corpse or bones of a huge creature partially obscures the entrance.
53-54	A waterfall or sheet of ice blocks the view of this cave-like tunnel.

55-56	This door is covered in rock and leaves fastened to make it blend in to the surrounding environment.
57-58	A great barrel or vat within a wine cellar conceals a secret set of stairs.
59-60	The entrance is hidden behind a cabinet in a busy, cluttered shop within a town or village.
61-62	An altar or megalith blocks an old entrance to underground tunnels.
63-64	A crevasse, nearly invisible because of overhanging growth and the angle of approach, conceals the entrance.
65-66	Access to the dungeon is through a well's wall just above the surface of the water. Sometimes, after heavy rain, the entrance floods.
67-68	The entrance, while faintly visible, is halfway up a sheer cliff; no stairs reach the entrance.
69-70	A small door under a bridge leads into the dungeon.
71-72	The entrance stands beneath a long pier, reachable only at low tide.
73-74	This mountainside entrance is covered by the nest of a huge bird or other flying monster.
75-76	A boulder, cleverly counterbalanced, serves as a hidden door to the dungeon.
77-78	The dungeon is accessible through a cave or alley used as a rubbish tip; waste and filth blocks the door.
79-80	A paper-maché or plaster piece of stage scenery conceals a small door.
81-82	The entrance is through a dovecote or coop.
83-84	An icehouse or smokehouse conceals the door.
85-86	To reach the entrance, explorers must traverse a complicated and overgrown hedge-maze.
87-88	The doorway appears in the mist or fog, seemingly insubstantial.
89-90	A model or diorama contains a tiny magical door, that, if touched, teleports an individual inside the full-sized site.
91-92	A mirror or painting allows magical access to the interior of a dungeon.
93-94	The doorway is a simple closet or cabinet with a permanent link to the inside of the dungeon.
95-99	Access to this dungeon is possible by means of an old dumbwaiter or priest hole.
100	A simple illusion of a rock wall conceals the entrance.



DUNGEON ENTRANCES: TRAPS & TRICKS

Of course, entrances are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The expanded entrance descriptions presented here may be used as readymade encounters, or as examples of what might be done with an entrance.

DEATH-TRAP FOYER

A well-used road leads up to the entrance. A set of open wooden doors, bound in iron, flank the entrance to a high tunnel wide enough for a wagon to pass through. At the far end, almost a bowshot away, stands a raised portcullis. All along the passage are tattered posters advertising various merchants and their wares.

The death-trap foyer is best placed at the entrance to an underground city, a castle with very thick walls or as an underground entrance. Either way, it is a place well travelled and commonly sees use, but needs to be defended if the city or castle is attacked.

Just less than halfway down the eighty-foot tunnel is a pressure plate, that if activated causes steel doors to drop over the entrance and exit to the tunnel, sealing it off. At the same time three concealed portcullises drop from the ceiling, segmenting the tunnel at 20 ft., 40 ft. and 60 ft., and allowing flammable oil to spill down through the same openings the bars passed through. In the second round, fire shoots through tiny openings hidden behind the flyers and ignites the oil, turning the entire tunnel into a flaming death-trap.

DEATH-TRAP FOYER CR 3 (800 XP)

With a thunderous crash, steel doors close off the entrance and exit. A heart beat later, three hidden portcullis drop from the ceiling, segmenting the tunnel into four sections while the smell of flammable oil overwhelms the now closed dark space. A whooshing sound and a warm, bright flash follow.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds per section); activates on DC 15 or less; **Bypass** DC 15 Perception finds a hidden lever behind the far exit that allows guards to deactivate the trap and allow safe passage.

Destroy Destroying a portcullis (AC 4, hardness 10, hp 30, DC 28 Break) allows a victim to move to the next section. Destroying a steel door (AC 3, hardness 10, hp 60, DC 28 Break) allows a victim to escape the tunnel.

Trigger Location (35 ft. past the entrance); **Reset** None

Effect When triggered, this trap has the following effects:

Effect (burning oil) When triggered, this trap covers the floor and everyone in the tunnel with flammable oil and then ignites it. The initial blast of flame does 3d6 fire damage (DC 20 Reflex halves). Anyone in the hallway takes 1d3 fire damage for the first two rounds due the burning oil on the walls and floor. The PCs must also make a DC 15 Reflex save

or catch fire taking 1d6 fire damage per round until they extinguish the flames (DC 15 Reflex).

Arrow Slits variant (CR varies): The tunnel is lined with small slits, covered over with clay. After the second round, archers can knock out the clay and shoot through the slits at intruders.

Repeating Flames (CR +2) On the fourth round, more oil pours into the tunnel and the flames reignite.

Insanity Mist (CR +4) On the third round after the gout of fire ignites the oil, the tunnel fills with insanity mist poison: **Type** poison (inhaled); **Save** DC 15 Fortitude; **Frequency** 1/rounds for 6 rounds; **Effect** 1d3 Wis damage; **Cure** 1 save

DEMONIC GATE

The rocky side of the mountain is marred by a narrow passage blocked by a gate of black metal bars. A huge, green demonic mask leers at you from the centre where the two doors meet. Wisps of fog swirl along the ground, in eerie silence.

This highly defended entrance suits any outpost or home with magical resources that does not see much traffic. The type of face can be changed to something more appropriate to whatever lurks inside.

This encounter relies on misdirection and confusion to divide the party. Fifteen feet into the tunnel is a locked gate, with the lock housing behind the metal demonic face. The mask, roughly three feet across, is on hinges that allow it to be lifted so the lock can be accessed to insert a key. However, touching the demonic façade, without carrying the appropriate token, causes the mask to issue a widened *obscuring mist* and arms the other parts of the trap. A pit trap at the entrance to the tunnel is activated, as are repeating crossbow turrets hidden in the surrounding rubble that begin targeting the entire mist filled area, hopefully either driving the rest of the PCs into the tunnel for cover (and thus encountering the pit trap) or encouraging those in the tunnel to rush out to aid their allies against suspected crossbowmen (and thus encountering the pit trap).

This trap comprises three distinct lesser traps.

DEMONIC GATE CR 5 (1,600 XP)

With a serpentine hiss, a cloud of mist obscuring your vision is rapidly expelled from the demonic face. From outside the tunnel, someone shouts "Surrender or die!"

Search DC 29 Perception; **Type** Magic

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** Carrying a specific magical token.

Trigger Touch (*alarm* spell); **Reset** Manual

Destroy *Dispel magic* (CL 7) defeats the trap.

Effect When triggered, this trap has the following effects:

Effect (obscuring mist) When triggered, a widened *obscuring mist* appears 30 ft. feet from the gate such that the mist

expands to 10 ft. down the hall beyond the gate. This also activates the pit and crossbow traps below.

Effect (magic mouth) A *magic mouth* appears 40 ft. from the entrance on a rock facing away from the gate, hidden from view in the mist, and shouts "Surrender or die!"

Gate The gate has hardness 10, hp 60, DC 28 Break, DC 30 Disable Device.

PIT TRAP CR 2 (600 XP)

With a sickening feeling, the ground falls away and you plummet into the darkness below.

Search DC 25 (27 after the *obscuring mist* is activated) Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less. Note if the pit trap is disarmed before the demonic gate is triggered, it is reactivated when the demonic gate trap is activated.

Destroy Destroying the floor (AC 4, hardness 8, hp 30, DC 25 Break) makes the trap obvious.

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect When moving through the first 10 ft. of tunnel, the victim falls into a pit: 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area).

Spiked Pit variant (CR +1): The bottom of the pit is filled with spikes (1d4 spikes per target, +5 melee, 1d4+2 damage each).

CROSSBOW TURRETS CR 4 (1,200 XP)

A hail of crossbow bolts fly out of the mists.

Search DC 25 (27 after the *obscuring mist* is activated) Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less. Note if the crossbow turrets are disarmed before the demonic gate is triggered, they reactivate when the demonic gate trap is activated.

Destroy Destroying the three turrets (AC 5, hardness 5, hp 15, DC 20 Break) defeats the trap.

Trigger Proximity (within the 40 ft. radius of the mist); **Reset** Repair

Effect When triggered, this trap has the following effects:

Effect (hail of bolts for 3 rounds) Atk +10 ranged (1d8/19-20); multiple targets (all targets in the 40-ft.-radius area of the mist). Because the turrets are a mechanical trap flooding the area with bolts, they do not suffer the miss chance for the concealment. Those in the entrance way receive cover from the turrets.

Poisoned Bolts variant (CR +1): The bolts have been covered in black adder venom: **Type** poison (injury); **Save** DC 11 Fortitude; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Con damage; **Cure** 1 save.

THE LIGHTNING HALLS

A short flight of stairs leads up to a landing flanked by three pairs of pillars, each carved from white stone to represent puffy clouds. The landing narrows at the far end until it is only slightly larger than the huge shining silver door set into it. The door is cast with swirls of wind and rain clouds, portraying a driving gale frozen in metal.

This lightning halls trap is meant to confine those to the area enclosed by the pillars and decimate them with lightning strikes while they try to escape. This trap suits temples dedicated to weather or elemental gods or crypts on top of windy mountains; particularly if the entrance has been meant to be sealed forever.

Six pillars, three to each side, sit on a trapezoidal landing that narrows towards a silver metal door. The pillars are against the walls and stop 10 ft. from the door. When a creature approaches the door, a hurricane force wind swirls from all four sides pushing everyone into the middle of the pillars at the same time blasting lightning into the area. Simultaneously, a number of small air elementals are summoned to harry anyone who is not pushed into the area between the pillars.

LIGHTNING HALL CR 6 (2,400 XP)

In a swirl of clouds and rain, a hurricane force wind drives you back between the pillars as a flurry of lightning fills the area.

Search DC 30 Perception; **Type** Magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less.

Destroy Destroying the pillars (AC 3, hardness 8, hp 60 each, DC 28 Break) defeats the lightning portion of the trap; *dispel magic* (CL 9) defeats the trap.

Trigger Proximity (*alarm* spell, 15 ft. of the door); **Reset** None

Effect When triggered, this trap has the following effects:

Effect (Winds) When a living creature approaches within 15 ft. of the door, a hurricane force wind pushes creatures toward the centre of the landing.

Effect (Lightning) Each round for five rounds, a lightning bolt fires between two different sets of two random pillars doing 3d10 electrical damage (DC 23 Reflex halves) to anyone in the line between the randomly determined pillars.

Effect (Air Elementals) At the start of the lightning barrage, 1d3 small air elementals are summoned outside the area enclosed by the pillars with orders to attack those outside the pillars and harass any attempts made to rescue those in the area enclosed by the pillars. When killed, or after nine rounds pass, the elementals disappear.

Earth Elementals variant (CR +0): The trap instead summons earth elementals with orders to us Improved Bull Rush to force foes into the area enclosed by the pillars.

Medium Elementals variant (CR +1): The trap instead summons 1d4+1 Medium air elementals.

DUNGEON NAMES: NAMING CONVENTIONS

Campaign worlds need deep dungeons, lost dwarven holds, crumbling castles, ebon caverns and dusty necropolises for the PCs to explore. Such locales need suitably evocative names. Whether designing a rumour or legend about a dungeon, a small self-contained complex or an entire megadungeon, a decent name is vital for setting the theme and style of the complex. An evocative name also builds the players' expectations and may even give them helpful hints about what might lurk within.

The tools herein can be used to name small and large dungeon complexes as well as distinct portions or levels within a complex.

NAMING STYLES

Obviously each dungeon must have a unique name, but beyond that the naming convention of most dungeons can take many forms. Each name, however, comprises one or more distinct parts. These parts are:

- **Complex:** All dungeons take one of several forms. Dungeons, castles, catacombs, caves and so on can all serve as a dungeon. To determine the dungeon's type, roll on Table A.
- **Descriptor:** Many dungeons have a descriptor that describes the general condition or perception of the locale. Dungeons can be cursed, fallen, ruined, shadowed and so on. In addition, if a dungeon is named for a specific person, group or kingdom it may have a second descriptor that describes that subject. To determine the dungeon's descriptor, roll on Table B and pick the most appropriate word from those listed alongside the generated result.
- **Subject:** Many dungeons also have a featured subject. A dungeon associated with a magic throne, for example, might include that feature in its name. To determine the dungeon's subject, roll on Table C and pick the most appropriate word from those listed alongside the generated result.
- **Proper Name:** Sometimes a dungeon is named for a specific individual – perhaps a powerful wizard who once dwelled therein or a famous adventurer who died within. Occasionally, locales are also named for the tribe that claims the place. Either pick an appropriate name from your campaign or roll on Table D to determine whose name to associate with the dungeon

To randomly determine the structure of a dungeon's name, roll on the table below:

D8	
1	The [descriptor] [complex] of [proper name]
2	The [descriptor] [complex]
3	The [descriptor] [complex] of the [descriptor] [subject]
4	The [descriptor] [complex] of [tribe name]
5	The [complex] of [descriptor]
6	[proper name]
7	The [complex] of [descriptor] the [descriptor]
8	The [descriptor] [complex]

Once the structure of the name has been determined, flip to the relevant pages to generate each component of the dungeon's name.

For example, using this table above, a GM can generate names such as:

- The Gate of Sorrow
- Borath's Hold
- The Forsaken Citadel
- Arak-Zol
- Shadowed Vault of the Forsaken Goblins

LEGENDS

The great thing about creating a name for a dungeon is that it inevitably poses questions which are not only fun to answer but also add depth, verisimilitude and flavour to the campaign world. For example:

- What powers does the pillar hidden in the Catacombs of the Sundered Pillar have and why was it sundered?
- What lurks in the darkness of the Trackless Reaches of the Ebon Cavern?
- Who or what lies in the Sepulchre of Tor Baroth? Is Tor Baroth its most famed "resident," its guardian or the name of a fallen kingdom?

UNSUITABLE NAMES

Inevitably, these tables will generate stupid, ridiculous, laughable or otherwise unsuitable names – with the sheer number of words and options packed within these pages such results are to be expected. A GM using these tables to name such features in his campaign should not be a slave to the dice and should feel free to dispose of, or modify, inappropriate results.

DUNGEON NAMES: TABLE A (TYPE OF COMPLEX)

Not all dungeons are actual dungeons. Castles, caverns, fane and so on can all serve as a dungeon.

Either choose the dungeon's form or use this table to randomly determine the type of complex – ignore or modify such entries as appropriate.

D%	
1	Abbey
2	Aerie
3	Armoury
4	Barrow
5	Bastion
6	Bridge
7	Bulwark
8	Burrow
9	Cairn
10	Castle
11	Catacomb
12	Cathedral
13	Caverns
14	Caves
15	Cenotaph
16	Chapel
17	Charnel house
18	Chasm
19	Church
20	Citadel
21	City
22	Crypt
23	Cyst
24	Delve
25	Demesne
26	Den
27	Depths
28	Domain
29	Dominion

30	Donjon
31	Dungeon
32	Edifice
33	Fane
34	Fastness
35	Fissure
36	Folly
37	Forge
38	Fort
39	Gate
40	Grave
41	Grotto
42	Hall
43	Haunt
44	Haven
45	Hive
46	Hold
47	Hollow
48	Home
49	House
50	Keep
51	Kingdom
52	Labyrinth
53	Lair
54	Lodge
55	Manse
56	Mausoleum
57	Maze
58	Mine
59	Moathouse
60	Monastery
61	Necropolis
62	Nest
63	Obelisk
64	Ossuary
65	Oubliette
66	Outpost
67	Pagoda

68	Palace
69	Panopticon
70	Pen
71	Pillar
72	Pit
73	Portal
74	Prison
75	Pyramid
76	Realm
77	Redoubt
78	Refuge
79	Rest
80	Retreat
81	Rift
82	Ruin
83	Sanctuary
84	Sanctum
85	Scar
86	Sepulchre
87	Sewers
88	Shrine
89	Span
90	Spire
91	Stronghold
92	Tomb
93	Tower
94	Treasure vault
95	Undercity
96	Vault
97	Warren
98	Web
99	Well
100	Ziggurat

PRE-GENERATED DUNGEON NAMES

d20

1	Ashen Fane of the Whispering Cult
2	Haunt of the Merciless Shadow Lord
3	Labyrinth of Torment
4	The Exalted Tower
5	Sunken Citadel
6	Spire of Certain Oblivion
7	Unknown Caverns
8	Ruins of Gloom

9	Catacombs of the Sundered Pillar
10	Trackless Warrens of Dol Naroth
11	Shadow Hold
12	Sepulchre of Tor Baroth
13	Maze of Bones
14	Warrens of the Forbidden Idol
15	Gates of Sorrow
16	Barrow of the Fallen

17	Drowned Catacombs of the Doomed Mistress
18	Dreaded Treasure Vault of Mor Darrel
19	Orc Delve
20	Ziggurat of Sorrow

DUNGEON NAMES: TABLE B (DESCRIPTOR)

Use this table to generate the dungeon's descriptor, discarding any inappropriate results.

D%	
1	Wreathe, envelop, encircle, enfold, coiled
2	Malicious, malevolent, vicious, bitter, vengeful, hateful, baleful
3	Whispering, muttering, hushed, susurrate, murmuring, moaning, babbling
4	Throbbing
5	Unfinished, incomplete, imperfect
6	Evil, bad, destructive, harmful, vicious, malignant, wicked, pernicious, baleful, baneful, maleficent, depraved, cruel, infamous, vile, degenerate, diabolical, detestable, malevolent
7	Unrestrained, unshackled, unconfined, free, uncontrolled, unchecked
8	Shrouded, veiled, mantled, cloaked, swathed
9	Booming, thundering, echoing, bellowing, strident, sonorous
10	Bleeding, blood
11	Twisted, sick, evil, corrupted, warped, degraded, wicked, sadistic, depraved, debase, debauched, aberrant
12	Good, great, superior, adept, adroit, honourable, moral, upright, righteous, virtuous, dutiful
13	Law, lawful, unflinching, inflexible, unbreakable
14	Lightless, sunless, dark, dim, murky, shadowy, unlit, tenebrous
15	Leaden, grey, sombre, louring
16	Ebon, black, dark, jet, dusky, inky, stygian, starless
17	Slaver, slobber, drool
18	Crumpled, crushed, distorted, deformed, misshapen, wreaked, mar
19	Forsaken, lonely, abandoned, forlorn, desolate, dreary, bare, uninhabitable
20	Bleak, grim, sad, melancholy, sombre, morbid, cheerless
21	Deep, yawning, cavernous, bottomless, unfathomable, abyssal
22	Occluded
23	Number (one, two, tree, etc.)
24	Deadly, dangerous, lethal, murderous, baneful
25	Bone, skeletal, gaunt, cadaverous, macilent, shrivelled
26	Dour, gloomy, forbidding, grim, dreary, sullen
27	Mottled, streaked, speckled
28	Fallen, slaughtered, slain, lost, ruined, shamed
29	Tumbled, jumbled
30	Forgotten, lost, buried, obliterated, annihilated
31	Heavy, leaden, oppressive
32	Splintered, sliver, fragmented, burst, cloven
33	Colour (red, black, crimson, scarlet etc.)

34	Frozen, freezing, frosty, cold, icy, hoary, rimy, frigid
35	Terrifying, dreadful, feared, daunting, fearsome, baleful
36	Blessed, sanctified, exalted, hallowed, ordained, righteous, godly, sainted, pious, beatific
37	Trackless
38	Tangled, knotted, entangled
39	Crumbling, decaying, mouldering, decomposing, disintegrating
40	Lofty, high, tall, towering, soaring, sweeping
41	Infernal, celestial, abyssal, fiendish, elemental
42	Otherworldly, unearthly, unnatural, esoteric, preternatural, cabbalistic
43	Secret, hidden, mysterious, concealed, obscure
44	Shattered, sundered, broken, cracked, crushed, destroyed, blasted, devastated, hewn, fractured, fragmented
45	Holy, hallowed, divine, sacred
46	Unholy, unhallowed, profane
47	Drowned, flooded, sunken, watery
48	Dreaming, dreaming, nightmare, reverie
49	Screaming, shrieking, bellowing
50	Bestial, atavistic, cruel, savage, brutal, grim, hellish, depraved, remorseless, merciless, pitiless
51	Blasphemous, profane, godless, ungodly, sacrilegious, sin
52	Obscene, vile, gross, foul, coarse, filthy, impure, lascivious, scabrous, unwholesome
53	Slumbering, sleeping
54	Tears, whimpering, weeping, sobbing, wailing, lamenting, despair
55	Wonder, awe, bewilderment, miracle
56	Madness, maddening, insanity, delusion, lunacy, folly, foolish
57	Great, voluminous, prodigious, famed, glorious, exalted
58	Silver, golden, steel, bronze, copper
59	Ancient, old, bygone, primordial, primeval, olden, hoary, timeworn, ancestral
60	Ashen, pale, white, grey, wan, leaden, colourless, pallid
61	Hopeless, folly, desperate
62	Night, twilight, dusk
63	Wicked, vile, base, corrupt, degenerate, deprave, nefarious, loathsome, sordid
64	Scorned, sneering, mocking
65	Luck, chance, unlucky
66	Bane, torment, blight
67	Nameless, unnamed
68	Horrific, shocking, frightful, rank, heinous, abhorrent, appalling
69	Burning, boiling, seething, immolating, smoking
70	Vanished, faded, dwindled

71	Chaos, anarchy, entropy, bedlam, tumult, lawless, riotous, anarchic
72	Unknown, uncharted, remote, alien, unmapped, untraveled, unrevealed, concealed, mysterious, faceless
73	Cursed, damned, doomed, bedevilled, accursed, ill-fated
74	Apocryphal, legendary, mythical
75	Shadow, shade, ghost, spirit, phantom, spectre, apparition, haunt, faded
76	Phantasm, illusion, deception, figment
77	Magic, arcane, spellbound, enchanted
78	Eternal, unliving, undying
79	Imprisoned, shackled
80	Sorrow, woe, grief, misery, mourning, anguish, lament, weep
81	Dreadful, dismal, dire, lamentable, vexatious
82	Forbidden
83	Disgusting, foul, sickening, noxious, cloying
84	Crawling, skulking, slithering, wriggle, writhe, squirming
85	Penitent, repentant
86	Dim, darkness, gloom, murky, dusky, nebulous

87	Hateful, odious, abominable, infernal, detestable, pestilential
88	Plague, disease, contagion, pestilence
89	Seductive, beguiling, enticing, alluring, bewitching
90	Torment, pain, haunt, afflict
91	Forbidding, sinister, daunting, ominous, foreboding, baleful, grim
92	Obliterated, devastated, annihilated, ravaged, demolished
93	Traitorous, unfaithful, treacherous, faithless, perfidious
94	Silent, wordless, unspeaking
95	Noisy, loud, piercing, deafening, tumultuous, cacophonous, clamorous
96	Wide, narrow, deep, shallow, broad, high, big, colossal, gargantuan
97	Incandescent, scintillating, shimmering, glimmering, glittering, iridescent
98	Slaughter, carnage, extermination, butchery
99	Muck, filth, mire, ooze, scum, sludge, slime
100	Lifeless, dead, dying, slain



DUNGEON NAMES: TABLE C (SUBJECT)

Use this table to generate the subject for your dungeon. As before, discard any odd, inappropriate or nonsensical result.

D%	
01-02	Gem (diamond, ruby, emerald, malachite, bloodstone, opal, fire opal, jacinth, jet, moonstone, sapphire, topaz etc.)
03-04	Race (elves, humans, goblins, drow, duergar, kobolds, troglodytes, bugbears, orcs, gnolls, dwarves etc.)
05-06	Lord, count, king, duke, ruler, overlord, despot, noble, emperor, master, mistress
07-08	Element (fire, earth, water, cold, acid, lightning)
09-10	Eidolon, statues, golems, guardians, effigy, idol
11-12	Wastes, barrens
13-14	Ruins, wreckage, remnants
15-16	Kingdom, realm, land, domain, dominion, reaches, territory, power
17-18	Trial, test, challenge
19-20	Ages, aeons, epoch, legend
21-22	Cleric, priest, curate, high priest, acolyte, adept, patriarch, matriarch, brother, sister, disciple, novice, abbot
23-24	Magician, conjurer, illusionist, witch, wizard, warlock, necromancer, thaumaturge, theurgist, archmage, enchanter, evoker, sorcerer, spellbinder
25-26	Assassin, rutterkin, waghalter, murderer, thug, killer, executioner
27-28	Thief, bandit, magsman, footpad, rogue
29-30	Cult, cabal, sect
31-32	Fighter, warrior, champion, myrmidon, lord, hero, antihero, barbarian
33-34	Protector, defender, paladin, antipaladin, warden, justicar, guardian
35-36	Guardian, protector, custodian, keeper, seneschal
37-38	Skald, bard, troubadour, minstrel
39-40	Shadow, wraith, wight, zombie, skeleton, lich, vampire

41-42	Trap, snare, deception
43-44	Traitor, deserter, renegade, refugees
45-46	Tribe, people, house, blood, clan, caste, horde, swarm, host, throng
47-48	Savage, heathen, pagan, heretic
49-50	Depths, drop, fall
51-52	Devil, demon, fallen angels, angel
53-54	Legendary race or people (specific folk, race or civilisation from GM's campaign)
55-56	Soul, soulless
57-58	Spawn, issue, seed, progeny
59-60	Treasure, hoard
61-62	Cavalier, armiger, knight
63-64	Monster, beast (any)
65-66	Dragon, wyrm, worm
67-68	Material (obsidian, granite, adamantine, mithral, crystal etc.)
69-70	Animal or bird (spider, snake, wolf, hawk, eagle, raven etc.)
71-72	Oblivion, destruction
73-74	Weapon (sword, axe, hammer, spear etc.)
75-76	Artifact (specific item from GM's campaign)
77-78	Deity (name from GM's campaign)
79-80	Dungeon feature (pillars, throne, pit, altar, door, pool, monolith etc.)
81-82	Item (scroll, gem, staff, key etc.)
83-84	Geological Feature (rift, chasm, sea, lake, river etc.)
85-86	Land Feature (forest, wood, mire, marsh etc.)
87-88	Terror, horror, doom, dread, nightmare
89-90	Dust, decay
91-92	Watcher, oracle
93-94	Darkness, shadows, gloom
95-96	Bane, enemy, foe
97-98	Slave, denizens, dwellers
99-100	Body part (eye, tentacle, claw, fang, egg, hand, maw, mouth, teeth etc.)

PRE-GENERATED TRIBAL NAMES

d20

1	Shattered Spear
2	Blood Eye
3	Vile Arrow
4	Severed Nose
5	Red Fangs
6	Terrifying Horde
7	Cloven Shield
8	Dark Blades

9	Poisoned Rune
10	Smashed Skull
11	Crushed Head
12	Severed Head
13	Crimson Axe
14	Fiery Shield
15	Black Ravens
16	Dark Scions

17	Bleached Bones
18	Ebon Hand
19	Burnt Bones
20	Scarlet Legion

DUNGEON NAMES: TABLE D (PROPER NAMES)

Sometimes a dungeon is named for its original owner or a famous personality who died within.

The names presented in the table below are fantasy names – albeit with a sinister bent – and belong to no specific culture or people. Obviously, a GM’s campaign will have its own cultures, kingdoms and history. If a name from one of those sources would better suit, simply use one of them. Otherwise, use this table to determine which to add to the dungeon’s name. Finally, some dungeon names have prefixes. If a prefix is desired, roll on the Prefixes table below.

D%	
1	Akor
2	Amon
3	Anguth
4	Assat
5	Atoli
6	Ator
7	Aunos
8	Auraknal
9	Azos
10	Bha
11	Bhucan
12	Borlara
13	Broth
14	Carthe
15	Cath
16	Chakelor
17	Cordath
18	Dartak
19	Dellor
20	Dereg
21	Gauillir
22	Gilak
23	Gola
24	Golduk
25	Hotlat
26	Ichola
27	Icta
28	Ilassa
29	Ilosia
30	Jallym
31	Jharosk
32	Kabil
33	Kephoti
34	Khem

35	Kovinth
36	Lamlath
37	Leng
38	Lhamrul
39	Lirtim
40	Lothnur
41	Lotul
42	Mabal
43	Malaugh
44	Maugh
45	Maux
46	Molreth
47	Natlot
48	Osvathe
49	Osvith
50	Paron
51	Peral
52	Phask
53	Phlom
54	Questron
55	Rurtrux
56	Saern
57	Sarugoa
58	Sauriv
59	Sjach
60	Sosha
61	Soth
62	Sundirra
63	Tamol
64	Thallu
65	Tharac
66	Thoth
76	Thua
77	Thul
78	Tsal
79	Ualinn
80	Ulhu
81	Urser
82	Verdusk
83	Vuren
84	Waurix
85	Ythkal
86	Zarleggh
87	Zaroth
88	Zhabor
89	Zolrak
90	Zoth
100	Zshoth

PREFIXES

D%	
01-02	Ang
03-04	Arak
05-06	At
07-08	Bhok
09-10	Buh
11-12	Da
13-14	Dhu
15-16	Dol
17-18	Dor
19-20	Fel
21-22	Har
23-24	Ich
25-26	Ig
27-28	Ing
29-30	Iqu
31-32	Ir
33-34	Kal
35-36	Ke
37-38	Kek
39-40	Kel
41-42	Kor
43-44	Kral
45-46	Lla
47-48	Llag
49-50	Lor
51-52	Mot
53-54	Mur
55-56	Na
57-58	Nol
59-60	Nor
61-62	Ost
63-64	Rel
65-66	Rol
67-68	Tha
69-70	Tho
71-72	Tor
73-74	Ur
75-76	Vyr
77-78	Yar
79-80	Yath
81-82	Yg
83-84	Yit
85-86	Yor
87-88	Ysh
89-90	Zaa
91-92	Zal
93-94	Zol
95-96	Zot
97-98	Zsa
99-100	Zyr

DUNGEON NAMES: TABLE E (PARTS OF A DUNGEON)

A GM can use the previous tables to name specific parts, features, levels, chambers or areas of a dungeon. Use this table to generate which part of the dungeon is to be named.

D%	
1	Alcove
2	Altar
3	Antechamber
4	Archives
5	Archway
6	Arena
7	Armoury
8	Asylum
9	Aviary
10	Banquet chamber
11	Barracks
12	Bath
13	Bed chamber
14	Bridge
15	Catacomb
16	Cave
17	Cavern
18	Cell
19	Chapel
20	Charnel house
21	Chasm
22	Cistern
23	Common room
24	Conjuring chamber
25	Corridor
26	Council chamber
27	Court
28	Crypt
29	Demesne

30	Den
31	Divination chamber
32	Dock
33	Domain
34	Dominion
35	Fane
36	Fissure
37	Forge
38	Fountain
39	Foyer
40	Gallery
41	Garden
42	Gate
43	Great hall
44	Grotto
45	Guardroom
46	Hallway
47	Harem
48	Kennels
49	Kitchen
50	Laboratory
51	Labyrinth
52	Lair
53	Lake
54	Level
55	Library
56	Maze
57	Mine
58	Necropolis
59	Nest
60	Nursery
61	Observatory
62	Office
63	Oubliette
64	Pantry
65	Passage
66	Path

67	Pit
68	Pool
69	Portal
70	Prison
71	Privy
72	Refuge
73	Reliquary
74	Rift
75	River
76	Road
77	Scriptorium
78	Secret
79	Sepulchre
80	Shaft
81	Shrine
82	Smithy
83	Stable
84	Stairway
85	Statue
86	Storage chamber
87	Sublevel
88	Temple
89	Theatre
90	Throne room
91	Tomb
92	Torture chamber
93	Training room
94	Treasury
95	Trophy room
96	Undercrypt
97	Vault
98	Way
99	Well
100	Workshop

PRE-GENERATED DUNGEON LEVEL NAMES

d20	
1	Starless Laboratory
2	Cistern of Unknown Depths
3	Cave of Echoes
4	Ashen Realm of Soth-Amon
5	Howling Chasm
6	Slender Span
7	Lightless Vault
8	Forbidden Chasm

9	Wondrous Grotto
10	Lair of the Forsaken Ones
11	Road of the Damned
12	Chamber of Fell Conjunction
13	Crypt of Torment
14	Cells of Bone
15	Smoking Cavern of Nol-Zoth
16	Myrmidons' Gallery

17	Cursed Necropolis
18	Vault of the Unknown One
19	Archive of Forgotten Ages
20	Catacomb of the Baleful Dark



FIENDISH TRAP: CHANGE (EL 8; XP 4,800)

This trap guards a large diamond set on a plinth in the centre of this room. The diamond itself is the focus for a unique *magic jar* trap which scrambles the souls and bodies in the room. Read:

A large diamond sits in a golden stand atop a black marble plinth in the centre of the room. Lines of veined white marble columns, decorated with leering humanoids, hold up the vaulted ceiling on either side.

The diamond already contains a soul – that of the barghest Noanmir, trapped here to defend the treasure for eternity. When the *magic jar* activates, the creature replaces the soul of one of the characters in the chamber and may even scramble the souls of other folk in the chamber.

NOANMIR CR 4 (XP 400)
This wolf-like creature howls with an infernal hunger. Acrid saliva dripping from its long fangs.

Male barghest
LE Medium outsider (evil, extraplanar, lawful, shapechanger)
Init +6; **Senses** darkvision 60 ft., scent; Perception +11, Sense Motive +11
Speed 30 ft.; **ACP** 0; **Acrobatics** +11, **Stealth** +11
AC 17, touch 12, flat-footed 15; **CMD** 22 (+2 Dex, +5 natural)
Fort +6, **Ref** +7, **Will** +7
hp 45 (6 HD); **DR** magic/5

Space 5 ft.; **Base Atk** +6; **CMB** +10
Melee bite +10 (1d6+4) and 2 claws +10 (1d4+4)
Atk Options Combat Reflexes
Special Attacks change shape (goblin or wolf, *polymorph*), **feed**
Feed (Su) Once per month, Noanmir can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, Noanmir's caster level for its spell-like abilities and its CR increase by +1. When Noanmir reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats for a greater barghest.

Spell-Like Abilities (CL 6th; concentration +8)
At will—*blink*, *levitate*, *misdirection*
1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*

Abilities Str 19, Dex 15, Con 15, Int 14, Wis 14, Cha 14
Feats Combat Reflexes, Improved Initiative, Great Fortitude
Skills as above plus Bluff +11, Diplomacy +11, Intimidate +11, Survival +11
Languages Common, Goblin, Infernal

NOANMIR & SCRAMBLED SOULS

The barghest spirit has long awaited his return to flesh. Noanmir attempts to pass himself off as the PC trapped within the diamond with a series of Bluff checks opposed by the PCs' Sense Motive checks. If other PCs fail their saving throw, give the relevant players a private briefing about what it feels like to be

MASS MAGIC JAR TRAP CR 7 (3,200 XP)
The diamond glows brightly for a moment before returning to its normal state.

Search DC 30 Perception; **Type** Magic (*magic jar*)
Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** None
Destroy Destroying the diamond (AC 6, hardness 10, hp 10, DC 30 Break) defeats the trap and destroys the soul inside.
Trigger Proximity (15 ft. of the diamond); **Reset** Automatic (1 day)

Effect When triggered, this trap has the following effects:
Magic Jar Each character in the room is targeted by a *magic jar* spell (CL 9th, DC 17 Will resists). The character failing to resist the spell with the lowest result is drawn into the diamond, and Noanmir's soul enters his body. Other characters failing their saving throw have their souls shuffled between available bodies in the room.

- **Affected Characters:** Characters keep their Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, automatic abilities, plus any equipment it is carrying. A body with extra limbs does not enable extra attacks (or more advantageous two-weapon attacks) than normal. Affected characters can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.
- **Trapped Souls:** Unlike a normal *magic jar* spell, characters cannot shift freely between the host body and the diamond. If the host body is slain, the soul within it is also slain.
- **Defeating the Trap:** The duration of the *magic jar* is permanent unless the trap is re-triggered. Destroying the diamond prevents it from activating again (as well as destroying the soul within), but does not return other affected souls to their correct bodies. A successful *dispel magic* spell shuffles the affected souls within the available bodies. A *remove curse* or *dispel evil* spell cast on the diamond returns souls to their rightful bodies (DC 25 Knowledge [arcana] reveals).

Animated Statues Once the trap is triggered, four statues emerge from the marble columns, and attack any creatures in the room.

in the body of another PC and give the entrapped PC the following briefing on Noanmir's motivations and actions:

- Noanmir knows if the diamond is destroyed the change is permanent and he cannot be sent back into the gem. The barghest immediately suggests smashing the stone as a way to "get scrambled souls back into their proper bodies."
- During the attack by animated statues, Noanmir first uses his *misdirection* spell-like ability on the soul housed within the gem to match his alignment against detection spells.
- When he thinks he can get away with it, Noanmir attempts to use *charm monster* on another PC to garner their support to destroy the diamond.
- If he remains in a body for any length of time, he uses his feed ability secretly on suitable corpses. If successful in reaching four growth points, Noanmir sheds his humanoid skin and bursts forth as a greater barghest.

ANIMATED STATUES (4)

CR 3 (XP 800)

These marble statues with leering, wolf-like faces leap down from the columns and claw menacingly at the ground.

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft.; **ACP** 0

AC 15, touch 10, flat-footed 15; **CMD** 15 (+5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +1, **Will** -4

hp 36 (3 HD); **hardness** 8; alchemy-filled

Alchemy-filled (Ex) The animated statue is filled with a reservoir of alchemist's fire which spurts free when the construct is destroyed. Alchemist's fire spills onto the ground in a 15 ft. x 15 ft. square centred on the destroyed statue. Any creature in, or passing through, these squares takes 3d6 fire damage and catches on fire. A DC 15 Reflex saving throw halves this damage and the subject does not catch on fire. The fire burns for 1d4 rounds, unless extinguished. Creatures which catch fire take 3d6 fire damage per round for 1d4 rounds. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee slam +5 (1d6+3)

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

SQ construction points (alchemy-filled, stone)

AREA FEATURES

The trapped area has the following features:

Ceiling: The ceiling is 20 ft. high.

Marble Columns: Carvings of leering humanoids decorate each of the statues.

Plinth, Stand & Diamond: The black marble plinth provides the benefit of higher ground (+1 melee attacks). The golden stand is worth 300 gp and the diamond which serves as the *magic jar* is worth 3,500 gp.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 7 (XP 3,200): No statues animate to attack the PCs. The danger of the trap is entirely related to Noanmir fooling the PCs into destroying their friend's soul.

EL 9 (XP 6,400): Add the advanced template (+2 on all rolls [including damage] and special ability DCs; AC 19, touch 14, flat-footed 19; CMD 15; hp 42) to the animated statues.

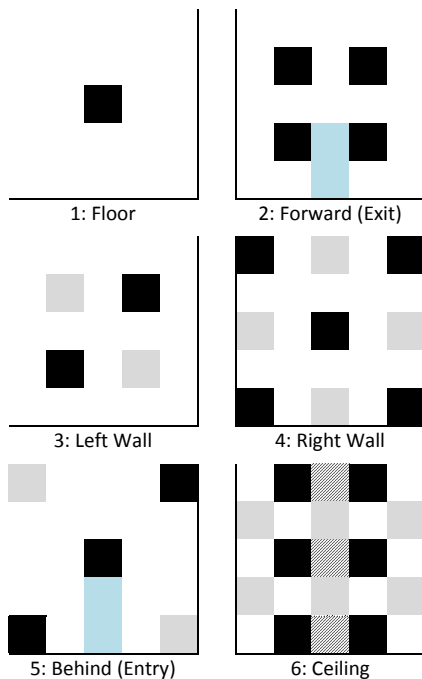


FIENDISH TRAP: DIE (EL 3; XP 800)

This cubic room provides protection against intruders, but is built with a flawed mechanism allowing clever adventurers to bypass the trap. Read:

This room resembles a 25-foot cube set with 5-foot square stone panels on the floor, ceiling and all the walls. Some of the panels are of black stone while others are of a light gray.

Each of the walls (and the ceiling and floor) have the following pattern of tiles:



The black panels slide away when the trap is activated to reveal nozzles which harm intruders with elemental damage. On alternating rounds, the grey panels open instead.

The doors into and out of the room (shown as blue panels) on Forward (Exit) and Behind (Entry) are both blocked by sliding iron panels (hardness 10, hp 60, DC 28 Break) one round after the PCs enter.

PASS CODE BYPASS

The trap has a pass-code bypass which opens the doors and halts the trap, but the pass-code is randomised, so that only those knowing the algorithm may pass. To set the starting pass-code, roll 2d6. The results are the values for the number pattern and correspond to the sides of the room which take on a golden glow. Take, for example, the rolls “1” and “4.”

To bypass the trap, the creature in the room must touch the centre panel on the sides relating to the numbers, for example

“1” and “4.” Once this is done, the room flashes with a golden light and the doors open. If the incorrect sides are touched, or if one minutes passes, the trap activates (see below).

Typically the PCs would not have this information (it is supposed to be a secret pass-code after all), but if the GM is generous they could have discovered the following riddle in a previous encounter:

*To wander past, when the die is cast
Count the shapes, else find your fates
Count results anew and depart from view*

DIE

CR 3 (800 XP)

The two doorways exiting this room are suddenly blocked by iron doors that slide out of the walls. A golden glow emanates from two of the walls.

Search DC 10 Perception; **Type** Magic and mechanical

Disarm DC 20 Disable Device (2d4 rounds; required for each wall); activates on DC 15 or less; **Bypass** Pass-code (see above)

Destroy Breaking open the coolant pipe (see Area Features; AC 4, hardness 5, hp 10, DC 15 Break) changes the conditions of the trap and allows the PCs to escape through the pipe.

Trigger Location (centre of room); **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Randomisation Roll 1d6 each round to determine which wall activates. The trap continues until there is no movement in the chamber for 10 rounds.

Floor (1) The central aperture opens, flooding the room to a depth of one-foot with a sticky goo. Characters within the goo must make a DC 15 Reflex save or be glued to the floor (as a tanglefoot bag).

Left (2) Two apertures open, alternating between the black and grey orientations shown above. The nozzles produce clouds of poison gas, (insanity mist; poison, inhaled; Save Fortitude DC 15; *freq.* 1/rounds for 6 rounds; *effect* 1d3 Wis damage; *cure* 1 save) which fills the adjacent 15-foot cubes.

Entry (3) Three apertures open, alternating between the black and grey orientations shown above. The nozzles each produce brilliant green arcs of lightning, inflicting 2d6 electricity damage on creatures in a line directly out from the nozzle (Reflex DC 15 avoids).

Exit (4) Four nozzles open, each producing a spear of rolling flame which inflicts 2d6 fire damage to any creatures in a line directly out from the nozzle (Reflex DC 15 avoids).

Right (5) Five apertures open, alternating between the black and grey orientations. The nozzles each produce a jet of frigid air, inflicting 2d6 cold damage on any creatures in a line directly out from the nozzle (Reflex DC 15 avoids).

Ceiling (6) Six apertures open alternating between the black and grey orientations shown above. The nozzles spill forth a rain of acid, which inflicts 1d6 acid damage on any creatures directly under the nozzle (Reflex DC 15 avoids).

AREA FEATURES

The trapped area has the following features:

Coolant Pipe: The devious trap has a flaw, unseen by its creator. A PC spending a full-round action surveying the room can attempt a DC 20 Perception check to reveal a poorly hidden iron access cover which traverses the ceiling (shown as the hatched roof tiles).

The access cover can be removed with a DC 15 Strength check or by destroying the cover (AC 4, hardness 5, hp 10, DC 15 Break). Above the cover is a glass pipe (AC 4, hardness 1, hp 20, DC 15 Break) filled with arcane coolant integral to the operation of the trap. If the glass pipe is ruptured, the coolant floods into the chamber with the following effects:

- The vacuum caused by the activation of the floor trap instead creates a coolant vortex. This vortex drags creatures clockwise around the room instead of towards the hole, using the same CMB (+10) as the vacuum effect.
- The insanity mist vapours are quickly dissolved by the coolant spray, and become inert unless a creature drinks a draught of the poisoned coolant. In this case the creature is affected by the poison as normal.
- The nozzles which conduct the lightning arcs quickly become fused into a lump of melted slag. Creatures touching the slag take 2d6 fire damage from the molten metal.
- The *fire trap* is quickly extinguished by the deluge from the pipe above, engulfing the room in a thick haze of steam. Treat this steam as an *obscuring mist* which disperses in 3 rounds.
- The jets of frigid air immediately freeze into solid horizontal

icicles which protrude 15 feet across the room. These ice beams can be climbed DC 20 Climb checks to reach the ceiling and access the coolant pipe, and a potential avenue of escape. Creatures clinging to the frigid icicles must make a DC 15 Fortitude saving throw each round or suffer 1d6 non lethal cold damage.

- The acid flow, lacking its fluid component, becomes a horrid viscous slime which oozes slowly from the ceiling. This gunge takes two rounds to descend to the floor, but any creature underneath it at this time takes 3d6 acid damage.
- The magical coolant has significant anti-magical properties to keep the arcane facets of the trap from destroying themselves, and any creature caught in the deluge is targeted with a *dispel magic* (CL 5th) effect.

The glass pipe is three feet in diameter, and can accommodate Small creatures or squeezing Medium creatures. The pipe leads into the room beyond the trap, and can be broken open (AC 4, hardness 1, hp 20, DC 15 Break) there to allow escape into the next room.

Treasure: Characters with empty vials can collect enough of the remaining coolant to create two *oils of dispel magic* (CL 5th).

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 2 (XP 600): Reduce the Disable Device DC to 15.

EL 4 (XP 1,200): Increase the Reflex saving throw DC to avoid the traps various damaging effects to 20.



FIENDISH TRAP: DEPRIVATION (EL 11; XP 12,800)

This trap is usually set by an intelligent undead, such as a vampire or lich, around the entrance to their tomb. It targets living creatures' necessities for survival, using the weaknesses of the flesh to provide protection against the living.

This enormous, vaulted room is crowned by a set of vast and foreboding red stone doors. Four decorated alcoves, two on each perpendicular wall, occupy the chamber. Each of the alcoves bears a leering, bestial skull.

Each of the four alcoves represents a different necessity for life: food, water, air and sleep. The alcoves serve as "keys" to the door which bars the entrance to the tomb. Each alcove is activated by a creature remaining within the alcove for 30 rounds. If all alcoves are activated simultaneously, and the conditions within endured for 30 rounds, the tomb's doors open.

Creatures may leave these alcoves, but doing so reset the counter for all alcoves. The functioning of the trap can be deduced with a DC 25 Knowledge (arcana) check.

THIRST CR 5 (1,600 XP)

This leering skull is powdering to dust, and the friezes on the walls of the alcove depict sands baking under a merciless sun.

Search DC 15 Perception; **Type** Magic

Disarm DC 35 Disable Device (2d4 rounds); activates on DC 30 or less; **Bypass** None

Destroy Damaging the alcove (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap, but prevents the tomb door from being unlocked.

Trigger Location (within the 5 ft. x 5 ft. alcove); **Duration** 30 rounds; **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Thirst The target is subject to an unnatural thirst. Each round the target does not spend drinking inflicts 2d6 non-lethal damage (DC 17 Fortitude negates). If drink is available, in one round the target can consume 1 pint. Once 30 pints have been consumed, the effect ends and the doorway may be unlocked. However, the character immediately suffers the below effect:

- **Thirst Effect** At this point the effects of consuming so much liquid catch up with the target, diluting the blood and causing severe hyponatraemia (poison, ingested; *save* DC 17 Fortitude; *onset* 1 minute.; *frequency* 1/minute for 4 minutes; *effect* 1d2 Con damage plus confusion; *cure* 2 saves).
- **Immune** Creatures sustained by magic, such as with a *clear spindle ioun stone*, or a creature which does not need to eat, merely needs to stand within the archway for 30 rounds to open the door without suffering any ill-effects.

AREA FEATURES

The trapped area has the following features:

Door: This vast magically-treated stone door (AC 4, hardness 10, hp 120, DC 38 Break) is perfectly air-tight and impermeable. The stone of the door is crystalline realgar, a poisonous naturally occurring mineral of arsenic sulphide. If subjected to an attack or break attempt the door releases a deadly powder (Arsenic; poison, ingested; DC 13 Fortitude; *onset* 10 minutes.; *frequency* 1/minute for 4 minutes; *effect* 1d2 Con damage; *cure* 1 save).

Breaking open the door before the alcoves are triggered, or attempting to bypass the door with dimensional travel reveals only an empty chamber on the other side. If the door is opened with the correct procedure, the doorway becomes a two-way *gate* to the real tomb.

Alcoves: Each of the four alcoves in this chamber are 5 ft. by 5 ft. One Small or larger creature can stand in each alcove. Each bears some clue to the danger lurking within. Refer to the individual listings for more information.

FAMINE CR 6 (2,400 XP)

This leering skull lacks a jawbone, and the occult friezes on the walls of the alcove depict stylised humanoids wasting away from starvation.

Search DC 15 Perception; **Type** Magic

Disarm DC 35 Disable Device (2d4 rounds); activates on DC 30 or less; **Bypass** None

Destroy Damaging the alcove (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap, but prevents the tomb door from being unlocked.

Trigger Location (within the 5 ft. x 5 ft. alcove); **Duration** 30 rounds; **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Famine The target is subject to an unnatural hunger. Each round the target does not spend eating inflicts 2d6 non-lethal damage (DC 17 Fortitude negates). If food is available, in six rounds the target can consume the equivalent of a normal meal. Once 5 meals have been consumed, the famine effect ends and the doorway may be unlocked. However, the character immediately suffers the below effect:

- **Famine Effect** At this point the effects of overeating catch up with the target, causing massive weight gain. The target creature doubles in weight, and takes 4 points of Constitution, Dexterity and Strength drain from the impact of diabetes, heart disease and massive corpulence. The target's speed is also reduced by one-half. These effects last for 1 hour.
- **Immune** Creatures sustained by magic, such as with a *clear spindle ioun stone*, or a creature which does not need to eat, merely needs to stand within the archway for 30 rounds to open the door without suffering any ill-effects.

Treasure: The tomb is filled with golden urns, statues and jewellery to the value of 7,000 gp. Alternatively, depending on who crafted the trap, the tomb could contain a lich's phylactery,

WEARINESS

CR 9 (6,400 XP)

This skull lies in repose, and the friezes on the walls of the alcove depict a great dreamscape of fantasies and nightmares.

Search DC 15 Perception; **Type** Magic

Disarm DC 35 Disable Device (2d4 rounds); activates on DC 30 or less; **Bypass** None

Destroy Damaging the alcove (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap, but prevents the tomb door from being unlocked.

Trigger Location (within the 5 ft. x 5 ft. alcove); **Duration** 30 rounds; **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Weariness The target immediately becomes exhausted, and suffers a 1 point of Intelligence, Wisdom and Charisma damage for each round (DC 18 Will negates) in which it takes a full-round, standard or move action. During this time the creature is attacked by an animate dream, which disappears after 30 rounds.

ANIMATE DREAM

CR 8 (XP —)

This shadowy shape coils from the floor of the alcove to form a horrific horned beast.

NE Medium outsider (extraplanar, incorporeal)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +17, Sense Motive +17

Speed fly 40 ft. (perfect); **ACP** 0; Fly +12, Stealth +19 (incorporeal)

AC 20, touch 20, flat-footed 15; **CMD** 32; Mobility (+5 deflection, +4 Dex, +1 dodge [Dodge])

Fort +10, **Ref** +8, **Will** +12; **SR** 19

hp 90 (12 HD)

Space 5 ft.; **Base Atk** +12; **CMB** +16

Melee incorporeal touch +16 (6d8 negative energy plus nightmare curse)

Atk Options Blind-Fight, Flyby Attack, nightmare curse

Nightmare Curse (Ex) An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; DC 21 Will negates; *frequency* 1/day; *effect* 1d4 Wisdom drain and target is fatigued; *cure* 3 consecutive saves or *dispel evil*, *dream*, or *remove curse*.

Spell-like Abilities (CL 12th; concentration +17)

3/day—*deep slumber* (DC 18), *dimension door*, *nightmare* (DC 20)

1/day—*confusion* (DC 19), *fear* (DC 19), *phantasmal killer* (DC 19)

Abilities Str —, Dex 18, Con 15, Int 10, Wis 15, Cha 21

SQ incorporeal

Feats Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility

Skills as above plus Bluff +20, Intimidate +20, Knowledge (planes) +15

Languages telepathy 100 ft.

a vampire's coffin or other special treasures. The tomb could also act as a particularly secure prison for the owner's most valuable prisoners.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 10 (XP 9,600): Decrease the duration of the trap in each of the alcoves to 20 rounds.

EL 12 (XP 19,200): Increase the duration of the trap in each of the alcoves to 40 rounds.

SUFFOCATION

CR 6 (2,400 XP)

This skull's mouth yawns open to reveal an empty blackness. The friezes on the walls of the alcove depict lonely stars amid a black field.

Search DC 15 Perception; **Type** Magic

Disarm DC 35 Disable Device (2d4 rounds); activates on DC 30 or less; **Bypass** None

Destroy Damaging the alcove (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap, but prevents the tomb door from being unlocked.

Trigger Location (within the 5 ft. x 5 ft. alcove); **Duration** 30 rounds; **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Suffocation The air in the archway becomes fouled with a high-pressure, suffocating gas as the target enters. Any character can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full-round action, the remaining duration the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates and dies.

- **Suffocation Effect** Once the character has survived in the chamber for 30 rounds, the suffocation effect ends, and the chamber is flooded with normal air. This air immediately inflicts decompression sickness ("the bends") on the character, inflicting crippling pain (–4 penalty on attack rolls, skill checks and ability checks). These effects last for 1 hour. The target is also confused for 2d4 rounds (DC 17 Will negates).
- **Immune** Creatures sustained by magic, such as with a *clear spindle ioun stone* or *necklace of adaptation*, or a creature which does not need to breathe, merely needs to stand within the archway for 30 rounds to open the door without suffering any ill-effects.

FIENDISH TRAP: ILLUSIONARY ENEMIES (EL 5; XP 1,600)

This trap can be set anywhere the PCs are expecting to be attacked by intelligent enemies.

A sturdy, iron barred door wards this room. Six bodies, each sprouting black-fletched arrows lie in front of it on the floor. The room beyond the barred door is shrouded in darkness.

The barred iron door actually leads to a dead-end alcove set with a bank of arrow traps. The darkened room is, in fact, an *illusory wall* blended with a *persistent image* which shows a scripted battle with shadowy humanoids to attract the PCs' attention.

AREA FEATURES

The trapped area has the following features:

Barred door: The barred door has AC 4, hardness 10, hp 60, DC 28 Break, and can be opened with a DC 30 Disable Device check. The barred door provides partial cover (+2 AC).

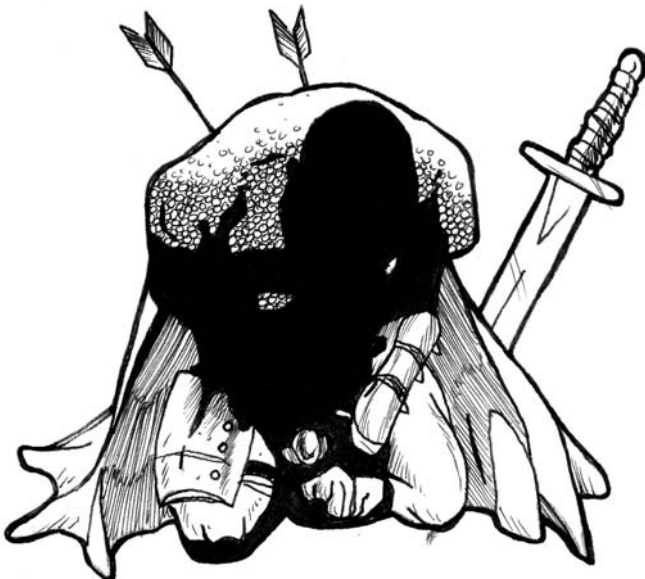
Treasure: Six bodies, riddled with arrows, lie before the door. They still have their equipment: a masterwork battle axe, a masterwork heavy crossbow, two longswords, a silver dagger, two suits of masterwork banded mail, a suit of chain mail, three suits of leather armour, a *potion of cure light wounds*, two *scrolls of mage armour* and 53 crossbow bolts.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 4 (XP 1,200): Remove the jet of flame component of the trap and the shaman from the description of the *illusory wall*.

EL 6 (XP 2,400): The jet of flame component of the trap triggers every round.



ILLUSORY ENEMIES

CR 5 (1,600 XP)

A guttural shout comes from the next room and humanoid figures scuttle about in the darkness, letting fly arrows through the door.

Search DC 24 Perception (once illusion is disbelieved); **Type** Magic (*illusory wall*) and mechanical

Disarm DC 19 Disable Device (1d4 rounds; once illusion is disbelieved); activates on DC 14 or less; **Bypass** Using the correct key on the barred door stops this trap.

Destroy Destroying the hidden arrow launchers (AC 13, hardness 5, hp 10, DC 15 Break) defeats the arrow portion of the trap.

Trigger Proximity (*alarm*); **Reset** Automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Illusory Wall The *illusory wall* depicts shadowy humanoids ducking around a darkened room, shooting at the PCs. The trap plays the following script regardless of the PCs' actions.

- **Round 1:** The chieftain gives an order in Common to attack, yelling "We must defend the gold!" Three shapes take cover in the room and shoot arrows. Two more shapes rush out a rear door ostensibly to get the treasure.
- **Round 2:** One of the orcs falls down, apparently slain. The chieftain and three others shoot at the PCs.
- **Round 3:** A second orc falls, only to be replaced by a shaman emerging from the gloom who casts a spell which shoots out a jet of flame see "Jet of Flame" below).
- **Round 4:** The chieftain is injured and reels back. The two orcs return, weighed down with a large, obviously heavy, wooden chest and exit slowly through a second door.
- **Round 5+:** The shaman casts a jet of flame every other round, and the orcs continue shooting unharmed.
- **Round 10:** The trap ends. At 10 minutes, it resets (see "Retrigger" below).

The *illusory wall* and *persistent images* sit 10 feet behind the door, meaning that direct interaction is difficult. PCs which suspect something is up (due to the "battle" not progressing in a realistic way) can make a DC 16 Will saving throw to see through the illusion.

Note If the PCs cast spells such as *fireball* with a large area of affect through the door, they may be inadvertently caught in the blast radius as the spell hits the dead-end wall behind the illusion.

Arrow Traps Each round, three arrow traps (attack +15 ranged; 1d8+1/x3) target random PCs in the room.

Jet of Flame: Starting on the third round, and every second round thereafter, a jet of flame (as *lightning bolt* except fire damage; 5d6 fire damage; DC 14 Reflex halves) shoots out from the trap.

Retrigger If retriggered, the trap plays through the script in an identical manner.

FIENDISH TRAP: OBEY (EL 7; XP 3,200)

This trap is best placed in a chamber the PCs must search.

Parchments and scrolls fill this library. Several large stacks are piled up on the western edge of the room, while the remainder of the floor is obscured by haphazardly dumped notes. An enormous desk dominating the centre of the room is covered with these papers and is reminiscent of a small snow-drift.

The trap guarding this chamber has two elements: a *mass suggestion* and several secret panels hiding wall niches filled with construct servants. The constructs attack the PCs and begin tidying up the notes and pull the sheaves of paper away into the hidden alcoves before the PCs can read them.

Tactics: The clockwork servants alternate between cleaning up the mess (a standard action to retrieve items and a move action to return the items to the alcove) and fighting the PCs. When attacking the PCs, the clockwork servants first use their nets and then revert to slam attacks. If a clockwork servant is reduced to less than 15 hit points, both of the constructs use their repair clockwork abilities.

CLOCKWORK SERVANTS (2)

CR 2 (XP 600)

These automatons whir into action, lurching about precariously on three legs.

N Medium construct (clockwork)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0< Sense Motive +0

Speed 30 ft.; **ACP** 0

AC 16, touch 14, flat-footed 12; **CMD** 20 (+2 Dex, +2 dodge, +2 natural)

Fort +0, **Ref** +4, **Will** +0

hp 31 (2 HD)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage; **Weaknesses** vulnerable to electricity

Space 5 ft.; **Base Atk** +2; **CMB** +6

Melee slam +6 (1d4+6)

Ranged net +4 (entangle)

Atk Options net

Net (Ex [standard]) A clockwork servant can launch a net from its shoulder. The launcher contains five nets—loading a folded net into the launcher is a standard action.

Special Actions repair clockwork

Repair Clockwork (Ex [standard]) Without provoking an attack of opportunity, a clockwork servant can repair 1d10 damage done to either itself or an adjacent clockwork creature.

Abilities Str 19, Dex 14, Con —, Int —, Wis 11, Cha 1

SQ swift reactions, winding

Feats Improved Initiative^B, Lightning Reflexes^B

AREA FEATURES

The trapped area has the following features:

Wall Niches: Two hidden wall niches (DC 25 Perception reveals) contain clockwork servants.

Paper: Treat the floor of the library as difficult terrain (requiring 2 squares of movement), due to the piles of parchment covering the floor.

Treasure: The library contains divine scrolls of *daylight*, *dispel magic*, *augury*, *delay poison*, *divine favour* and *endure elements* plus arcane scrolls of *invisibility sphere*, *water breathing*, *darkvision*, *locate object*, *mount* and *detect secret doors*. Each round the clockwork servants clean up, one of these scrolls is hidden away in the alcoves.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 6 (XP 2,400): The *mass suggestion* is slightly less potent (DC 17 Will negates).

EL 8 (XP 4,800): Add four clockwork servants.

OBEY

CR 6 (2,400 XP)

Secret wall panels slide aside, revealing two clockwork automatons, which scurry across the room, hurriedly rolling up scrolls and hustling them back towards the niches.

Search DC 24 Perception; **Type** Magic (*mass suggestion*)

Disarm DC 24 Disable Device (1d4 rounds); activates on DC 19 or less; **Bypass** DC 30 Perception finds a secret override switch underneath the desk's candle.

Trigger Proximity (within 10 ft. of the desk); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Suggestion Any orders, advice or suggestions spoken by a character within the room become the commands of a *mass suggestion* spell (Will DC 19 negates; CL 11th; 11 hours duration). Affected characters follow commands literally, unless specifically countermanded by new ones (in which case all the other PCs must make saving throws against the countermanding instruction or follow *that* instead.) This effect is not immediately obvious to the PCs, and the source of their colleagues' strange behaviour can be determined with a DC 25 Sense Motive check. Pass the affected PCs notes to keep the situation confused for as long as possible. Instructions to "be quiet" or "stop speaking" stop spellcasters casting spells with verbal components. Keep an ear out for battle cries as the PCs fight the constructs — a cry of "Charge!" applies to all characters regardless of the wisdom of leaping into melee.

Clockwork Servants One round after the *mass suggestion* effect starts, two clockwork servants emerge from hidden wall niches to start cleaning up the mess and fight the PCs.

FIENDISH TRAP: OPTIONAL EXTRAS (EL 9; XP 6,400)

The PCs are searching for a specific item to purchase, and they stumble on the deal of a lifetime at Pedamare's Shoppe of the Arkane during one of their dungeon expeditions.

The dank dungeon walls flicker like gold, reflecting the nervous light of the tunnel's ensconced torches. Ahead, in the darkness, a small bell chimes.

The heavy wooden door blocks the tunnel, and is daubed with a fading sign in dull blue which, barely legibly, reads "Pedamare's Shoppe of the Arkane!"

A small grey cat sits indolently at the foot of the door. It watches intently, licks itself and wanders away.

Pedamare, an invisible stalker con-artist, shonk and ne'er-do-well, runs this incongruously located market for magic valuables. The shop is a trap for adventurers and local intelligent monsters alike, which works best if one of the PCs has been looking to purchase a specific item. Wouldn't you know it – Pedamare has one in stock for a very reasonable price.

When the PCs enter this chamber, he becomes aware of them and after a few minutes observing them, greets them courteously and offers to sell them one or magic items. If the PCs are interested in buying something, refer to "Sales Tactics." If they are not, he lets them leave peacefully.

SALES TACTICS

Pedamare uses the following tactics on his customers:

Optional Extras: Pedamare offers to sell a magical item at 10% less than its market rate, but then proceeds to sell the PC

OPTIONAL EXTRAS

CR —

The door chimes gently when opened, revealing a cramped room filled with labyrinthine shelving. The shelves are stacked with an eclectic mix of bric-a-brac, baubles and faintly glowing junk.

Search DC 27 Sense Motive; **Type** Mechanical

Disarm DC 25 Appraise (2d4 rounds) determines the true value of the junk; the prices seem legitimate on DC 24 or less;

Bypass DC 23 Intimidate causes Pedamare to not risk pulling anything against such frightening customers.

Destroy Killing Pedamare (see below) defeats the trap.

Trigger Proximity (within the shop); **Reset** None

Effect When triggered, this trap has the following effects:

Pedamare: The invisible stalker (or at least his preposterous hat) comes into view two rounds after the PCs enter, preferably after one of the characters has spotted the item he is interested in. He immediately spots the PCs and welcomes them:

"Welcome to my shop travellers. Feel free to peruse my selection of fine magical artefacts and magnificent wonders."

on the merits of additional, complementary items which are required to "uncover the full value of your investment." Such items may be things such as a scabbard and swordbelt for a powerful magical sword, a particular type of leather or cloth cleaner which protects a magical cloak from damage, or a magical zinc lodestone which acts as a sacrificial anode in case of a rust monster attack on the PC's new armour.

At the end of this marketing push, Pedamare makes a Bluff check against a DC of 10 + the PC's Appraise modifier. If successful, he increases the item's price by 10%. For each 5 points by which Pedamare beats the DC, he increases the cost by an additional 10%. These optional extras grant the item a minor boon, such as a +1 resistance bonus to saving throws against damage or an additional 2 hit points. These benefits only apply to that particular item and last for two weeks.

PEDAMARE

CR 9 (XP 6,400)

This invisible creature is completely undetectable, except for a dashing broad-brimmed hat festooned with a panoply of feathers.

Male advanced invisible stalker rogue 1

N Medium outsider (air, elemental, extraplanar, native)

Init +8; **Senses** darkvision 60 ft.; Perception +16 (+17 vs. traps), Sense Motive +16

Speed 30 ft., fly 30 ft. (perfect); **ACP** 0; Acrobatics +17, Fly +25, Sleight Of Hand +17, Stealth +17 (natural invisibility)

Natural Invisibility (Ex) This ability is constant—Pedamare remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint him, he gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in his statistics.

AC 24, touch 16, flat-footed 18; **CMD** 28; **Miss Chance** 50% (+6 Dex, +8 natural)

Immune paralysis, poison, *sleep*, stunning, critical hits, flanking, precision-based damage

Fort +13, **Ref** +13, **Will** +7

hp 100 (8 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +12

Melee 2 slams +12 (2d6+5)

Atk Options Deceptive Exchange, sneak attack (+1d6)

Abilities Str 20, Dex 23, Con 26, Int 22, Wis 21, Cha 19

SQ trapfinding (+1)

Feats Deceitful, Deceptive Exchange, Skill Focus (Diplomacy), Skill Focus (Profession [merchant])

Skills as above plus Appraise +16, Bluff +17, Diplomacy +18, Knowledge (arcana) +16, Profession (merchant) +19, Survival +16 (improved tracking)

Improved Tracking (Ex) Pedamare takes no penalty to Survival checks when tracking and moving at any speed.

Languages Auran, Common, Dwarven, Terran, Undercommon

Gear as above plus 2,480 gp

Deceptive Exchange: During the sale of a small item, such as a potion or scroll, Pedamare uses his Deceptive Exchange feat (Bluff + 17) to pass the purchasing PC a worthless duplicate of the item. If caught out, he apologises explaining that he feels unwell and is distracted by a terrible cold.

You Broke It – You Bought It: As the PCs are browsing the shop, Pedamare places his hat on a nearly invisible wire spring (DC 20 Perception) attached to the service counter, which causes it to realistically bob about. He moves through the shop, toppling items near large, ponderous PCs. A PC can make a Perception check against Pedamare’s Stealth check to catch him in the act, or make a DC 15 Reflex saving throw to catching the falling item before it smashes on the ground.

Pedamare only destroys carefully staged, worthless items in this manner, but charges the PCs 300 gp for each incident where they “break” something. A PC can make a DC 25 Knowledge (arcana) or Appraise check to value the shattered remains and pay the real price of 5 gp. Pedamare tries this three times, unless caught out.

Limited Warranty: There is a 5% cumulative chance per week that a permanent magical item purchased from Pedamare malfunctions, gaining a random curse from the *Pathfinder Core Rulebook*. All of Pedamare’s items come with a one-month guarantee, which he loudly pronounces as an item is sold.

Last Food for Six Levels. Pedamare also keeps a store of provisions for desperate adventurers, but charges ten times the normal rate, knowing he has a monopoly on supplies.

WHAT’S FOR SALE

Pedamare’s shop contains 2d4 minor magical items, 1d4 medium magical items and one major magical item. A typical list of items is given below, but a better option would be to customise the items to appeal to your PCs.

The standard inventory includes:

- A purple velvet bag containing *dust of dryness* (1,000 gp).
- A stovepipe *hat of disguise* (2,100 gp).
- A honey-scented *candle of truth* (3,000 gp) wrapped in brown parchment which has a broken wax seal.
- A grey, viscous *potion of ventriloquism* (60 gp) contained in a steel flask.
- A runic *scroll of comprehend languages* (30 gp) written on thick, cracked vellum.
- A pair of dragon-themed *winged boots* (19,000 gp).
- A +2 *light fortification heavy steel shield* which bears the ancient arms of a manticores rampant (9,300 gp).
- The item which is the target of your PC’s desire.

All the magical items in the store are overpriced by roughly 20% (these prices are reflected above).

AREA FEATURES

The shop has the following features:

Cramped: The shop’s floor is covered with items and baubles and the winding aisles are overgrown with books, gewgaws and arcane bric-a-brac. It costs 2 squares of movement to enter a square within the shop unless a creature is flying. The cramped conditions add 5 to the DC of Acrobatics checks and 2 to the DC of Stealth checks.

Dust: If a fight breaks out in the shop, the accumulated dust from years of neglect rises from the shelves, creating a choking hazard. All creatures in the shop must make a DC 13 Fortitude saving throw or be staggered by coughing from the dust. Creatures which do not breathe, such as Pedamare, are immune to this effect.

A creature can spend a full-round action to cover their faces to provide protection from the dust. This grants the creature a +4 circumstance to resist the dust’s affect.

Rickety Shelves: A DC 15 Strength check topples a shelf onto a creature in an adjacent aisle. A falling shelf deals 4d6 damage (Reflex DC 13 halves) to all creatures in a 5-foot by 10-foot area. Creatures in the area which fail their Reflex saving throws are trapped beneath the shelf, but can free themselves with a DC 10 Strength check as a full round action.

There is a 50% chance the shelf contained a volatile chemical reagent which deals an additional 2d6 acid damage on the creatures.

Treasure: Canny PCs who do not fall for the invisible stalker’s tricks can get their magic item for 10% less than the normal market rate.

Less than savoury PCs, or those insulted by the invisible stalker’s unscrupulous business practices may attack the invisible stalker and raid the store. If so, they can make off with the lion’s share of the store’s inventory, but some items are destroyed in the battle (or were never magical in the first place).

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 8 (XP 4,800): Remove the advanced creature template from Pedamare (-2 on all rolls [including damage] and special ability DCs; AC 20, touch 12, flat-footed 14; CMD 24; hp 84).

EL 10 (XP 9,600): Apply the fiendish creature template to Pedamare (resist cold 10, fire 10; SR 15; smite good [1/day; +4]).

FIENDISH TRAP: PRISMATIC HEARTS (EL 7; XP 3,200)

The doorway exiting this room is keyed to the souls of seven undead creatures. These undead creatures have been empowered by the removal of their still-beating hearts, which now reside atop seven columns within the room, and are protected by iridescent prismatic layers.

Seven columns rise from the floor of this towering room, capped by glowing globes of brilliant colour. A heavy, rhythmic heartbeat – likely from the still-beating hearts dripping blood from the apex of the towers – echoes through the chamber.

When an intruder enters the chamber, the trap activates.

AREA FEATURES

The trapped area has the following features:

Room: The room is 200 feet long by 100 feet wide. The ceiling is 100 feet high.

THE SEVEN TOWERS

Each of the towers is 80 feet high and 10 feet in diameter. They are spaced 30 feet apart in rows of two, three and two lengthways down the chamber. A hidden door pierces each tower (DC 25 Perception reveals). Behind each lurks an undead terror.

Bas-relief carvings of death and suffering decorate each tower; scaling a tower requires only DC 10 Climb checks. A tower can be toppled with a DC 25 Strength check, inflicting 8d6 damage on any creatures in the its path; this also releases the

PRISMATIC HEARTS CR 7 (3,200 XP)

Doors at the base of each tower spring open to reveal a slowly-moving humanoid figure.

Search DC 20 Perception; **Type** Magic

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** None

Destroy Destroying the zombies (see below) after returning their hearts defeats the trap.

Trigger Proximity (inside the room); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Zombies When the trap is triggered, a door opens at the base of each tower, releasing a zombie belonging to the heart above. The zombies attempt to kill the PCs as gruesomely as possible, but are also the keys to the doorway. Each zombie must be destroyed or controlled for the exit door to open, and this can generally only be achieved by returning the heart to the chest of the correct zombie. The makers of the tomb used the Command Undead feat to control the zombies and bypass the trap.

Metamorphosis After three zombies are slain, the remaining creatures receive a burst of power from the pillars, and are transformed into ghosts. When all but the last ghost is slain, the final creature transforms into an advanced mummy.

heart from its prismatic prison. The protective sphere at the top of the tower remains where it is, hanging suspended in space.

Spheres: Each tower is protected by a prismatic layer identical to a single colour of a *prismatic wall* (CL 15th). The towers are each protected by a different colour:

- **Red;** stops nonmagical ranged weapons; deals 20 fire damage (Reflex DC 22 halves); **Negate** *cone of cold*.
- **Orange;** Stops magical ranged weapons; deals 40 acid damage (Reflex DC 22 halves); **Negate** *gust of wind*.
- **Yellow;** stops poisons, gases, and petrification; deals 80 electricity damage (Reflex DC 22 halves); **Negate** *disintegrate*.
- **Green;** stops breath weapons; poison (frequency: 1/rd. for 6 rd.; init. effect: death, sec. effect: 1 Con/rd.; cure 2 consecutive DC 22 Fort resists); **Negate** *passwall*.
- **Blue;** stops divination and mental attacks; turned to stone (Fortitude DC 22 negates); **Negate** *magic missile*.
- **Indigo;** stops all spells; DC 22 Will save or become insane (as insanity spell); **Negate** *daylight*.
- **Violet;** energy field destroys all objects and effects; creatures sent to another plane (Will DC 22 negates). **Negate** *dispel magic* or *greater dispel magic*.

HEARTLESS ZOMBIES (7)

CR 1/2 (XP 200)

This shambling undead has an open, cavernous chest cavity where its heart should be. Its grey, rune-covered skin stretches over its bones.

Unique zombie

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0, Sense Motive +0
Speed 30 ft.; staggered; **ACP** 0

Staggered (Ex) Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

AC 12, touch 10, flat-footed 12; **CMD** 14 (+2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +0, **Ref** +0, **Will** +3; **SR** 20

hp 12 (2 HD); **DR** —/20; heartless

Heartless (Su) While the zombie's heart does not reside within its chest, the creature gains DR—/20 and SR 20. A recovered heart can be replaced in the chest with a successful combat manoeuvre check. If a zombie moves more than 100 feet from its heart, it does not receive these benefits.

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee slams +4 (1d6+4)

Abilities Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Feats Toughness^B

Necrotic Energy: Each tower radiates strong necromantic magic (DC 23 Knowledge [arcana] identifies).

Hearts: Retrieving a heart from its platinum stand (worth 200 gp) is a full-round action that provokes an attack of opportunity. The heart pulsates in the hand of a creature, almost writhing to get away. A creature must make a CMB against CMD 12 each round to maintain a hold on a bleeding organ. Failure, indicates the heart drops to the floor and flops about obscenely like a fish out of water.

Treasure: Each zombie wears a platinum torc worth 200 gp. Carvings of ritual sacrifice decorate the torcs; they are loathsome objects.

HEARTLESS GHOSTS (4) CR 2 (XP 600)

A malevolent intelligence flares in this creature's eyes.

Unique advanced ghoul

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +4
Speed 30 ft.; **ACP** 0; Acrobatics +6, Climb +9, Stealth +8, Swim +6

AC 18, touch 14, flat-footed 14; **CMD** 18

(+4 Dex, +4 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +4, **Will** +7; **SR** 20

hp 17 (2 HD); **DR** —/20 heartless

Heartless (Su) While the zombie's heart does not reside within its chest, the creature gains DR—/20 and SR 20. A recovered heart can be replaced in the chest with a successful combat manoeuvre check. If a zombie moves more than 100 feet from its heart, it does not receive these benefits.

Space 5 ft. (stench 10 ft.); **Base Atk** +1; **CMB** +4

Stench (Ex) The stink of death and corruption surrounds a ghast; creatures within the area are sickened for 1d6+4 minutes (DC 15 Fortitude negates). A creature that saves against the stench attack cannot be affected by the same ghast's stench for 24 hours. This is a poison affect.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus disease and paralysis)

Atk Options ghoul fever, paralysis (1d4+1 rounds, DC 15)

Ghoul Fever (Su) DC 15 Fort [2 cures]; *onset* 1 day; *freq.* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Abilities Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18

Feats Weapon Finesse

Skills as above plus Knowledge (arcana) +8, Knowledge (religion) +8

Languages Abyssal, Aklo, Common

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 6 (XP 2,400): Remove the advanced creature template (-2 on all rolls [including damage rolls] and special ability DCs; -4 to AC and CMD; -2 hp/HD) from the ghosts and mummy.

EL 8 (XP 4,800): Each sphere is made up of two prismatic layers of adjoining colours (red/orange; orange/yellow etc.)

HEARTLESS MUMMY (1) CR 6 (XP 2,400)

The creature glows with a nimbus of power as it stalks forward.

Unique advanced mummy

LE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +18, Sense Motive +4

Speed 30 ft.; **ACP** 0; Stealth +13

AC 24, touch 12, flat-footed 22; **CMD** 27

(+2 Dex, +12 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless);

Weaknesses vulnerable to fire

Fort +6, **Ref** +4, **Will** +10; **SR** 20

hp 76 (8 HD); **DR** —/20 heartless

Heartless (Su) While the zombie's heart does not reside within its chest, the creature gains DR—/20 and SR 20. A recovered heart can be replaced in the chest with a successful combat manoeuvre check. If a zombie moves more than 100 feet from its heart, it does not receive these benefits.

Space 5 ft. (despair aura 30 ft.); **Base Atk** +6; **CMB** +15

Despair (Su) All creatures seeing a mummy must make a DC 18 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Melee slam (Power Attack [-2/+6] +12 (1d10+13 plus mummy rot)

Atk Options mummy rot

Mummy Rot (Su) Curse and disease; save DC 18 Fort; *onset* 1 min.; *freq.* 1/day; *effect* 1d6 Con and 1d6 Cha. Mummy rot is a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally. Anyone casting a conjuration (healing) spell on the afflicted creature must make a DC 20 caster level check, or the spell fails. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic.

Abilities Str 28, Dex 14, Con —, Int 10, Wis 19, Cha 19

Feats Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills as above plus Knowledge (arcana) +11, Knowledge (religion) +11

Languages Abyssal, Aklo, Common

FIENDISH TRAP: RELATIVITY FLUCTUATION (EL 10; XP 9,600)

This trap is generally set to guard items of great importance, away from the general population of a dungeon. When triggered, the trap captures individual creatures within a single dimension, causing them to fall continuously.

A great silver casket sits atop a large pyramidal staircase which forms a square-sided ziggurat.

The ziggurat stands in the centre of the 100 foot by 100 foot room. The top of the ziggurat rises 50 feet above the floor.

RELATIVITY FLUCTUATION CR 10 (9,600 XP)

A trapdoor springs open at the apex of the pyramid and in the vaulted ceiling above. The shafts finish in a shimmering wall of magic. On the walls, representing the cardinal directions surrounding the pyramid, four more of the shimmering portals appear.

Search DC 29 Perception; **Type** Magic (*reverse gravity*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** None

Trigger Sound (Perception +20); **Reset** Automatic (1 day)

Effect When triggered, this trap has the following effects:

Directional Gravity Wells: The first three characters affected by the trap are subject to a *reverse gravity* effect (DC 20 Reflex; CL 15th). The first character is thrown upwards towards the shimmering portal, the second character falls horizontally east-west across the chamber and the third character falls horizontally north-south.

As a character plummets into the 10-foot square shimmering portal, they are immediately teleported to the portal immediately “above” them gravitationally and continue to fall from portal to portal. Unless stopped, a character could conceivably fall for 15 rounds at terminal velocity between the paired portals before crashing (see below).

Characters which make the Reflex saving throw to grasp the pyramid as the spell strikes, must continue to make DC 20 Climb checks each round or else fall.

Falling characters without means of flight can move themselves five feet in a direction with a DC 20 Fly check (or a DC 20 Dexterity check). Characters who can fly (either magical or natural), *feather fall* or *levitate* can halt their fall as normal.

If a character leave the 10-foot-wide column of the *reverse gravity* effect they take 16d6 falling damage as they crash into the room’s walls or floor at an alarming speed.

Temporal Fluctuation The fourth character affected by the trap becomes syncopated with the normal time stream, suffering from *temporal stasis* in the first round of the trap triggering, and *time stop* in the second round. Every other round the character oscillates between these two states.

While in this state the character appears to hover motionless in mid-air above the hole at the top of the ziggurat, changing statue-like poses occasionally. While in *temporal status* the

AREA FEATURES

The trapped area has the following features:

Treasure: The silver casket is worth 2,000 gp. Inside are two sets of bones, one from an adult and one from a child. The adult remains wear a set of *druids vestments*.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 9 (XP 6,400): Reduce the falling damage to 12d6.

EL 11 (XP 12,800): Increase the falling damage to 20d6.

character may not act, but is immune to the bludgeoning damage caused by impacts with his fellow PCs (see collision below). While under the effects of *time stop*, the character has trouble moving in the three special dimensions, and must make a DC 23 Will saving throw as a full round action to move 5 feet. The time stopped character may move 5-feet in any direction, even if she does not normally have the capability to fly.

Escaping the time oscillation effect requires the character to delay their move action until the moment at which the *temporal status* effect begins and making a DC 23 Will saving throw to “leap” back into normal time. This opportunity for escape can be discerned with a DC 20 Knowledge (arcana) check. This sudden jolt ages the character’s body 5 years (DC 23 Fortitude negates) unless buffered with a *haste* or *slow* spell during the attempt.

Clever PCs may use the temporally orphaned PC to pass objects between falling characters (as they are stationary compared to this character during the *time stop* effect) or devise some other method of escape.

Collision: The three falling characters meet at the midpoint of their trajectories six times in the first round (travelling 600 feet in the first 6 seconds), and ten times in each subsequent round (travelling 1,000 feet in each subsequent 6 seconds) as they accelerate to terminal velocity. Each round, the characters can make a DC 25 Reflex saving throw to avoid the collision, using the sum total of their Reflex saving throw modifiers. Impacting with another character inflicts 2d6 bludgeoning damage to both characters as they glance off one another.

Characters may slow their fall to avoid the confluence of their trajectories with a DC 20 Fly check. If two or more characters slow their fall, they may still intersect.

The character stuck in time provides an additional obstacle for the falling characters, and may be struck if the PCs do not make Reflex saving throws as outlined above.

Additional Characters The fifth, six and seventh characters fall along the same axes as the first three, except in the opposite direction. If an eighth character is with the party, she phases in and out of the ethereal plane as the *blink* spell.

FIENDISH TRAP: SET IN STONE (EL 10; XP 9,600)

This permanent trap is set up in an otherwise innocuous hallway to catch out unwanted intruders.

This hallway is flanked on both sides by a line of ensconced torches. The muffled sound of talking comes from up ahead.

The hallway ends with a guardroom, garrisoned with a small number of creatures indigenous to the dungeon. The main threat in the corridor is, however, the crushing walls trap located two-thirds along the hallway's length.

SET IN STONE

CR 10 (9,600 XP)

A strange golden fluid glitters on the walls in this ten-foot section of the corridor and forms tiny, glistening beads on the wall's surface.

Search DC 29 Perception; **Type** Mechanical

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** DC 35 Perception reveals the third torch sconce on the right hand side of the hallway is set with an invisible wire. Extinguishing this flame bypasses the trap. The torch relights itself after 1 minute.

Destroy Destroying the newly created wall (AC 3, hardness 8, hp 540) defeats the trap.

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Sovereign Glue: As the trap is triggered, the corridor walls are coated with *sovereign glue* in a 10-foot section. Any trapped creatures (see *slam* below) are permanently adhered to the wall if they cannot be freed within 1 round. PCs can identify the substance with a DC 35 Spellcraft check in conjunction with *detect magic*.

Slam: One round after the trap is triggered the two sides of the corridor slam together, catching every creature in a 10 foot wide swath. The walls deal 6d6 crushing damage and traps the creatures (DC 25 Reflex saving throw halves damage and avoids being trapped). In this round, trapped creatures may attempt a DC 25 Strength check to pry themselves free. The new wall may separate the party, with some trapped on either side (and some helplessly crushed in the middle).

The torches begin dancing with manic green light.

Poison Gas: Two rounds after the trap is triggered, the hallway begins to fill with ungod dust:

Ungod Dust Type poison, inhaled; *Save* Fortitude DC 15; *Frequency* 1/round for 4 rounds; *Initial Effect* 1 Cha drain; *Secondary Effect* 1d2 Cha damage; *Cure* 1 save.

Creatures which end their turn within 30 feet of the trap are exposed to the poison gas.

Guards!: The slamming of the trap alerts the guards in the adjoining guardroom to the presence of the PCs.

TACTICS

In the first round of combat, the fetchlings extinguish the torches along the walls, plunging the corridor into darkness. They then use their bows, taking care to stay out of the poisonous dust cloud. If the PCs move down the corridor, they form a spear wall to prevent their escape from the dust.

AREA FEATURES

The trapped area has the following features:

Treasure: The guards have 12 doses of *universal solvent* and two doses of *sovereign glue* to clean up and replenish the trap.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 9 (XP 6,400): Decrease the DC of the Reflex saving throw to avoid the walls to 20.

EL 11 (XP 12,800): Add 6 fetchling guards.

FETCHLING SOLDIERS (6)

CR 1 (XP 400)

This black-veiled soldier, blending into the darkness, screeches in anger as he brandishes a wickedly sharp spear.

Male fetchling fighter 1/rogue (sniper) 1

N Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +5, Sense Motive +0

Speed 20 ft., base speed 30 ft.; **ACP** -4; **Acrobatics** +3 (-1 jumping), **Climb** +2, **Stealth** +5

AC 18, touch 13, flat-footed 15; **CMD** 16; **Miss Chance** 50%

(+5 armour [scale mail], +3 Dex)

Shadow Blending Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance.

This ability does not grant total concealment.

Resist cold 5, electricity 5

Fort +3, **Ref** +5, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee longspear (reach 10 ft.) +3 (1d8+3/x3)

Ranged shortbow (range 60 ft.; Point Blank Shot, Rapid Shot) +4 (1d6/x3)

Atk Options accuracy, sneak attack (+1d6)

Accuracy A fetchling soldier halves all range increment penalties when using a bow or crossbow.

Spell-like Abilities (CL 2nd; concentration +3)

1/day—*disguise self*

Combat Gear arrows (20)

Abilities Str 15, Dex 16, Con 13, Int 8, Wis 10, Cha 12

SQ skilled

Feats Point Blank Shot, Rapid Shot

Skills as above plus Bluff +5, Disguise +5, Knowledge (planes) +2

Languages Common

Gear as above plus 3d6 gp

FIENDISH TRAP: UNBALANCED MORALITY (EL 6; XP 2,400)

This trap is manufactured by evil villains to exclude creatures based on their goodly alignment and is essentially a gigantic seesaw with a pivot point at the centre of the corridor. The corridor is 100 feet long with the trigger point for the trap set halfway along its length. Instead of using the creatures' weights to determine the balance on the pivot point, the trap uses the alignment of the creatures to determine how quickly they fall.

This long corridor is decorated with a gallery of fine art, which degenerates from pastoral landscapes to images of vile debauchery along its length.

The PCs should use teamwork to balance out the corridor and allow escape from either end. Summoning outsiders to temporarily balance out the trap while the PCs progress is a good tactic, as is regrouping and returning with *undetectable alignment* spells in effect.

UNBALANCED MORALITY CR 5 (1,600 XP)

A faint, but audible click serves as the only warning before the floor shifts alarmingly.

Search DC 29 Perception; **Type** Mechanical

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less; **Bypass** None

Trigger Sight (*detect good; true seeing*); **Reset** Automatic (1 minute)

Effect When triggered, this trap has the following effects:

Morality Unbalance As the trap is triggered, the locks holding the corridor in place disengage, leaving it balancing precariously on a pivot point at the centre of the corridor. Place the miniature or token representing the character that triggered the trap at the centre of the corridor and ask the other players to place their characters in the corridor based on their marching order.

To determine the degree to which the trap becomes unbalanced, calculate a balance score for each creature in the corridor. A character's balance score represents his moral weight (0 for evil characters, 1 for neutral characters, 2 for good characters and 3 for creatures with an aura of good) multiplied by her distance from the centre point of the corridor. Creatures flying those not putting pressure on the ground or those protected by *undetectable alignment* or *mind blank* do not affect the balance of the trap.

Add together the balance scores on either side of the centre point. For each 10 balance points difference between the two sides, the corridor shifts 9° down.

Running This Encounter: Characters roll initiative and take turns as normal to determine their moves. Characters may ready actions to move simultaneously with other creatures in order to maintain the corridor in a balanced situation. Recalculate the creature's balance score at the end of each initiative count to determine the effects on the corridor.

THE PIT

Creatures falling into the pit below plummet 40 feet, suffer 4d6 falling damage and land prone. The pit beneath the corridor does not have an exit (the creator of this trap chooses to leave trapped creatures in here to starve for several weeks before teleporting in to rifle through any potential loot).

To rescue fallen comrades, the PCs will likely be required to balance the corridor above at a suitable angle and lower a rope to permit trapped PCs to escape.

ACCUSER

Triggering the trap summons an accuser devil (as *summon monster III*; CL 12th) named Alkyrait to the room into which the traps exits. Alkyrait has been ordered to only attack creatures which escape the trap, and to report to the dungeon's owner with his infernal eye ability once the PCs are defeated, or if the devil is about to be overwhelmed.

- **Horizontal Corridor:** Characters can move normally along a horizontal corridor and exit from either end.
- **9°:** Walking uphill costs 2 squares of movement to enter a corridor square.
- **18°:** Every character must make a DC 10 Acrobatics check or fall prone and slide 5 feet downhill. Moving uphill requires a DC 5 Climb check. The lower end of the corridor yawns open into a pit below.
- **27°:** Characters must make a DC 15 Acrobatics check to remain standing and prone characters slide 10 feet downhill. Moving uphill requires a DC 10 Climb check.
- **36°:** Characters must make a DC 20 Acrobatics check to remain standing and prone characters slide 10 feet downhill. Moving uphill requires a DC 15 Climb check.
- **45°:** Characters must make DC 15 Climb checks to avoid sliding 10 ft. down the corridor. A successful check enables the character to move at one-quarter its normal speed.
- **Greater than 45°:** Characters must make a DC 20 Climb check to avoid sliding 15 ft. down the corridor. A successful check enables the character to move at one-quarter its normal speed.
- **Rolling or Falling Characters:** Characters failing an Acrobatics or Climb check by 5 slide 15 ft. down the corridor. If they enter another creature's space they force that creature to make an Acrobatics or Climb check with a -5 penalty to also avoid also falling over.
- **Falling into the Pit:** Characters can avoid falling into the pit with a DC 15 Reflex saving throw. Success indicates they have grasped the edge of the corridor. They can pull themselves back up with a DC 15 Strength check.

TACTICS

Alkyrait casts *invisibility* on himself in the first round of combat, hoping the PCs are too distracted by the trap to notice his arrival. While the PCs are within the tilting corridor, Alkyrait casts *grease* and *summon swarm* to make things precarious for PCs. Creatures in the area of effect of the *grease* spell automatically slide to the edge of the area if the corridor is tilted. Creatures attacked by a swarm must make Climb checks every time they are dealt damage.

After using a spell-like ability, Alkyrait refreshes his *invisibility* as soon as possible to hide from retaliation. If a PC manages to make it into the room which he guards, Alkyrait uses his bite attack to repel the intruder.

Alkyrait has orders to retreat and inform his master if reduced to less than 10 hp. To achieve this, he turns invisible and flees along the ceiling.

ALKYRAIT

CR 3 (XP 800)

This pestilent infant crawls disgustingly on insectile legs.

Accuser devil (zebug)

LE Small outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +2

Speed 20 ft., fly 60 ft. (perfect); **ACP** 0; Fly+21, Stealth +15

AC 17, touch 15, flat-footed 13; **CMD** 17

(+4 Dex, +2 natural, +1 size)

Fort +6, **Ref** +10, **Will** +3

hp 30 (4 HD); **DR** good or silver/5

Immune fire, poison; **Resist** acid 10, cold 10

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee bite +5 (1d6 plus 1d6 acid and disease [devil chills; DC 14 Fortitude {3 consecutive saves}; onset 1d4 days; freq. 1/day; effect 1d4 Str damage])

Spell-like Abilities (CL 12th; concentration +17)

At will—*invisibility* (self only)

3/day—*grease*, *summon swarm*, *whispering wind*

Abilities Str11, Dex 18, Con 14, Int 9, Wis 15, Cha 12

SQ infernal eye

Feats Improved Initiative, Lightning Reflexes

Skills as above plus Bluff +8, Knowledge (planes) +6

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

Infernal Eye (Su) Alkyrait records all that he sees and may pass his visions on to another creature. By remaining in contact with a willing creature, he can replay up to 24 hours of witnessed events, or shorter incidents if he so chooses. It takes him 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying his findings, Alkyrait cannot replay its visions of those events again. Alkyrait cannot replay his visions for an unwilling creature or as an attack, no matter how horrific the events he might have witnessed.

AREA FEATURES

The trapped area has the following features:

Corridor: The corridor is 100 ft. long. Its walls can be scaled with a DC 20 Climb check.

Ceiling: The corridor is 30 ft. high.

Exit: The room at the end of the corridor is 30 feet x 30 feet, but is otherwise unadorned.

Treasure: Currently the pit contains three sets of skeletal remains, each with their legs broken, surrounded by rusting and mouldering equipment. Lying amongst the remains are the following treasures:

- A mildewed belt pouch with 45 gp.
- A Small masterwork light steel shield emblazoned with a blazing sun sigil.
- 4 translucent yellow stones (citrines each worth 50 gp; DC 20 Appraise values and identifies).
- An ebony statuette of a tall armoured warrior holding a shield (worth 30 gp; DC 20 Appraise check values).
- A faded parchment map of a section of the dungeon.
- A faded brown cloak (a *cloak of resistance +1* [faint [DC 18 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 1,000 gp) that has been folded up and lies under one of the skeleton's head.
- A cracked, but once incredibly life-like, statuette of an elephant. This was once a *marble elephant figurine of wondrous power*, but was broken when its possessor fell into the pit.

SCALING THE TRAP

To modify this trap, apply the following changes:

EL 5 (XP 1,600): Remove Alkyrait from the encounter

EL 7 (XP 3,200): Add a second accuser devil to the encounter and increase the fall from the corridor to 60 ft.

DIFFERENT MORALITY

It is easy enough to modify this trap to trigger based on different alignments – simply reallocate the moral weight calculation based on the trapped characters' progression from good to evil, from lawful to chaotic (or vice versa) or some other criteria. You could even place examples of this trap that key off a character's race, class or even deity worshipped.

Replacing the accuser devil summoned by the trap with a cassian angel, silvanshee agathion, imp, quasit or other CR 2 or 3 outsider which opposes the alignment of the trap is also an excellent way of adding depth and flavour to the encounter.

FLOORS: CHARACTERISTICS & APPEARANCE

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

COMMON CHARACTERISTICS

Dungeon floors come in many varieties.

Flagstone: Flagstone floors (1 ft. thick; hardness 8; hp 90 per 10 ft. by 10 ft. section; DC 35 Break) 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.

Uneven Flagstone: Rarely over time, some flagstone floors (1 ft. thick; hardness 8; hp 90 per 10 ft. by 10 ft. section; DC 35 Break) become so uneven characters must make a DC 10 Acrobatics check to run or charge across them. Failure means the character can't move that round.

Hewn Stone Floors: Rough and uneven, hewn floors (1 ft. thick; hardness 8; hp 540 per 10 ft. by 10 ft. section; DC 50 Break) are usually covered with loose stones, gravel, dirt or other debris. A DC 10 Acrobatics check is required 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 (1 ft. thick; hardness 8; hp 900 per 10 ft. by 10 ft. section; DC 65 Break) 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.

Grate: A grate (1 in. thick; hardness 10; hp 60; DC 25 Break) often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (and can be locked like any door).

OBSTACLES

Many different kinds of obstacles beyond furniture, boxes, barrels and so on can interdict a PC's progress in a dungeon. A few commonly encountered obstacles appear here:

Chasm: The floor suddenly drops away into darkness.

The chasm is 80 ft. deep and 40 ft. wide. Characters can scale the chasm's walls with a DC 15 Climb check. A character falling into the chasm can make a DC 20 Reflex save to grab onto something to stop their fall before they plummet into the chasm proper. A character failing the save suffers 1d6 damage per 10 ft. fallen (to a maximum of 8d6 damage) and lands prone.

Rubble (Light): Small rocks or other obstacles such as bones, pieces of broken furniture and so on are strewn across the ground. Light rubble increases the DC of Acrobatics checks by 2.

Rubble (Dense): Rocks or significant amounts of other obstacles of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

FLOOR DESCRIPTIONS

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

D%	
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 created by the floor's arc reveals another room underneath.
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 park path.
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 nothing.
21-22	One-inch diameter metal nozzles stick up out of the floor, causing those who move at full speed to make a DC 10 Reflex save or fall prone; the nozzles give off a faint odour of almonds.
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; opening the lids reveals empty coffins or centuries-old corpses.
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 a distant 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 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 this 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 counter to the floor reduces speed by 10 feet, and a character moving at full speed must make a DC 10 Acrobatics check or fall prone.
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 as 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.
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 this stone floor; the carpet shows the most wear in an obvious path.
55-56	This metal floor is magnetized; characters wearing metal armour move at half speed, attacks with metal weapons have a –2 penalty and dropped metal items require a DC 12 Strength check to prize from the floor.
57-58	A DC 17 Knowledge (nature) check reveals this rough floor is actually a chitinous shell.
59-60	This gold-plated floor gleams in the light; a DC 11 Appraisal check reveals the gold as fake.
61-62	This "floor" comprises several wooden planks over a deep pit.
63-64	Someone has painted this stone floor to look like a beach, complete with the illusion of crashing and receding 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 laminated paper.
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 a total of ten feet before reaching a small hole in the room's centre.
73-74	A mild static discharge accompanies walking on this metal floor; the electricity deals no damage.
75-76	This floor is merely hard-packed dirt with no other remarkable features.

77-78	A hidden switch in this room (DC 19 Perception reveals) reveals a spiral staircase that corkscrews downward into darkness.
79-80	This transparent floor is the only thing that stands between the characters and the apparent endless void below.
81-82	This obsidian floor's centre features a gold sun (worth 4,000 gp if removed intact [DC 25 Disable Device succeeds]) with stylized rays, the longest of which point to the exits.
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.
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, and Acrobatics checks performed for jumps enjoy a +4 circumstance bonus.
89-90	The floor's maker crafted it to amplify the sounds of those traversing it; it inflicts a –8 penalty to Stealth checks.
91-92	Several small rugs cover this plain wooden floor; one conceals a trapdoor.
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.
100	This stone floor has a heavy, round stone cap in one corner of the room, its seam barely noticeable (DC 20 Perception reveals); it requires eight DC 22 Strength checks to fully unscrew from the floor, revealing a dark room below.



FLOORS: DRESSING & FEATURES

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%	
1	Fresh guano coats the floor.
2	The floor shows evidence of a heavy rectangular object dragged from one wall to another; the characters find no secret doors at either end.
3	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.
4	Charred insect carcasses litter the floor's entirety; a handful of insects reflexively twitch.
5	A 10-foot square section of the floor glows red and becomes warm to the touch, dealing no damage to a character who touches it.
6	A thin coating of grease covers the floor (DC 17 Perception spots). Those moving at full speed must make a DC 12 Reflex save or fall prone.
7	Long grooves mar the floor's surface, as though a large clawed creature pawed at it. The stone is scrapped and splintered.
8	A ten-foot-high ant mound has erupted through the floor; thousands of ants swarm nearby.
9	Crude chalk arrows mark a seemingly random path along this floor.
10	Broken shards of glass, situated so the pointy sides are up, fill the floor; treat them as caltrops.
11	One section of floor gives slightly when a character weighing more than 150 pounds crosses it (DC 16 Perception spots).
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 2 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, imposing a –4 penalty to Stealth checks.
17	A series of two-foot-tall wooden barricades have been affixed to the floor.
18	The floor suddenly lurches upward 5 feet knocking characters who fail a DC 14 Reflex save prone; 1 round later, the floor resets.
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 this floor holds up until all creatures leave that section, at which point it falls away into a pit of indeterminate depth.

22	Clumps of animal hair (DC 11 Knowledge [nature] reveals it comes from a variety of domestic cats and dogs) cover the floor.
23	Water bubbles up through cracks in the floor.
24	The rotting remains of a partially eaten corpse lie on the floor.
25	A repeated thumping sounds comes from beneath the floor.
26	A two-inch-diameter, four-inch-deep gouge in the floor shows where something extremely heavy hit the floor.
27	The floor had symbols or a pattern on it, but they have been effaced by scratches.
28	"Lose 1 turn" is written in chalk on the floor.
29	Soapy water covers a section of the floor and an abandoned mop lies near the puddle of water.
30	Drying pools of blood cover this floor, and a trail of blood leads out the opposite door.
31	A chunk of floor sits loosely over its former spot, as if something tried to unsuccessfully hide it; a pair of coins lies beneath the loose flooring.
32	Dozens of marbles cover the floor. Characters moving at full speed through them must make a DC 14 Reflex save or fall prone.
33	A thick fog roils up from the floor to a height of five feet; creatures in the fog gain concealment and treat everything else as having concealment.
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 the area.
37	A small campsite occupies 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; investigation reveals the tray was used to serve meals, and the remnants are days old.
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 particular character treads upon the floor, it seeps blood; there is no apparent source for the 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 earth beneath the floor.
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 slight bulge (DC 21 Perception spots) marks the location of a Colossal creature's skull; further digging reveals the creature's intact skeleton.
54	A roughly circular section of the 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 here; the iron bit has only penetrated the floor by about an inch.
59	A chalk pentagram mars the floor.
60	A section of floor shows pitting and stains that indicate a caustic liquid was spilled on it.
61	A rat-sized black and red spider scurries across the floor and disappears into a gap in a corner.
62	A pipe running beneath the floor bursts, seeping sludge through the floor's surface.
63	Rusted caltrops cover the floor. A character injured by a caltrop may contract filth fever.
64	A chalk cross marks one part of the floor.
65	The floor briefly (for 1 round or less) 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 to nothing.
67	A sundial set in the floor tracks something, evidenced by the moving shadow, but it does not follow the normal flow of time.
68	Scattered rice covers the floor; a single set of tracks passes through the mess.
69	A slight tremor cracks the floor; the characters must make a DC 13 Reflex save or fall prone.
70	A single skeletal arm reaches through the floor and attempts to grasp at one of the character's legs; the arm does nothing afterwards.
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 multiple locations on the map.
75	A five-foot square section of the 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 this area; a thin rime of 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 appreciably 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, dazzling those nearby for 1d6 minutes (DC 13 Fortitude negates).
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	The top section of floor slides into a wall; those on the floor fall prone (DC 19 Reflex negates).
97	Nozzles rise up from the floor and spray oil on all characters who fail a DC 17 Reflex save; such characters catch on fire if they take fire damage.
98	Several unflattering chalk caricatures of the PCs cover the floor.
99	Intermittent rust spots dot the floor.
100	The floor briefly liquefies and then solidifies; a character who fails a DC 16 Reflex save must make a subsequent DC 14 Strength check to free his feet from the floor.

FLOORS: TRAPS & TRICKS

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. Once they are in the pit, they are at the mercy of the dungeon's master.

CANTILEVERED FLOOR CR 5 (1,600 XP)

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.

Search DC 22 Perception; **Type** Mechanical

Disarm DC 22 Disable Device (1d4+1 rounds); activates on DC 17 or less; **Bypass** DC 20 Perception check in previous room finds a switch that locks the floor in place; DC 17 Knowledge (engineering) check reveals that stepping on the 10 ft. by 10 ft. section in front of the opposite door causes the trap to activate.

Destroy Destroying the fulcrum holding the floor in place (AC 2; hardness 20; hp 40; DC 27 Break) defeats the trap; however, this also causes the floor to fall into the room below, triggering the initial effect for those still on the floor and the variant effect for those in the room below.

Trigger location (10-foot square in front of the opposite door); **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Round 1) When a character triggers the trap, the floor dislodges those on it into the pit below (2d6 damage; DC 22 Reflex avoids; multiple targets (all targets on the floor). Scaling the pit's walls is hard as they are made of packed earth (DC 25 Climb check).

Effect (Round 2) A vial of alchemist's fire falls into the 10 ft. square directly below the trigger section of the floor (+10 ranged touch; 1d6 fire damage/1 fire splash damage); multiple targets (all targets in a 10-ft.-square area).

Variant (CR 7) This version of the trap adds injury to injury as the floor falls into the room below after the first two effects resolve.

Variant Effect (Round 3): The floor falls into the pit, crushing all within (+15 melee; 4d6 damage).

MUSICAL KEYS

This trap uses music to damage its victims. Before placing it, the GM must determine the correct 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 PCs 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.

MUSICAL KEYS CR 4 (1,200 XP)

This 10-foot-square room features a tiled floor; each tile is 2-foot-square and has a different colouration and patterning to the others. A locked bronze door stands on the other side of the room.

Search DC 29 Perception; **Type** Magic (*shout*)

Disarm DC 29 Disable Device (2d6 rounds); activates on DC 24 or less; **Bypass** DC 34 Disable Device on the opposite door (provided the characters have not tripped 20 tiles), DC 24 Perform (any music-related) figures out the tile pattern. *Silence*, or similar spell, defeats the trap, but does not unlock the door.

Trigger Location (after 20 tiles have sounded); **Reset** Automatic (after the *shout* effect, the 20-tile grace period restarts)

Effect When triggered, this trap has the following effects:

Effect (Tiles 1-20) A musical note intones, but has no adverse effect on the character. A character with ranks in Perform can make a DC 10 Perform check to recognise the note; bards succeed on this check automatically.

Effect (Incorrect tile after 20-tile grace period) Spell effect (*shout*, 5d6 sonic damage, deafened for 2d6 rounds; DC 16 Fortitude save negates deafness and halves damage; multiple targets (30-ft.-cone centred on character stepping on erroneous tile).

Effect (Correct sequence of tiles): Door unlocks.

Variant (CR 9) This more punitive version of the trap allows only a 10-tile grace period and affects targets with *greater shout* (10d6 sonic damage, stunned for 1 round, deafened for 4d6 rounds; DC 19 Fortitude save negates stunning and halves damage).

SPINNING FLOOR

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

SPINNING FLOOR CR 3 (800 XP)

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

Search DC 19 Perception; **Type** Mechanical

Disarm DC 19 Disable Device (3d4 rounds); activates on DC 14 or less; **Bypass** DC 23 Perception or DC 18 Knowledge (engineering) notes the floor flips with some effort (DC 19 Strength check).

Destroy Destroying the mechanism under the floor (AC 4, hardness 12, hp 40, DC 22 Break) defeats the trap.

Trigger Proximity (10 ft. of the door) and location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Round 1) The floor begins to spin slowly, giving the spiral pattern a hypnotic quality. Treat this effect as *hypnotism* (DC

12 Will negates [mind-affecting, compulsion effect] but remember it is not a spell. It affects all targets in the room)

Effect (Rounds 2-6) The spinning floor speeds up knocking all creatures on the floor prone (DC 19 Reflex avoids). Additionally, characters on the spinning floor become nauseated as the condition (DC 19 Fortitude negates; duration 1d4 rounds after the floor stops spinning).

Effect (Round 7) The floor flips over dumping anyone on it into a 30-ft. deep pit (3d6 falling damage; DC 19 Reflex avoids. Characters in the pit are trapped until the trap is disarmed or the floor is broken open (hardness 8; hp 90 per 10 ft. by 10 ft. section; DC 35 Break).

VENUS FLOOR TRAP

This clever mechanical trap uses an explorer's greed and lust for treasure to ensnare him. The treasure left in each cavity is fake – a DC 20 Appraise check reveals this fact.

VENUS FLOOR TRAP CR 14 (38,400 XP)

Several oblong cavities, filled with coins and other small metal objects, parallel each other along this floor toward the opposite door. Six-inch long, rounded iron beams,

reminiscent of door hinges sit in the floor's centre, each ten feet from a door.

Search DC 27 Perception; **Type** Mechanical

Disarm DC 27 Disable Device (2d6 rounds); activates on DC 22 or less; **Bypass** DC 32 Perception or DC 27 Survival to notice a circuitous path among the cavities to avoid triggering the trap.

Destroy Destroying the hinges (AC 6; hardness 10; hp 20; DC 22 Break) defeats the trap.

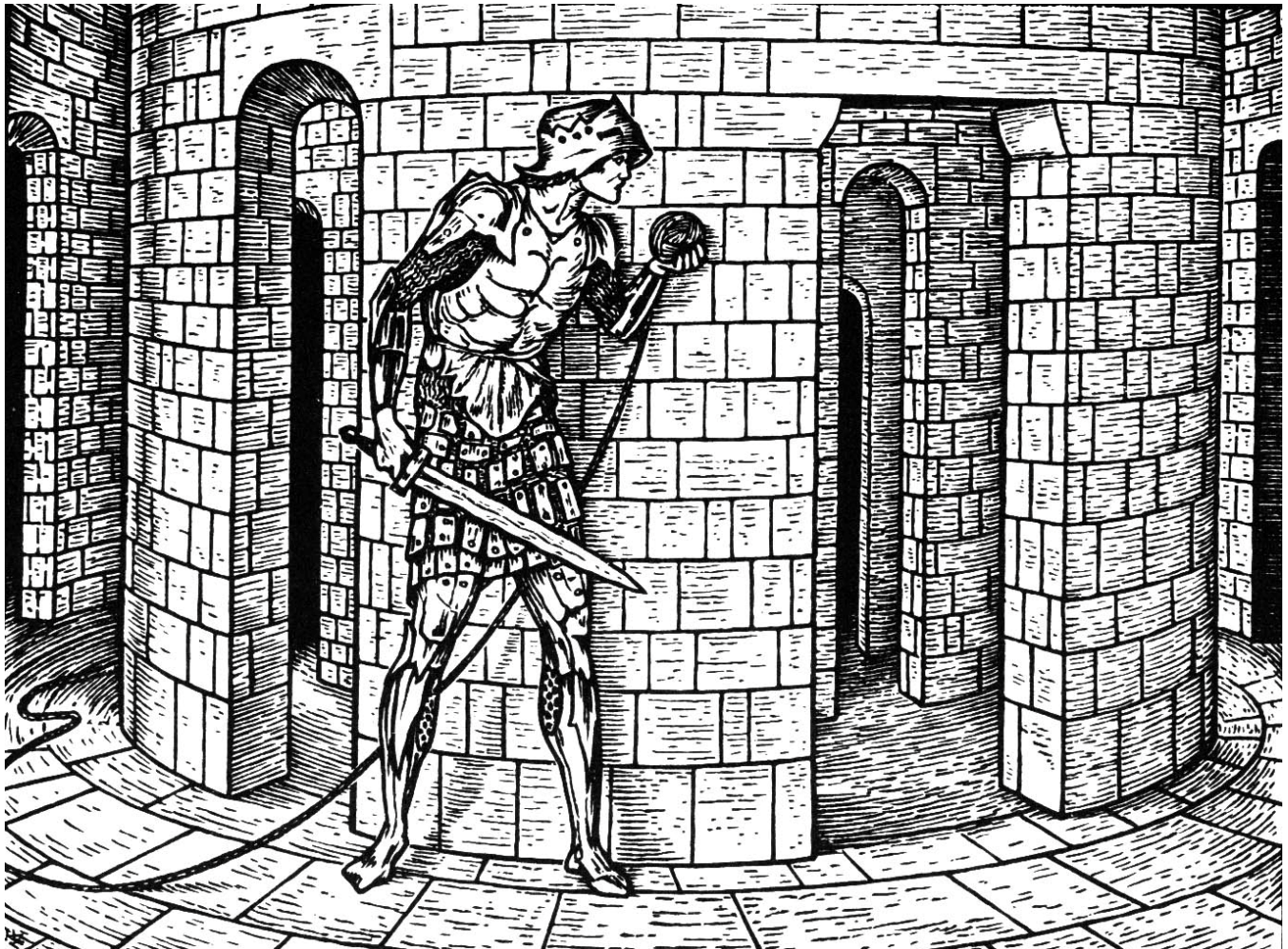
Trigger Location (at least 50 pounds near the first hinge); **Reset** Automatic (30 minutes)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The floor snaps shut around each cavity (10d6 bludgeoning damage; DC 17 Reflex halves [DC 22 Reflex avoids]); multiple targets (all targets in the room); those taking damage are trapped within a cavity (hardness 15; hp 40; DC 27 Break).

Effect (Rounds 2-9) Cavities fill with acid (2d6 acid damage; DC 22 Reflex halves); multiple targets (all targets taking damage from the first effect).

Effect (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).



FOUNTAINS: CHARACTERISTICS & APPEARANCE

While often crafted to represent beautiful people, ferocious beasts, heroes or deities fountains also serve a vital function by providing fresh drinking water. Fountains in a dungeon or cavern setting may be artistic creations of the current or past occupants, altars to deities or results of forced labour.

Without proper care and maintenance, fountains can clog, leak or serve as watery homes to aquatic creatures. Current dungeon occupiers may convert the fountains into cunning traps designed to deter invasion, exploration or slow the encroachment of nearby rivals.

FOUNTAIN SUBJECT

Fountains are often crafted to represent a person, power or monster of personal significance to the designer or owner. One of the first questions PCs ask about fountains is what does it look like. Use this table to determine a fountain's basic features before choosing specific characteristics suitable for inclusion in your dungeon.

D20	FOUNTAIN DEPICTS A...
1	Tree or other large plant
2	Is featureless; it may be a hunk of stone or a block of dressed masonry
3-6	Deity or otherworldly, legendary power
7-10	Magical beast or creature
11-12	Animal
13-15	Local hero
16-18	Legendary hero
19	Intricate pattern
20	Is a tableaux and has two subjects; roll again on this table ignoring results of 19 - 20

WATER QUALITY

Exploring PCs may stop to drink from a fountain's waters or refill their water flasks. Use this following table to determine the water's condition:

D%	THE WATER...
01-15	Has dried up
16-25	Is stagnant (the fountain itself is non-functional).
26-35	Is invigorating
35-45	Is warm
46-55	Is cold
56-89	Is clean and fresh
90-99	Is poisoned or carries disease (see sub-table A3)
100	Has magic properties (see sub-table A4)

POISONED/DISEASED WATER

Sometimes by accident or design water from a fountain becomes fouled. Use this table to determine what infection lurks within the water.

D6	THE WATER CONTAINS...
1	Miniscule green flakes of deadly nightshade (DC 20 Perception) bob in the fountain's flow, causing belladonna poisoning if ingested (ingested; DC 14 Fortitude {1 save}; <i>onset</i> 10 min.; <i>freq.</i> 1 min./6 mins.; <i>effect</i> 1d2 Str). Characters afflicted with lycanthropy in the previous hour can make one save to cure the affliction.
2	The underground water source carries heavy metals to the fountain's basin. Ingesting the water causes arsenic poisoning (ingested; DC 13 Fortitude {1 save}; <i>onset</i> 10 min.; <i>freq.</i> 1 min/ 4 mins.; <i>effect</i> 1d2 Con).
3	Terinav root has been dissolved in the water (contact; DC 16 Fortitude {1 save}; <i>onset</i> 1 min.; <i>freq.</i> 1 min./6 mins.; <i>effect</i> 1d3 Dex).
4	Microscopic bacteria foul the water. A character drinking the water becomes nauseated 2d4 hours later (DC 20 Fortitude save negates) for 2d6 hours.
5	The greenish tint in the water hints at the presence of the slimy doom (contact; DC 14 Fortitude {2 saves}; <i>onset</i> 1 day; <i>freq.</i> 1/day; <i>effect</i> 1d4 Con {subject must make second save or 1 damage is drain instead}) lurking within.
6	The diseased water contains the shakes (contact; DC 13 Fortitude {2 saves}; <i>onset</i> 1 day; <i>freq.</i> 1/day; <i>effect</i> 1d8 Dex)

MAGICAL PROPERTIES

Sometimes, magical effects lurk in a fountain's waters. Normally, these effects fade if carried away from the fountain and must be drunk directly from the pool if the benefits are to be gained. Other fountains only affect a certain number of individuals each day or only affect a given individual once.

D6	FOUNTAIN'S MAGICAL PROPERTIES...
1	<i>Calm emotions</i> (CL 3; DC 13 Will resists)
2	<i>Guidance</i> (CL 1; DC 11 Will resists)
3	<i>Resistance</i> (CL 1; DC 11 Will resists)
4	<i>Bestow curse</i> (CL 5; DC 15 Will resists)
5	<i>Cure light wounds</i> (CL 3; DC 12 will halves)
6	<i>Lullaby</i> (DC 11 Will negates)

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

D%	
01-05	Water forcefully sprays from the mouth of a carved granite minotaur positioned in the centre of a pool.
06-10	A red liquid seeps from the eyes of a marble female elf bust and slowly drips into the pool below.
11-12	A fast-moving stream of water falls from a waist-high trough along the chamber wall.
13-14	Alternating coloured stone flowers intertwine to decorate a three-tiered basin fountain.
15-16	A single flagstone path leads past a large double basin water feature. Mist from the bubbling fountain slickens the surrounding stones (+5 to the DC of Acrobatics checks).
17-18	Water tumbles from a hole chiselled in the cavern wall and onto the floor, creating a narrow rut in the stone. (DC 5 Acrobatics to jump).
19-20	Five lion heads spout water from their mouths into a rectangular sink. Each face wears a different expression.
21-22	Ten levels of miniature steps surround a tall fountain. Water tumbles over the steps (DC 10 Climb to scale).
23-24	In the centre of an deep pool stands a tall pillar; water cascades down the pillar's sides.
25-26	In seemingly random patterns, cylinders of liquid shoot back and forth across the room and over a central walkway. The mechanism for powering the jets can be discovered (DC 20 Perception) and disabled (DC 15 Disable Device).
27-28	Water projects vertically and forcefully from holes in the floor. The floor is slick.
29-30	Three spouts protrude from a wall; water dribbles from all three, but is more forceful from the left-hand spout.
31-32	Water falls from a hole in the ceiling and through a hole in the floor.
33-34	Stagnant water fills a basin and seems undisturbed for a length of time.
35-36	Crude piping, including a tap valve, runs along one wall.
37-38	Six bowls, hanging from chains at various heights, collect and distribute water.
39-40	The fountain is a single shard of black rock. Water oozes down its flanks.
41-42	Great stone archways hold the ceiling aloft above this ornate fountain.
43-44	A wide, shallow pool fills the room, its surface mirror-like and calm. Two matching statues emerge from the pool, but neither is flowing.
45-46	The fountain partially blocks a hallway.

47-48	The fountain runs along both sides of a hallway.
49-50	Small fountains fill all corners of the room.
51-52	Four small fountains emerge from the room's floor. The floor is slick (+5 to the DC of Acrobatics checks) but the water drains away through many small holes.
53-54	The water tumbling from the fountain is effervescent.
55-56	Runes dedicating the fountain to the god of revels surround its basin.
57-58	Inlaid on the inside of the fountain's basin, a mural depicts a battle scene.
59-60	Various coins lie in the pool surrounding this fountain. They glimmer invitingly.
61-62	A loosely stacked pile of well-worn buckets lies beside the fountain.
63-64	A poem wraps around the fountain's base, in metallic script.
65-66	The fountain's spout rotates in a circular fashion.
67-68	A faint blue light pulsates at the bottom of the fountain's pool.
69-70	Water from the fountain smells sweet and a white froth gathers at the edges.
71-72	Mortared together, bones comprise the fountain's basin and a mound of skulls serves as the fountain. Water pours from several skulls' mouths.
73-74	Large translucent fish swim lazily in the fountain's pool.
75-76	Water slides down opposing slopes at a 45 degree angle, spilling into a narrow pool. The water originates in a narrow slit on either side.
77-78	Water cascades down the entire rear wall of the room into a narrow trench.
79-80	The crystal clear water in the fountain reveals a checkered basin floor of alternating black and tan squares.
81-82	Water leaks from the fountain's spout, barely wetting the basin. A small hand crank is positioned nearby (and still works).
83-84	Mist rises from the waters surrounding this energetically flowing fountain.
85-86	Water runs over and through the sodden remains of an aging ballista into a basin.
87-88	Moulded crudely from the clay flooring, the shallow basin collects moisture steadily slipping through cracks in the ceiling.
89-90	Four metal legs support an overflowing bowl.
91-92	Two streams cross; their water's turbulent at their confluence.
93-94	This fountain is partially submerged; the water froths and roils.
95-99	The fountain feeds a hanging plant garden.
100	Carvings of monstrous frogs decorate the fountain.

FOUNTAINS: DRESSING & FEATURES

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

D%	
1	A smear of blood covers part of the fountain.
2	A thick layer of dust covers the dry fountain.
3	Cracks in the basin funnel the fountain's water across the floor (+5 to the DC of Acrobatics checks).
4	The fountain's statue has been decapitated and water weakly trickles from its neck stump.
5	The fountain is overflowing and the surrounding floor is slick (+5 to the DC of Acrobatics checks).
6	Small bones litter the bottom of the fountain's basin.
7	The fountain reeks with stagnation and rot.
8	Steam rises from the water's surface.
9	The faint smell of red wine lingers in the air. A discarded wine flask floats in the pool.
10	Soggy mould fills the fountain's basin and has begun to grow up the fountain itself.
11	Bits of fish carcasses line the rim of the fountain's large pool.
12	Moss and lichen cover the fountain and clog the basin (which is moist).
13	A rotting, bloated humanoid carcass floats face down in the pool.
14	Soot coats the fountain.
15	A small pair of boots and neatly folded clothes lies near the edge of the pool.
16	Small bubbles rise through the water.
17	A long strand of twine, strung across the fountain's edge, holds a damp burlap shirt and trousers.
18	Debris piled near the fountain's spout interrupts the water's flow.
19	Dozens of booted footprints stand out in the dust around the basin's edge.
20	A large round rock has been forced into the fountain's spout. The fountain's pool is stagnant.
21	A small toy boat floats near the edge of the pool.
22	The once majestic fresco lining the rear wall of the fountain, now displays crude alterations done in charcoal.
23	Two small fishing poles lie tucked in a corner near the pool (DC 15 Perception spots).
24	Cracked and dried mud covers the bottom of this broken fountain's pool.
25	Thick, odious mushrooms emerge from the water's surface like small islands.
26	Three cups and a ladle rest on the fountain's edge.

27	A swarm of rats tumbles and crawls over each other in an effort to feed on a small goblin, recently deceased and sprawled at the base of the fountain.
28	A knocked-over lamp (now at the bottom of the pool) has left a small oil slick in the water.
29	Fresh bloodstains smear the fountain's basin and lead into an adjacent room.
30	Gurgling water can be heard (DC 5 Perception) through thick layers of spider webs covering the fountain.
31	The beauty of an ornate canopied fountain contrasts with the piles of guano covering the floor (treat the area as difficult terrain).
32	Giant cockroaches scurry over the basin.
33	Frost creeps up the stone basin. A thin layer of ice reflects from the surface.
34	A rusty battle axe leans against the fountain's basin.
35	The remains of several portions of trail rations lie scattered about the area – as if explorers stopped here for a meal.
36	Water pouring from a corroded copper bowl has turned the fountain's water a greenish hue.
37	A thick web of roots hang down from the ceiling and cover the top of the fountain.
38	A crude carving of a gigantic water snake decorates the fountain's basin lip.
39	Before reaching the brackish waters, PCs may note (DC 12 Perception) a hastily written scrawled message "drink...turn back" on the fountain's basin.
40	Thick moisture hangs in the air, making the stone flooring within 15 feet of the fountain slick with wet algae (treat the area as difficult terrain).
41	Yellow mould creeps from a crack where the floor meets the fountain's basin.
42	Clearly used as a toilet by some large creature, the fountain's basin smells of faeces and urine.
43	Water drips into the pool from the ceiling above, mimicking the sound of light rain.
44	A small, sodden book floats in the fountain.
45	Two makeshift ladders lie across the large fountain (DC 10 Climb to cross).
46	A small sack containing bandages and a poultice lies half-open near the the fountain.
47	Both arms of the fountain's statue lie dismembered at the bottom of the pool.
48	The fountain's water escapes the basin through a hole near the wall. The basin was clearly deliberately broken.
49	Clearly visible in the water, two large eels swim in the pool surrounding the fountain.
50	The fountain has been snapped in half; water trickles from its stump.

51	Two human corpses dressed in padded armour hang by the neck from a rope slung across the fountain's apex.
52	Brown mould covers the basin and some of the room's walls.
53	Two torches, extinguished in the fountain basin, float lazily in the water.
54	A (harmless) swarm of insects lives on the fountain and its basin.
55	Red candles, half-lit and symmetrically positioned, flicker around the fountain's edge.
56	The fountain smells of urine.
57	A hardened bucket of mortar and a trowel lie beside the fountain. Roughly cut ceramic tiles cover a portion of the exterior walls.
58	Smashed completely, the fountain's original bust is unidentifiable.
59	Scaffolding surrounds the tall, ornate fountain (DC 10 Climb scales).
60	Skeletons of animals and humanoids surround the fountain.
61	Pure white crayfish scuttle on the basin's bottom.
62	Thin, straw-like reeds grow in the water.
63	A broken crowbar lies pushed up against one wall. Signs of prying between two stones are visible.
64	Bright yellow stones glimmer in the water.
65	Gem-shaped empty sockets line the basin's exterior.
66	A small mirror and shaving razor lie on the pool's rim.
67	Diverted by years of corrosion, acidic water now trickles through many holes in the fountain.
68	The water tastes salty.
69	Small stalactites and stalagmites surround the fountain.
70	Lighter coloured stones sit atop the original basin's foundation, indicating a renovation or addition to the original fountain.
71	Dozens of short swords and daggers lie piled up inside the fountain. Rust and poor craftsmanship render them unusable and valueless.
72	Two piles of rugs and wall banners lie beside the fountain: one pile is neatly folded while the other soiled and in disarray. A washtub and bar of soap, recently used, rest on the fountain's edge.
73	The fountain's water runs red (from some mineral in the rock).
74	A brass pipe, oddly positioned and obviously a recent addition, runs from a crudely chiselled hole in the wall.
75	Dry sand fills the fountain's basin.
76	Although still functional, the fountain's large columns lean drunkenly toward each other, forming an arch.

77	Lumps of sodden wood float in the pool.
78	The fountain has been daubed in whitewash.
79	A small wooden trough diverts the water from the fountain into three large, overflowing barrels.
80	Constructed of limestone, the fountain is now a mottled yellow-black colour.
81	The corroded metal fountain forms a dull metallic pile of wet bowls and basins. Shorn, rusty fasteners tip off the PCs as to the cause of the fountain's demise.
82	Three bronze reliefs of angelic figures overlooking the fountain seem to weep black tears. This is the result of minerals in the water.
83	A homemade snorkel sits at the water's edge of the deep cavern fountain's surrounding pool.
84	Three black iron statues of demonic figures loom over this corroded fountain.
85	The fountain's water is black with corruption. At the bottom of the pool lie two slain and rapidly decomposing zombies.
86	The fountain smells of rose water.
87	Two empty liquor bottles float in the water.
88	Small, grey mice scuttle in and out of the pock-marked and many-holed fountain's walls.
89	Water pours into a large basin, divided by a central partition. One side holds a blue liquid, the other a green substance.
90	Hanging precariously from the top tier of the fountain, a rusted grappling hook sways gently.
91	Disguised as a pile of rocks in the fountain's dry basin, a cave scorpion (<i>Bestiary 2</i>) attacks if disturbed.
92	A wooden plank, held in place by a heavy rock, extends over the three-foot deep fountain. Wet footprints lead from the water back up onto the plank.
93	Four sections of ill-fitting panelled wood cover the fountain's basin.
94	Two soggy leather balls float in the water.
95	Worn playing cards lay scattered in and around the fountain. If collected, a PC notices (DC 20 Perception) all the sixes are missing.
96	Each basin of the non-operational fountain holds a small pile of ashes. Three bundles of neatly stacked sticks and sweet-smelling leaves line one wall near the fountain.
97	A broken basin allows a steady stream of water to escape the fountain. A small wooden paddle wheel turns a shaft leading through a small hole in the wall into some adjacent, but hidden space.
98	Flower petals float lazily in the water.
99	A metal coil has been hung over the fountain.
100	The water slowly boils and bubble. It is heated by some hidden source.

FOUNTAINS: TRAPS & TRICKS

Of course, fountains 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 fountains and the surrounding room.

TREE OF WEAL & WOE

A fountain carved to represent a huge tree, whose branches shade the surrounding pool, dominates this chamber. A steady stream of water cascades down the tree's trunk and into the pool. Several large fist-sized acorn-like objects hang from the tree's boughs and high up in its trunk gold glimmers invitingly from a tree hollow. A series of stepping stones creates a path of sorts across the pool.

TREE OF WEAL & WOE CR 5 (1,600 XP)

As you step onto the stepping stone, it shifts beneath your feet!

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a button hidden on a low overhanging branch reachable from without the pool)

Destroy Destroying each fist-sized acorn (AC 7, hardness 8, hp 15, DC 25 Break) destroys that part of the trap

Trigger Touch (raising the water level of the fountain by stepping or falling into the pool); **Reset** —

Area Feature (Pool) The pool is 5 ft. deep, contains calm water (DC 10 Swim) and has a radius of 30 ft.

Area Feature (Stepping Stones) A character can leap from stepping stone to stepping stone with a DC 10 Acrobatics check. A DC 25 Perception check reveals the stepping stones are unstable and will likely shift when stood upon. A character on a stepping stone when this occurs must make a DC 12 Acrobatics check or fall into the pool (which triggers the trap). There are six stepping stones.

Area Feature (Stone Tree) The tree rises out of the pool and stands 20 ft. high. Its trunk is slick (DC 20 Climb) but a character weighing less than 100 lbs. can climb the tree's branches (DC 15 Climb). The tree has ten stone acorns.

Effect When a character falls into the pool and raises the water level, the trap activates.

Effect (Falling Acorn) When a character tumbles into the pool, a stone acorn falls from the tree. Each acorn contains a mixture of alchemist's fire and smoke powder, and releases copious amounts of blinding, burning smoke (which has the same effects as *obscuring mist*) in a 20 ft. radius when it hits the water. Characters caught in the cloud suffer 4d6 fire damage (DC 20 Reflex halves) on the first round of exposure and 2d6 fire damage (DC 20 Reflex halves) on the second round. The cloud dissipates at the start of the third round.

Effect (Scything Branches) If a stepping stone shifts, but the character does not fall into the water, a branch scythes down from the tree and attacks the character (+10 melee, 2d6 damage)

Treasure The tree hollow contains a fabulously wrought golden statuette of a crouching dryad. It is worth 1,500 gp (DC 20 Appraise values).

BONEHOLD

Skeletons are restrained by intricately carved stone chains to the four sides of this plain, black stone fountain. Water spurts from the top of the fountain. The skeletons stand in the pool of water surrounding the statue.

BONEHOLD CR 7 (3,200 XP)

As you enter the pool, the skeletons stir in their chains.

Search DC 31 Perception (the *animate object* portion of the trap that animates the stone chains is protected by a *nondetection* [DC 22 caster level check reveals]); **Type** Magic

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less; **Bypass** DC 25 Perception (a switch atop the fountain deactivates the trap)

Destroy Destroying the chains (see below) defeats the trap

Trigger Location (entering the pool); **Reset** —

Area Feature (Pool) The pool is 3 ft. deep, contains calm water (DC 10 Swim) and has a radius of 30 ft. Characters that choose not to swim can wade through the pool. It costs 2 squares of movement to enter each pool square in this fashion.

Area Feature (Fountain) Of featureless black rock, the fountain is 10 ft. high and hard to scale (DC 20 Climb). It stands in the middle of the pool.

Effect When triggered, this trap has the following effects:

Effect (Round 1 [Chains]) The chains release the unanimated skeletons (that fall into the water) and attack any living creatures in the pool. A grappled target is ignored by the other chains. There are four chains and each has the following statistics:

- AC 6, CMD 20, hardness 8, hp 15, DC 22 Break
- Melee Touch (20 ft. reach) +10 (1d4+4 plus grab [CMB +14])
- Once a chain has grappled a target it can drag its victim 5 ft. toward the fountain with a successful CMD check.

Effect (Round 2 [Green Slime]) The fountain stops spewing forth water and instead green slime begins to ooze down its flanks. A character brought into contact with the fountain suffers 1d6 Constitution damage per round of contact.

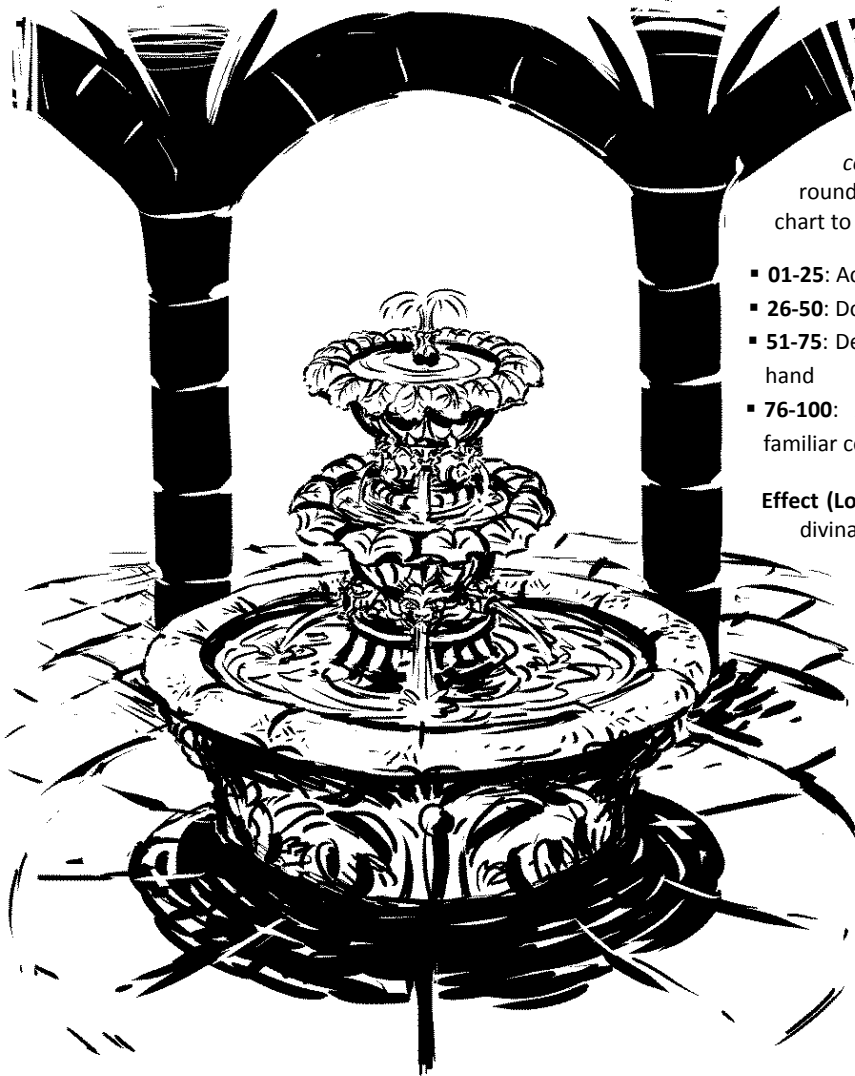
- **Green Slime:** On the first round of contact, green slime can be scrapped off (which destroys the scraping device). On subsequent rounds it must be frozen, burned or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight or a *remove disease* spell destroys the green slime. There is enough green slime in the fountain to coat its flanks three times.

FOUNTAIN OF INSIGHT

This three-tier fountain stands at the centre of a small chamber. Water falls into each of the fountain's basins and the noise of it fills the chamber with a pleasant patter. Many archways pierce the surrounding walls; this room is a central meeting chamber of sorts and sees much traffic.

While this fountain is not a trap as such, each of its three tiers has a different magic effect – a party investigating the fountain could potentially waste a fair amount of time here allowing the dungeon's inhabitants to organise their defences.

The dungeon's denizens also use the fountain for several things. They drink from the bottom basin to gain guidance on day-to-day activities, from the middle basin when they want to discern the guilt or innocence of an accused fellow and from the top basin when they wish to contact the Slumbering One (as they refer to the nameless deity bound to its waters) when they want specific insights.



FOUNTAIN OF INSIGHT

CR 6 (2,400 XP)

Water falls enticingly into each of this fountain's three basins.

Search DC 30 Perception; **Type** Magic

Disarm DC 25 Disable Device (2d4 rounds) on each basin; activates on DC 20 or less; **Bypass** —

Destroy Destroying each basin (AC 2, hardness 8, hp 50, DC 25 Break) defeats that portion of the fountain.

Trigger Touch **Reset** Automatic (immediately)

Area Feature (Fountain) The fountain is 10 ft. high. Water feeds the fountain from a reservoir buried in the floor below it.

Area Features (Archways) Archways surround the statue. None have doors and all lead to other parts of the complex.

Effect (Upper Basin) The waters of this basin radiate strong divination (DC 20 Knowledge [arcana] identifies). Characters drinking from the water are affected by a *contact other plane* spell (CL 9) that sends their mind to a distant, chaotic outer plane where they contact an ancient and forgotten slumbering lesser deity. When a character drinks the water, he feels his consciousness leave his body and merge with the slumbering deity. They then receive a strong impulse to ask questions. A character can ask four questions, before his consciousness returns to his body.

Effect (Middle Basin) The waters of this basin radiate moderate enchantment (DC 19 Knowledge [arcana] identifies). Characters drinking from the water are affected by a *confusion* spell (CL 9; DC 16 Will resists; duration 9 rounds). Roll percentile dice, and consult the below chart to determine how the character acts:

- **01-25:** Acts normally
- **26-50:** Do nothing but babble incoherently
- **51-75:** Deal 1d8 damage + Str modifier to self with item in hand
- **76-100:** Attack nearest creature (for this purpose, a familiar counts as part of the subject)

Effect (Lower Basin) The waters of this basin radiate faint divination (DC 16 Knowledge [arcana] identifies). Characters drinking from the basin benefit from an *augury* (CL 9) effect. The augury remains in effect for the next five minutes. If during that time, the character asks a question about whether a course of action will bring a good or bad result the *augury* has an 79% chance of giving a meaningful reply.

GATES & PORTALS: CHARACTERISTICS & APPEARANCE

Most adventures take place in medieval fantasy worlds. One of the advantages of that setting is all of the different environments your adventurers can experience, but the drawback is that in general, your adventurers often can't move from one to the next any faster than a horse can carry them. Magical portals or gates solve this problem, rushing your PCs headlong into the next adventure in yet another amazing locale, with the added bonus of mystery. For most portals, the adventurers never know exactly what's on the other side until they step through!

DEFINITIONS

While functionally the same, although both gates and portals transport you from one place to another instantaneously by stepping through them, there is a slight difference. A portal generally transports you from one place to another on the same plane of existence while a gate moves you from one plane to another. The tables in this supplement use the word "portal," but you should feel free to change it to whichever is most appropriate for your game and the destination you want your adventurers to reach.

CONSTRUCTION

Some portals or gates arise naturally; the result of some planar rift or other occurrence. However, most gates or portals are the result of intentional construction by a magically talented creator. They are generally at least 15-ft. across, though some are smaller or larger and can shed light or be invisible (these characteristics are set at the time of creation). They are normally enclosed by some frame or door, but they do not need to be. Generally unattended objects will not pass through a portal unless they have been intentionally designed that way.

The construction of a permanent magical portal can take many forms and thus result in widely varied appearances. In all cases, they require the Craft Wondrous Item feat to create. To create a permanent fixture, the creator also must know the spell *greater teleport* for a portal or *gate* to create a gate. The cost for creating the gate follows the normal rules for item creation.

Portals that travel unusually far distances, such as other planets or hard to enter planes, may require special components and increase the cost accordingly.

D%	MIN. CL	COST
Portal	13th	182,000 gp
Gate	17th	306,000 gp

LOCK AND KEY

One of the more useful properties of portals and gates is the ability to control who goes through them. A direct path to one's home, laboratory or secret vault is a dangerous thing to leave unprotected for just anyone to traverse. Below is a selection of options that might be added to a gate or portal at the time of its construction.

If the GM desires, magical portals and gates can be activated blindly using the Use Magic Device skill.

- **Doors:** Portals can be blocked at their destination. If the exit portal is blocked by doors, rubble or other objects completely obstructing the exit, the portal does not function.
- **Passphrase:** The portal does not open unless a magical password or passphrase is spoken aloud, in the correct language, near the gate.
- **Portal Key:** Portals can be designed that only those holding a particular object can pass through. These can be anything the caster desires from actual keys to holy symbols and suchlike. Whatever the key is, it is non-perishable and specifically keyed to the portal. Creating new keys requires the portal itself, either an existing key or the original caster, and components costing 1/100th of the construction cost.
- **Specific Persons:** Portals can also be keyed to only allow specific persons, races, genders or alignments through them. Construction of these types of locks requires the *alarm* spell and an appropriate *detect* spell (e.g. *detect evil*), as well as an additional 4,000 gp in material components.
- **Traps:** It is not uncommon to trap portal entrances using the normal rules for traps, but a particularly devious, yet risky, trick is to trap the destination. Traps at the destination cannot be detected or disarmed from the entrance of most portals, but if they do not eliminate or neutralize the intruder, the foes have already breached the protected area.

THERE AND BACK AGAIN

Most portals or gates are designed for two-way travel between two different places, but this is not always the case. Whether due to malfunction or on purpose, some portals vary.

- **One-Way Travel:** The portal travels in a unidirectional manner. Travellers can walk from the entrance to the destination, but once they've arrived, there is no return through the portal.
- **Variable Destination:** Some portals lead to more than one place. If due to a malfunction, this may be a random location. Otherwise the destination fluctuates based on some cycle of time, weather or light, which portal key you carry or what race, alignment or other identifier you may be.

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

D%	
01-04	The portal is entirely invisible and has no features to mark its location. A DC 30 Perception check is needed to detect the faintest disruption in airflow near the portal, and thus reveal that something is nearby.
05-08	An arch of birchwood and vines encloses a swirling mass of fresh green leaves. When any creature steps through the portal, the leaves momentarily change to autumnal colours.
09-12	A set of doors made of human bones bar passage to the portal. The doors are locked (hardness 3, hp 35, DC 13 Break, DC 25 Disable Device).
13-16	The portal, a disc of red light that hovers in the air, is cold and hard to the touch. Only those carrying a token from its creator can push their way past the barrier.
17-20	The magical portal is behind a false wooden door. Opening the door, causes its yellow, shimmering light to pour forth.
21-24	The portal is set into the floor in an otherwise empty pool.
25-28	Two great iron pillars, depicting roaring demonic faces in a whirl of flame, flank the glowing red portal.
29-32	The portal appears as a male bearded face of glowing golden light. As a creature approaches, the face's mouth widens to accommodate their entrance.
33-36	A great painting of a hillside road, larger than a wagon, hangs on the wall. By touching the painting one can walk into the painting and those in the room see a painted version of the creature walk over the hill out of sight.
37-40	Dozens of birds flit among the trees in a sunlit clearing. Upon whistling the correct sequence of five notes, the birds fly into the clearing and form a circle, rotating counter clockwise, with a portal of white clouds in the centre.
41-44	The portal is composed entirely of shadows at the top of a dark and winding stair. The stairs are spaced close together, such as might be appropriate for a Small-sized creature.
45-48	Curtains of white gauze have been drawn across the portal. Red braided sashes hang from hooks on either side of the portal so the curtains can be cinched up.
49-52	The portal is a miasma of flame and smoke in a fireplace of brass edged brick. When the portal is closed, the flames die down to a few coals that never burn out.

53-56	The portal is a full length mirror. When activated, a faint image of the destination overlays the reflection in the silvered glass and one can step through to that location.
57-60	A simple wooden gate breaches a hedge. Opening and stepping through the gate transports the creature through the portal.
61-64	The portal takes the form of a bookshelf full of tomes. By reciting a passphrase, the shelf slides to the side revealing a dark hallway of stone. Somewhere in the distance, a flickering light and the crackling of a fire can be heard.
65-68	A small, plain altar sits in the middle of a simple room with only a white mat before it and a uncoloured wax candle on the altar. Lighting the candle transports everyone in the room to an identical room at the target destination.
69-72	A great wine tun is set into the wall. By twisting the tap, the tun opens to reveal a glowing blue portal. A DC 15 Perception check detects the seam of the door.
73-76	The portal appears in four different locations, being active for only fifteen minutes of every hour in each location. All four entrances reach the same destination.
77-80	A crystal arch in the shape of an inverted catenary glows with a soft white light at its heart. A relaxed calm emanates from the portal arch.
81-84	A complicated mosaic on the floor depicts a creature iconic of the portal's destination (such as an angel, elemental or demon). By pressing on the creature, the tiles fall away into a void below the floor, with a spiral stair leading down filled with bright light.
85-88	Two cherry trees wind together, petals falling from their blossoms in an endless, vision-obscuring rain, forming the portal.
89-92	The portal is a ring of white spotted, red toadstools growing in moist, loamy soil. One round after a character steps into the ring, a blue-white smoke rises from the mushrooms and blocks all vision. When the smoke clears, the landscape has changed.
93-96	A silver wire frame, the size of two grown men, bejewelled with moonstones, encircles a cloying mist. The mist does not react to breezes or movement, but instead seems to seethe and roil of its own accord.
97-100	A small music box sits upon a marble pedestal. If opened, wound and played, the little dancer inside slowly spins to a sad melody, and after it finishes, a swirling portal opens in front of the pedestal and faint strains of music sounds from within.

GATES & PORTALS: DRESSING & FEATURES

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

D%		
1-2	Two rotting human legs protrude from the portal, in a puddle of dried blood. If pulled on, they freely come away. The other half of the body is not present, even if someone goes through the portal to look for it.	27-28 The borders of the portal have been painted on the ground in bright purple paint.
3-5	The portal shimmers, reacting noticeably to a breeze coming from within.	29-30 Several plain stones have been lain on the floor in an arrow pattern, pointing directly to the entrance of the portal.
6-7	Pure water runs in rivulets from the portal, creating a puddle on the floor.	31-32 There is a bloody handprint on the structure enclosing the portal.
8-10	Portal has malfunctioned and no longer transports directly to its intended location. Instead, the user appears 2d100 feet from the exit portal in a random direction.	33-34 A rickety wooden chair sits next to the portal. A quarterstaff leans against the back of the chair and a wineskin hangs from it.
11-12	The portal requires the keyword "Paticio" be spoken to operate. A helpful former user has carved the word into the floor nearby.	35-36 A brightly coloured children's ball floats in the centre of the portal, caught in it and travelling neither forward or back.
13-14	The portal has been warped by time and magic such that only sentient creatures can pass through. Mounts and other animals do not pass through, reappearing at the entrance one round after they enter. Any creature with the special abilities bond or link, such as animal companions, special steeds or familiars are connected to their owner and transit normally.	37-38 The ceiling, wall or other nearby feature has crumbled and buried the portal. In the recent past, someone has cleared away some of the rubble, creating a path that a Medium-sized or smaller creature could use to access the portal. A Large-sized creature can get to the portal by squeezing, but larger creatures must clear away more of the unstable rubble to get through.
15-16	The key that activates the gate has been lost or destroyed and there is no way to open it short of powerful magic or the construction of a new portal key.	39-40 Signs of a battle are evident around the portal. Dried blood, broken crossbow bolts and burn marks cover the ground.
17-18	A 1-ft. thick stone wall has been erected in front of the portal (AC 5, hardness 8, hp 90, DC 35 Break).	41-42 A piece of parchment flutters in the breeze, held in place by a stone. In Common it reads, "Waited but you did not arrive. Will try to re-establish contact each midday." The ink is still damp.
19-20	The portal has been trapped on the other side with a <i>dispel magic</i> spell (CL 10).	43-44 A dog, cat, rat or other animal appropriate to the location, sits nearby howling at the portal. Animals seem to instinctively notice the portal, whether it is active or not, and it unnerves them. A DC 12 Handle Animal check is required to force a normal animal to use the portal.
21-22	Due to age, the portal has been drained of all magic. If positive or negative energy is channelled into it, the gate activates for one round for every 10 points of damage inflicted, rounded down.	45-46 While still functional, the portal shows signs of attempted destruction. The gate is hacked, burned and dented, but remains operational.
23-24	The portal on the other side has been irreparably damaged, and travel is now one-way only. Anyone entering from this side arrives safely, but must find another method of transit if they wish to return.	47-48 Wooden crates are stacked near the portal. Inside is a wide selection of hemp rope, lanterns, oil, and iron rations. The letters RQV are burned into the side of each crate.
25-26	Travellers passing through the portal are injured by a burst of elemental energy bleeding through from another plane doing 2d6 damage in a 15-ft. radius of the portal (DC 12 Reflex halves the damage). To determine the type of damage roll 1d6: 1-acid, 2-cold, 3-electricity, 4-fire, 5-sonic, 6-two types of energy, roll twice ignore 6s.	49-50 A stained, white linen bed sheet has been tacked up in front of the portal. It can easily be ripped down (DC 5 Strength check).
		51-52 The horse-sized corpse of an eyeless reptilian beast with only two legs rots in front of the portal. A DC 18 Knowledge (dungeoneering) check identifies it as a destrachan.
		53-54 A map has been drawn in charcoal on the ground before the portal, displaying the general layout of the destination and two miles around it. No names or dangers are noted; only the terrain features. Studying the map for one minute gives a +2 circumstance bonus to Knowledge (geography) checks made in the area.

55-57	Acrid, black smoke pours from the portal filling the area around it and providing concealment. The smoke has no obvious source.
58-60	The remains of a campfire and general camping detritus can be found one hundred feet from the portal. A DC 10 Survival check notes the campsite has been frequently used, though not for at least a week.
61-62	The odour of rotten meat is strong near the portal.
63-64	The portal hums loudly when living things approach within twenty feet of it. The volume of the noise increases the closer a creature approaches. The hum is not harmful, but does alert those nearby that someone is approaching the portal.
65-66	A young human boy sits near the portal. He is hungry, bored and willing talks with the PCs, introducing himself as Sencil Van. He says he and his father found the portal and his father told him to wait here while he checked it. His father went into it, but hasn't come out. That was several hours ago. The boy may be telling the truth or may be a monster in disguise.
67-68	The portal has become unstable and now fluctuates through different destinations. When it does so, the colour of the portal rotates from red to green to gold. Placed near the portal are three landscape paintings depicting the different locations: a red blasted landscape with fire raining from the sky, a stag drinking from a forest shrouded river and a brightly lit temple with angelic symbols prominently displayed.
69-70	The portal attracts insects. Flies, beetle and other vermin crowd the surrounding area. If appropriate, the GM may include a dangerous swarm to challenge those who try to pass through the portal.
71-72	Rusty chains with bloody hooks hang from the ceiling in the room containing the portal. The chains are not magical.
73-75	A bear rug, complete with head and claws, is on the floor in front of the portal. It has suffered the ravages of time and age, but is worth 10 gp.
76-78	Air whistles towards the portal, being sucked into it. Any creature or loose object under 300-lbs. within 30 ft. of the portal must make a DC 10 Strength check every round or be pulled five feet towards the portal. If this brings a creature into contact with the portal, it must make a DC 10 Reflex saving throw or be pulled in.
79-81	A plain brass key hangs from a nearby hook. The key radiates magic and is a portal key, but not for this one.
82-83	A stoppered, dusty bottle lies on the ground. It is half full with faintly salty water. The liquid is in fact children's tears.

84-85	After the creation of the portal, someone has built a great iron clock around it (AC 3, hardness 10, hp 60, DC 28 Break). The doors only open for one minute every hour on the hour. Looking through cracks in the housing, a DC 10 Perception check locates the portal. A DC 20 Disable Device forces the clock to open its doors prematurely.
86-87	The portal interacts unusually with the local area, disruption the normal function of gravity. A DC 10 Perception check notices some small rocks floating on the ceiling or at the maximum height of the effect. The effect is similar to a <i>reverse gravity</i> spell cast at the same level as the portal (CL 13), only those affected fall up slowly (as if affected by a <i>feather fall</i> spell) and take no damage from striking objects. If the portal is in a place with solid objects to grab onto, a DC 15 Reflex saving throw can be made to catch onto something. The effect is part of the portal and cannot be dispelled without destroying its magic.
88-89	A path of small, brightly coloured stones has been set into the ground leading directly to the portal from 50-ft. away. If pried up, they weigh 20 lbs. and could be sold for 5 gp.
90-92	Shadows of creatures and terrain at the destination dance across the surface of the portal. A DC 20 Knowledge check (appropriate to whatever the GM wants to be at the locale) is needed to guess the identity of the creature or object casting the shadows.
93-94	On the floor in front of the portal is a non-magical gold ring with three empty settings, each scarred with the flame of a small explosion. In one of the settings is a sliver of a ruby, a fragment of a larger gem that once sat there. A DC 29 Knowledge (arcana) check identifies it as consistent with a used up <i>ring of three wishes</i> . The ring is worth 100 gp.
95-96	Someone has scrawled "What is your heart's desire?" in Elven upon the portal's frame.
97-98	There are five shallow claw marks in the floor, dragging toward and into the gate. One of them has a bloody fingernail from a Medium-sized humanoid lodged in its furrow.
99	The portal is barely functioning. Every round, the light within flickers and dims. The portal has only a 1 in 4 chance of sending a given explorer to its destination.
100	A rough barricade of boxes, barrels and furniture has been thrown up in front of the portal. The barricade is less than sturdy and blood mars the side facing the portal. The stonework surrounding the portal is scorched and burnt.

GATES & PORTALS: LOCATION

Use this table to determine where the gate or portal leads. Some locations listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1-4	The portal is designed as a quick escape and leads outside the dungeon or ruin the PCs are currently exploring. The GM should choose a place distant, but within view of the entrance to the dungeon. This portal is one-way.
5-8	Those passing through the portal exit into a cage, though their possessions do not. A sickly tree, a bucket, and shallow depression filled with hay are in the cage. The travellers are now exhibits in a zoo with their captors being dragons, outsiders or a powerful wizard, as suits the GM's campaign.
9-12	The portal leads into a 30 ft. by 30 ft. treasure vault. The vault is lined with shelves, marble pedestals and bins. Unfortunately the vault has already been raided and most things of value are gone, though there are still enough dropped coins and scattered knickknacks to total 60 gp. If the GM wishes to seed a particular piece of treasure, tome or map, this is excellent place to leave it; fallen behind one of the shelves.
13-16	The portal exits into a cavern deep beneath the surface, dominated by a huge, alien city. A circular gate pierces a black stone wall and behind the city wall rises buildings that appear as odd swirling columns decorated with dim purple and green lights. Shadowy forms flit between the columns, though they are too far away to be certain what they are. Several tunnels exit the area to further adventure. If the PCs have a light source active when they arrive, it stands out dramatically against the otherwise oppressive darkness and they are likely to find out what flies above the walls quite soon.
17-20	Stepping out of the portal, travellers find themselves in a shallow cave of ice and stone on the side of an arctic mountain. A fierce wind screams past the mouth of the cave and a slippery narrow path proceeds both up and down, the mountain. Barely perceptible through the swirling snow is a large fortress atop the mountain.
21-24	Heat immediately assail the senses, followed quickly by the foul odour of brimstone. From the desolate and blasted rocky red landscape and the fire falling from the sky, it is likely the travellers have arrived in one of the lower planes. A demonic creature appropriate to the party's level notices their arrival and immediately moves to enslave them.
25-28	The sun shines brilliantly over the exit to the portal on the beach of a tropical island. A spear's throw from the water is dense vegetation and on the horizon, smoke rises from a volcano. A few moments after the travellers step through, drums sound from deep in the jungle.
29-32	The portal exits on a cloud. Inexplicably the cloud is solid and does not seem to be drifting on the breeze. A small cottage, as one might find in any forest, is nearby. Inside resides an elderly human-looking woman who calls herself Mother Bell. Mother Bell invites travellers into her cottage and offers to make them tea and sesame cakes while she determines what they desire.
33-36	This one-way portal exits in the ceiling of a hollow 10-ft. stone sphere that has been filled with an <i>antimagic field</i> (CL 11) that stops a paper's width from the portal. The sphere is designed to be a cell from which there is little chance of escape and, as such it is buried 200-ft. below ground. Four skeletons of previous explorers are here, having starved to death decades ago.
37-40	The portal leads into the faerie realm. Taking in the surroundings from the scrub covered hill topped with standing stones where they appear, a traveller can see an ancient, murky forest to one side and a prairie covered in wildflowers towards the other. On the horizon, the sun is setting, covering the sky in a fiery red and orange and allowing just the hint of full moon to be seen in the sky.
41-44	The portal exits on the first floor of a dreary tower. Rotting tapestries depicting nobles at leisure decorate the crumbling spiral stairs rising to the next floor. A human skeleton, dressed in finery, steps forward and offers a decanter of fine wine and crystal glasses on a brass platter. The necromancer that lives in the tower happily welcomes guests. How else will he gain raw materials for his experiments?
45-48	Stepping through the portal transports the explorer into a chill darkness. With light, a vaulted ceiling rises more than a bow shot into the air, held aloft by pillars wider than any giant. Great bearded faces and anvils are carved in the pillars. The explorer has found a lost dwarven hold, now home only to deadly traps, forgotten memories, and those dangers the GM wishes to spring on unsuspecting adventurers.
49-52	The portal exits into a dusty tent overcrowded with books in the middle of a busy marketplace. A bespectacled tiefling clerk looks up briefly and returns to his reading. All about, dozens of races shop and converse in just as many languages; no others take note of the newcomers.

53-56	The portal exits to a desolate ravine in front of large cave. Smoke drifts from the cave mouth and the ground is littered with gnawed humanoid and animal bones that still have bits of bloody flesh clinging to them. The corpse of a knight, blackened by intense flame such that joints of his plate mail have melted together, lies face down not three paces from the entrance. A deep, rumbling voice echoes from deep in the cave in Draconic, "Has my next meal found its way to my door?"	77-80	The portal leads to a perfect cubic room with a perfectly square door in the middle of one wall. The door opens easily and leads into a city where each block is a perfect cube building and all of the citizens are constructs going about a life of complete order. Any disruption of that order quickly draws the local authorities' attention.
57-60	The portal opens onto the middle of a soaring white and gold bridge, so high that wisps of cloud tickle the bottom of it. To either side rise the towering buildings of a pristine city. Citizens in alabaster togas, gold sandals and braided hair marvel at the strange travellers, but do not accost them. The locals appear almost human, but are clearly touched by whatever plane the portal has lead to.	81-84	The portal exits into a wet underground room. The walls are mould covered stucco with a red fresco band of geometric shapes now barely noticeable ringing the room near the ceiling. The room radiates moderate transmutation magic (DC 19 Knowledge [arcana] with <i>detect magic</i>); keeps the room from flooding. Half of the floor is a pool of water which leads to the bottom of a canal, and from there to a city of marble porticos and long canals.
61-64	Exiting the portal, the PCs finds themselves at the bottom of a canyon. The sun is already setting and strange unrecognized stars are just beginning to make their appearance, shrouding the canyon floor in gloom. Firelight flickers from one direction, and approaching the box canyon's end, one finds an abandoned campsite complete with roaring fire, tents and a goodly supply of gear and equipment.	85-88	The destination is a rocky shore, pelted by surf and driving rain. A light shines from a high hill where a narrow, leaning mansion leers into the night. A slippery path rises to meet the home, who has clearly seen better days and now barely stands against the storm.
65-68	The portal deposits the PCs in the basement of an inn. Everything is covered in dust and it does not appear that anyone has visited it in some time. Climbing the stairs to the main floor requires pushing through fallen and charred timbers that block the passage, but once up, it is clear the inn has suffered a fire. The town it is in the centre of is eerily abandoned. Doors stand open, shutters creak in the wind, and wagons wait in the street without horses. The town has the appearance of having been suddenly abandoned, as if life just stopped and vanished with no warning. There are no bodies. A sign lies in the dirt at the edge of town, labelling this forgotten place as Desolation.	89-92	In a flash of light, the travellers finds themselves inside a mausoleum. Burial niches on the walls, capped with marble plaques mark this as the final resting place of the de Montceux family, though from the dates, none have been interred here for over 200 years. An iron door exits the tomb, though the lock is easily opened from the inside. Once outside one sees an overgrown cemetery in a swampy wood. A vine and leaf choked fountain is in the centre of the cemetery, with a statue of a winged cherub, eyes downcast limply holding a sword. The sword has weathered badly, and rust stains the marble.
69-72	The portal drops the voyager into a stark white waiting room. After a few minutes a man in white robes enters, followed by several hulking thugs, also in white. The man smiles blandly and asks the PCs their names and he records them in a small white ledger. A DC 10 Perception check notes the words " <i>Craghill Asylum for the Criminally Insane</i> " on the cover.		
73-76	The portal exits at a small oasis, not more than three wagons wide. A few trees provide shade and the water is cool and clean. The horizon in all directions is nothing but brutally hot sun and glaring white sand. No one is present, but a few vultures circle high up in the sky.	93-96	The destination is a hallway whose walls, floor and ceiling are entirely mirrored, creating a disconcerting image of the PCs repeating endlessly. The only non-mirrored surface are two doorknobs at each end of the long hallway. One is silvered and warm while the other is painted black and is faintly sticky, as if recently grasped by a moist hand.
		97-100	The portal exits into a library in the attic of an abandoned farmhouse on the edge of the woods. Through a cracked window, it is clear a battle is taking place in the approaching dawn. A large band of humans and halflings defend a low rise against a horde of goblins being driven forward by a few hobgoblins. While the band on the ridge is currently holding out with bows and flaming oil, it is obvious they are vastly outnumbered and will eventually fall. Indeed, from the vantage point in the attic, a group of goblins are visible flanking east around the rise using the cover of the woods.



GOBLIN'S POCKETS

Nothing is worse for the GM than PCs showing an unexpected interest in a throw-away monster. The heroes have entered a deadly dungeon, butchered the monsters within and decided to loot their still warm corpses. Or maybe the heroes are exploring the wilderness, encounter a group of goblin bandits. They are convinced the monsters have a deeper purpose, but they have nothing of value. They own nothing the heroes would even bother giving more than a cursory glance at, much less keep, so now the GM faces the eternal question – provide a lame answer like “string” (or another mundane and uninteresting item), or say they have nothing of value. Neither answer is very satisfying. Ideally, the GM would fill the goblins’ pockets with unique, appropriate items to show the goblins have been up to something, without giving away the entire plot of the adventure.

The following tables provides the tools to give the heroes the kinds of things they expect to find in the pockets of goblins. There is nothing too valuable, though some of these entries will hopefully prove useful to the adventurers!

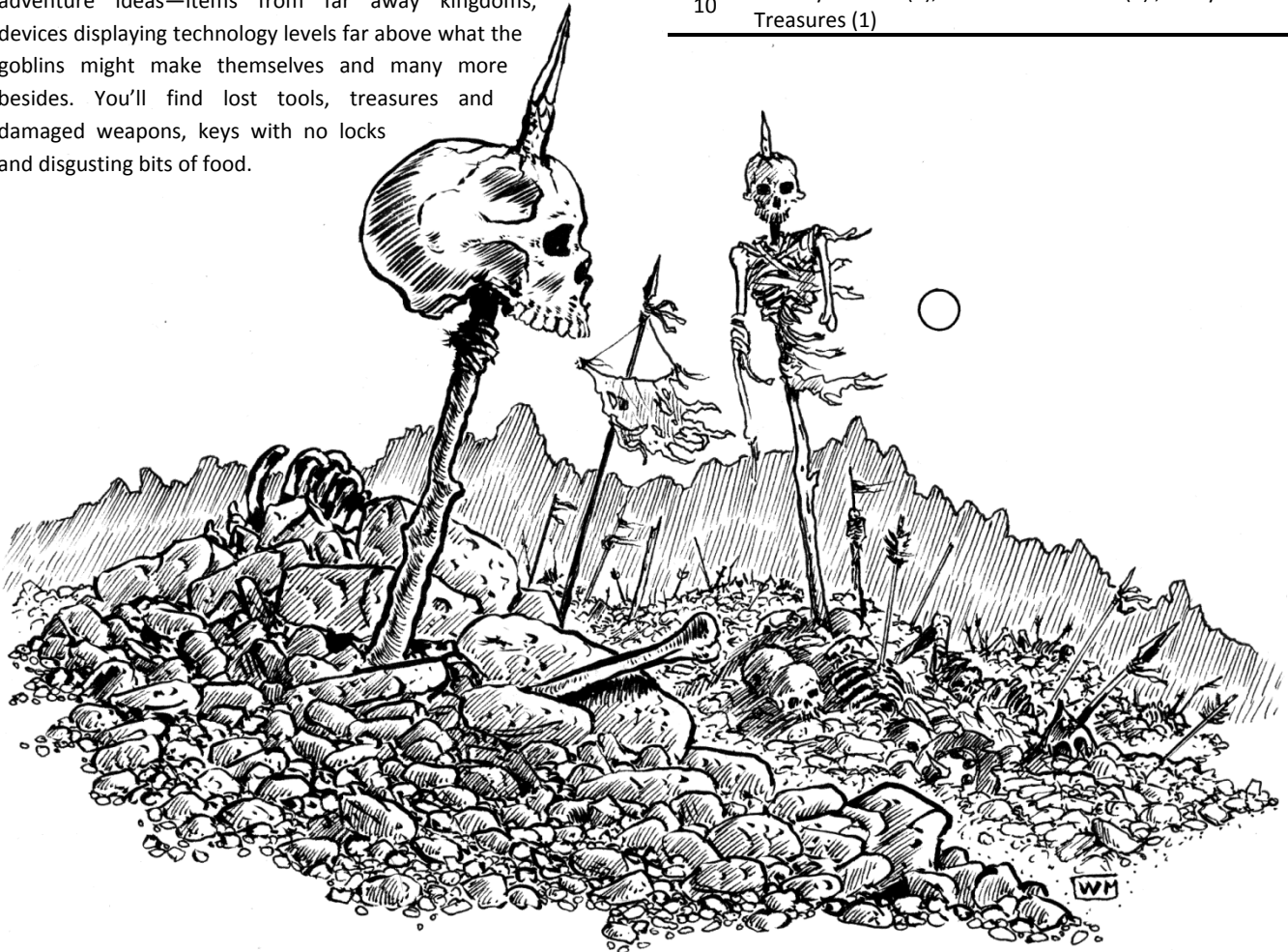
Many of the items here could be used to spark further adventure ideas—items from far away kingdoms, devices displaying technology levels far above what the goblins might make themselves and many more besides. You’ll find lost tools, treasures and damaged weapons, keys with no locks and disgusting bits of food.

Though these tables were written with goblins in mind, any of these lists would work equally well for any savage or disorganized humanoids – be they mongrelfolk, ogres or troglodytes.

Use the table below to determine the kinds of things in the goblin’s pockets before consulting the relevant tables to determine the specifics.

D10

1	Utterly Worthless (1), Yummy Nibbles (1)
2	Utterly Worthless (1), Broken & Battered (1)
3	Yummy Nibbles (1), Broken & Battered (1)
4	Broken & Battered (1), Utterly Worthless (1)
5	Utterly Worthless (1), Shiny Treasures (1)
6	Yummy Nibbles (1), Shiny Treasures (1)
7	Broken & Battered (1), Shiny Treasures (1)
8	Utterly Worthless (1), Yummy Nibbles (1), Shiny Treasures (1)
9	Broken & Battered (1), Utterly Worthless (1), Shiny Treasures (1)
10	Yummy Nibbles (1), Broken & Battered (1), Shiny Treasures (1)



GOBLIN'S POCKETS: UTTERLY WORTHLESS

Use this table, to generate the utterly worthless things a goblin keeps in his pockets.

D%	
01-05	A fist-sized grey rock, smooth and round, perfect for skipping across a lake, though not much else.
06-10	A piece of string slightly too short to make an effective bootlace, even for a goblin.
11-12	A dried-out dead snake wrapped carefully around a gnarled branch.
13-14	A crude goblin effigy consisting of a lump of coal with two buttons glued on for eyes and floppy green leaves attached as ears.
15-16	A single copper coin, melted almost beyond recognition.
17-18	A crumpled piece of paper with a song written on it – currently it is wrapped around a fish skeleton.
19-20	A well-worn copper key, its teeth have obviously been crudely filed to the point where it will never fit its original lock.
21-22	A small squash has had a leering face carved into it.
23-24	A disturbingly soiled handkerchief, the colours splattered on it seem too vibrant to have come from a living person.
25-26	A shred of bright blue fabric, splattered with a dark crimson liquid.
27-28	A dull table knife that has been bent in three different places, as if it crumpled against thick armour.
29-30	The left arm and head of a doll; one of its button eyes is missing.
31-32	A potato serves as a pin cushion to collect bent pins and needles.
33-34	A rolled up piece of parchment is a half-scribed scroll of <i>fireball</i> , though it is completely inert.
35-36	A folded up napkin contains shards of chalk.
37-38	A collection of rusted, completely imbalanced arrowheads, each with a letter of the alphabet scraped into it.
39-40	A half-eaten left shoe soaked in brine.
41-42	A severed finger, bearing a tan-line where a ring has been recently removed.
43-44	A ripped dog collar, bearing a wooden tag with the name Bruiser clearly engraved on it.
45-46	A tuft of red hair, seemingly sheared from the foot of a halfling.
47-48	A small piece of reflective glass, likely broken from a larger mirror.
49-50	A piece of fabric that may have once been part of a tapestry, but now is simply full of pinholes where thread would once have been stitched.

51-52	An impossibly tangled ball of multi-coloured thread.
53-54	A small red brick, still bearing flecks of off-white mortar.
55-56	Teeth pulled from a shark or similar carnivorous creature.
57-58	A leather patch, seemingly torn from the elbow of a well-worn jacket.
59-60	The frame from a pair of reading glasses, its lenses long since lost.
61-62	A dingy grey feather roughly three inches long, stuck into a rotten plum.
63-64	A collection of stinkbug carapaces with their innards sucked out.
65-66	A handful of spent tindertwigs, their burnt shafts tell a grim tale of arson past.
67-68	A well-gnawed wooden skewer smells like it was likely once stuck through a piece of rancid meat.
69-70	A small jewellery box contains a relatively fresh humanoid eye.
71-72	Two strips of leather support a small triangle of filthy cloth, the implied purpose of which makes even stalwart adventurers shudder.
73-74	A small stuffed mouse, likely a cat's toy. It smells of some strange herb.
75-76	A large, well-groomed and heavily waxed moustache, some scraps of skin still cling to the back.
77-78	This battered clay pot has had the top cleanly removed, while the bottom is rotting away.
79-80	A tangle of copper wire, wrapped around a branch torn from a birch tree.
81-82	A small chunk of soapstone, carved into the likeness of a finger.
83-84	A piece of sculpted wood, so badly burnt only a faint pattern remains.
85-86	A crudely drawn map, consisting of a single dotted line leading to an "X" (though no other reference points are given).
87-88	A heavily oxidized brass nail, the deep green of a pine needle.
89-90	A torn piece of paper on which is written a partial recipe for apple pie.
91-92	A small grey feather, most likely from a pigeon.
93-94	A collection of fins ripped from fish have been threaded together to make a bracelet.
95-99	Roll twice on this table, the items are tangled together.
100	Roll thrice on this table, ignoring duplicate results. Grime and fluff cover the items.

GOBLIN'S POCKETS: BROKEN & BATTERED

Use this table, to generate the broken and battered things a goblin keeps in his pockets.

D%	
01-05	A scratched brass ring, all of the precious stones have been pried from their settings.
06-10	A small silver case has had a hole punched in it, likely from an arrow.
11-12	This small knife, the tip of which has snapped off, is otherwise still sharp.
13-14	A heavily used fork, none of its tines form a straight line.
15-16	An enormous belt buckle with a barely legible inscription reading "Best in the world" atop a two-headed eagle.
17-18	A small ceramic figurine has been crudely repainted enough times it is more paint than clay.
19-20	The finely wrought iron hilt of a dagger.
21-22	The brass ring from a door knocker bears scratches where it was savagely removed from its housing.
23-24	A short length of pewter chain, bent and shorn in places.
25-26	A handful of steel and iron arrowheads, broken pieces of shaft are still attached to some.
27-28	A well-used sling stone shows signs of gnawing.
29-30	A pocket watch rattles with sound of loose springs, cogs and gears; though its arms still turn, they do not keep the proper time.
31-32	A well-used iron key, its teeth have been heavily scratched and chipped.
33-34	A locket has had its painting defaced with a crude moustache.
35-36	A leather holster for a set of lock picks has been filled with bent and broken tools.
37-38	A small harmonica has only three intact reeds, allowing it to produce only a handful of sour notes.
39-40	A decorative pepper shaker, still full of pepper. It is shaped like an exotic cat, though one of its ears has broken off.
41-42	A ripped sack, it has some traces of white powder within.
43-44	A water-logged torch, so damp it will not light.
45-46	The bowl of a large wooden serving ladle, snapped clear of its handle.
47-48	A sharpening stone with a deep groove worn into the centre.
49-50	About 3 feet of tangled string with a small stone tied to one end.
51-52	A small box with hinges, though its lid has been misplaced.
53-54	The shards of a holy symbol of a sun god, collected in a filthy rag.

55-56	A fishing hook has been bent straight and thrust through a rubber ball.
57-58	A crude drawing of a masked face on this compass leaves only half the cardinal face visible.
59-60	A hammer head has surprisingly and impressively had its claws bent into separate directions.
61-62	A signet ring has had rocks strategically glued to it to change the insignia to something more suited to a goblin—an impaled eagle.
63-64	This cheaply-made magnifying glass has a large crack down the centre.
65-66	A small bird statuette has had its eyes gouged out and its wings broken.
67-68	A battered belt buckle displays a heavily scratched bull's head.
69-70	The trigger mechanism from a heavy crossbow; though intact, it is seized completely.
71-72	A small book has had many of its pages torn out and others folded into various animal shapes, which have been crushed between the covers.
73-74	A crumpled and torn wanted poster displaying the uncanny likeness of one of the PCs.
75-76	A wooden handle has come loose from its original utensil, leaving no clue as to its purpose.
77-78	A heavily scratched monocle has come detached from its chain.
79-80	A compass seems to have become completely and irrevocably magnetized—its needle just spins endlessly.
81-82	A leather strap with buckles that seems to have been torn from some article of armour.
83-84	A butterfly net has had a substantial hole torn in it and a wide variety of insect parts tangled in its mesh.
85-86	A battered tin cup has been crushed out of shape. It's handle is crushed flat to the cup itself and is unusable.
87-88	This small scalpel blade has been worn completely dull. Dried bloodstains and rust coat the blade.
89-90	A heavily defaced pendant is cast in the shape of an angel, though its wings have been snapped off leaving ragged stumps.
91-92	A beer stein large enough to serve as a goblin's helmet has eye holes gouged through it.
93-94	A well-worn paintbrush has only three lonely bristles remaining.
95-99	Roll twice on this table, the items have been nailed together.
100	Roll twice on this table, and once on the Shiny Treasures table. All three items have been tied together to form a necklace.

GOBLIN'S POCKETS: YUMMY NIBBLES

Use this table, to generate the “yummy nibbles” a goblin keeps in his pockets.

D%	
01-05	A half-eaten pickle on the end of a yellowed piece of string.
06-10	A lump of heavily boiled grey meat shows no clue as which animal it came from.
11-12	A damp brown bag containing three fish heads, all well past their prime.
13-14	A lightly toasted scorpion on the end of a stick; its tail has been bitten off.
15-16	Half an orange has had the majority of its juices squeezed out.
17-18	The stem of a pineapple, bearing numerous tooth marks.
19-20	This quarter of a waffle has been soaked in a foul smelling bluish liquid.
21-22	A half-eaten right shoe soaked in brine. Various root vegetables fill the shoe.
23-24	A hunk of half-melted butter wrapped in a thin slice of rank ham.
25-26	A small jar of pickled elf ears, plus a toe from some enormous humanoid.
27-28	This chunk of thigh bone from a massive bovine still has a few scraps of fresh, raw meat on it.
29-30	A heavily gnawed, rock-hard stale chunk of bread.
31-32	A shuriken with a different insect impaled on each of its tines.
33-34	A chunk of honeycomb still holding the candied bodies of several bees.
35-36	A sack full of stale bread crusts has just started to show signs of mould.
37-38	A jar of brightly-coloured birds soaked in brine.
39-40	A variety of dull feathers congealed in a mass of bright green gelatine. It is lime flavoured.
41-42	An open jar of some kind of grease or rendered fat, its source unclear.
43-44	This hunk of meat still has ruddy brown fur on one side, most likely from some type of canine.
45-46	The ragged gristle from a prime roast, left to age long enough to be chewy.
47-48	A withered hunk of meat soaked in something sticky – a number of still-living flies struggle to escape.
49-50	A shrivelled handful of raisins still on the vine.
51-52	A handful of raw bacon on a string – both the bacon and string are partly chewed.
53-54	A wooden skewer looks like it was once at the heart of a chunk of meat.
55-56	A sack of bird heads, roughly half of them have had their beaks bitten off.

57-58	Half a toad, the missing half is wrapped in greasy leaves, seemingly to keep it fresh. Green ichors stains the leaves.
59-60	A porous sack leaks stinking, harmless greenish ooze, which stains clothes and skin. The sack contains a lumpy, congealed stew.
61-62	An assortment of fish scales, fins and bird wings basted in clotted blood.
63-64	A strip of flesh has been torn from the haunch of an alligator, its hide still attached.
65-66	A green, half-eaten apple contains six half-eaten worms.
67-68	A rotten potato has grown long roots from its eyes, some of which have been woven together.
69-70	A large beetle, dribbling yellowish ichor, still wriggles on the end of a long skewer.
71-72	A small bag of sugar-dusted spiders' legs and rat tails. The whole smells musty.
73-74	A small pie powdered with dirt and filled with reddish clotted blood and giblets.
75-76	A meat pie has traces of whole birds within it—beaks, feathers, bones and so on.
77-78	This half-eaten frog is now just legs and the rear half. It is coated in mustard seeds.
79-80	A mouldy sponge, dripping with bacteria-laden liquids, wrapped in a filthy piece of leather.
81-82	A chunk of chocolate cake has become nearly petrified, seemingly more useful as a weapon than a snack.
83-84	A reddish paste, presumably the remnants of some fruit made into a crude jam, gives off a rancid stench.
85-86	A hunk of cheese is so covered in greenish fuzz it seems as though it may grow legs at any moment and run off.
87-88	A small pouch full of wriggling insects, specially selected for their size and bright colours. They taste strangely tasty.
89-90	Skin strips from the skull of a small stoat has been turned into a crude container for its well-marinated brain.
91-92	A jar of green olives has had the pimentos sucked out of them.
93-94	A sack of dried beans. Hidden within are several strips of beef jerky wrapped in a covering of oiled leaves.
95-99	Roll twice on this table, the items have been put together into a sandwich.
100	Roll thrice on this table; the items have been made into a hearty stew.

GOBLIN'S POCKETS: SHINY TREASURES

Use this table, to generate the shiny treasures a goblin keeps in his pockets. All the items herein are worth 1 gp or less.

D%	
01-05	A freshly minted gold coin from a kingdom hundreds of miles away.
06-10	An incredibly intricately etched brass button, clearly from an article of clothing far too large for a goblin.
11-12	A heavily scratched glass prism; in just the right light, it refracts light into tiny rainbows.
13-14	A beautifully tied bow has been ripped from the rest of its lacy ribbon.
15-16	A pair of small ceramic figures depict a bride and groom; the bottom of the figures shows minor signs of being gnawed.
17-18	A soapstone sculpture of a human hand, with its little finger missing.
19-20	A steel palm-sized cog; heavily charred as though by an extraordinary fire or explosion.
21-22	A pewter medal awarded to veteran soldiers of a neighbouring kingdom.
23-24	Five feet of green satin ribbon, covered in spots of what appears to be dried blood.
25-26	A band of leather, likely designed for sharpening a razor, now looks like it has spent more time rubbing against teeth.
27-28	A steel spur in remarkably good shape, despite having been removed from its boot.
29-30	A whetstone has a hole drilled through its centre, as if to sharpen the edges of a round weapon.
31-32	A small pair of finely made scissors, though the edges are dull.
33-34	A gold-plated spoon shows its underlying iron through a variety of scratches.
35-36	An inkwell with a small amount of still – good blue ink.
37-38	A small bag of marbles, including a larger cat's eye shooter.
39-40	A miniature doll, or maybe an effigy, made from bound straw and twine.
41-42	A spool of fine crimson thread tangled on a wooden bobbin.
43-44	An immaculately preserved eye, most likely from an elf, in a tiny jar.
45-46	A loose thread has a variety of multi-coloured buttons sorted from largest to smallest.
47-48	A tiny painting of a beautiful woman, seemingly taken from a locket.
49-50	A small, leering face, cast in brass, most likely once served as part of a charm bracelet.
51-52	What appears to be a gemstone turns out to be a smoothed piece of green glass.

53-54	A pair of delicate reading glasses in startlingly good shape.
55-56	An assortment of nuts and bolts, none of which match.
57-58	A small brass human figure, seemingly removed from the top of a trophy.
59-60	This fragment of impressively-wrought, supple chainmail, only a few inches square, is heavily rusted and tattered at the edges.
61-62	A small bar of lead, in a box soaking in a strange alchemical formula.
63-64	A vial filled with a bluish liquid, likely a potion that has been rendered inert.
65-66	A collection of well-polished animal and bird talons made into a bracelet.
67-68	A fistful of dented copper coins from a variety of kingdoms scattered around the world.
69-70	This small gourd has been filled with a viscous liquid that glows for a few seconds before it fades.
71-72	This twisted piece of steel about a half-foot long has scorch marks along its length.
73-74	A rather flat silk top hat covered in muddy footprints.
75-76	A stuffed goblin doll, overfilled with brightly coloured feathers from dozens of different varieties of bird.
77-78	A glass eye, its iris to pupil ratio obviously meant for an elf rather than a human.
79-80	A magnificent spear tip, coated with a fine layer of rust, just deep enough to cover a set of shallow runes.
81-82	What at first appears to be a great gem turns out to be a strawberry fossilized in syrup.
83-84	A gold tooth; some signs of blood and tartar still cling tenaciously to it.
85-86	An extremely gorgeous well-polished stone turns out to be an ancient and thoroughly-cleaned turnip.
87-88	A fist-sized chunk of off-white marble has alternating veins of pink, gold and black.
89-90	A half-dozen rings of silver still pierce this mouldering human ear.
91-92	A trio of coins from three kingdoms at war have been ironically melted together.
93-94	A tiny well-made fork wrapped in a beautifully embroidered cotton napkin.
95-99	Roll twice on this table; the items have been crudely welded together with lead.
100	Roll thrice on this table; the items have been combined into a surprisingly impressive crown.

ILLUMINATION

Perhaps the single most pervasive feature of a dungeon is near perpetual darkness. The darkness causes a serious disadvantage for surface dwellers exploring a dungeon and a great advantage for its denizens. With the exception of dwarves and half-orcs (who have darkvision) most surface dwellers must bring with them light sources if they wish to emerge again onto the surface.

Many dungeon denizens see clearly in all but magical darkness and some have developed other senses (including tremorsense, blindsight and blindsense). In battle, many dungeons denizens either instinctively keep away from sources of light or seek to quench them as swiftly as possible. There are five levels of illumination:

BRIGHT LIGHT

Areas of bright light include outside in direct sunlight and within the radius of a *daylight* spell. Such areas are rare in a dungeon.

- All characters can see clearly in area of bright light.
- Characters with light sensitivity or light blindness suffer the relevant penalties in areas of bright light.
- Characters cannot use Stealth to hide in areas of bright light unless they are invisible or have cover.
- Character with low-light vision can see twice as far as the normal radius of bright light.

NORMAL LIGHT

Areas of normal light include areas within 20 ft. of a torch or within the radius of a *light* spell.

- Characters with light sensitivity or light blindness do not suffer the relevant penalties.
- Character with low-light vision can see twice as far as the normal radius of normal light.

DIM LIGHT

Areas of dim light include that between 20 ft. and 40 ft. from a torch.

- Characters within dim light have concealment (20% miss chance) against those without darkvision or the ability to see in darkness.
- Characters in an area of dim light can make a Stealth check to conceal themselves from the sight of those without darkvision.
- Character with low-light vision can see twice as far as the normal radius of dim light.

DARKNESS

This is the natural condition of illumination in most dungeons.

- In areas of darkness, characters without darkvision are effectively blinded.
- In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (effectively all targets have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC and takes a -4 penalty on sight-based Perception checks and most Strength- and Dexterity-based skill checks.

SUPERNATURAL DARKNESS

Supernatural darkness is created by the *deeper darkness* spell.

- Even creatures with darkvision cannot see within areas of supernatural darkness.
- Creatures with the supernatural see in darkness ability (such as devils) can see perfectly in darkness of any type (including supernatural darkness).

COMMON LIGHT SOURCES

SOURCE	NORMAL	INCREASED	DURATION
Candle	n/a ¹	5 ft.	1 hr.
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft. ²	120 ft.	10 min./CL
<i>Everburning torch</i>	20 ft.	40 ft.	Permanent
<i>Faerie fire</i> (each target)	n/a ¹	5 ft.	1 min./level
Lamp bullseye	60-ft. cone	120-ft. cone	6 hr./pint
Lamp common	15 ft.	30 ft.	6 hr./pint
Lantern hooded	30 ft.	60 ft.	6 hr./pint
<i>Light</i>	20 ft.	40 ft.	10 min./CL
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.

1: A candle only provides dim illumination.

2: The light from *daylight* is bright light

LIGHT SOURCES & ILLUMINATION

Along with using mundane sources of light (which as well as phosphorescent fungi, the glands of fire beetles and so on) characters exploring the dungeon are well-advised to bring with them magical sources of light.

SPELLS: LIGHT DESCRIPTOR

Some evocation spells have the light descriptor.

- Spells with the light descriptor include *continual flame*, *dancing lights*, *daylight*, *faerie fire* and *light*.
- *Light* can be used to counter or dispel any darkness spell of equal or lower level. Such spells can be modified with the Heighten Spell feat to provide more potent sources of light.

SPELLS: DARKNESS DESCRIPTOR

Some evocation spells have the darkness descriptor.

- Spells with the darkness descriptor include *darkness* and *deeper darkness*.
- Nonmagical light sources do not increase the light level in an area of darkness.
- Creatures with darkvision can see in an area of darkness without penalty.
- *Darkness* can be used to counter or dispel any light spell of equal or lower level. Such spells can be modified with the Heighten Spell feat to provide more potent sources of darkness.



ILLUMINATION: BRAZIER

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

D%	
01-05	A simple iron brazier hangs on chains from the ceiling.
06-10	This terracotta brazier looks like a pot-bellied man, his stomach left open to hold coals and smoke streaming from his mouth.
11-12	A carved dark wooden dragon curls protectively around this brazier, as if it held countless jewels.
13-14	This polished brass brazier looks like a sun, metal rays stretching a foot all around.
15-16	A heavy iron chest with its lid removed is being used as an improvised brazier.
17-18	Etched fairy tale creatures dance around the outside of small silver braziers lighting the room.
19-20	This iron brazier tilts dramatically thanks to a broken leg. A simple push will likely spill its load of burning coals.
21-22	The white marble brazier reflects the coals glowing in its bowl.
23-24	A graven eye tops this marble obelisk, light radiating through it from the coals in the plinth.
25-26	Golden vessels carved like foo dogs hold coals in their backs, shedding a warm light in the room.
27-28	A chunk of hollowed-out petrified wood is blackened from long use as a brazier.
29-30	This jade brazier is cunningly carved to look like an open-mouthed frog.
31-32	This brazier floats in a flower-strewn pool big enough for two, the warm water steaming in the cool air.
33-34	Scenes of hellish torment dominate the exterior of this tarnished brass brazier.
35-36	The base of this heavy brazier looks like a giant hand emerging from the ground.
37-38	This brazier, made of mud bricks, resembles a warm hearth, needing only a dog curled up in front of it to complete the homely image.
39-40	This basic iron brazier is rusting badly, making it look like it could fall apart at any moment.
41-42	Imps dance on the rim of this iron brazier.
43-44	Large iron goblets function as fire-filled braziers.
45-46	Small holes in this black enamelled brazier glow like stars in a night sky.
47-48	Entreaties to the goddess of fire are etched on this brass brazier.
49-50	A dragon's claw, masterfully carved down to the scales, holds a handful of coals as a brazier, talons curling above it.
51-52	White sand fills this sandstone brazier, a pile of dark coals nestled in the centre.

53-54	A sullen, fitful reddish glow emanates from the brazier in this room, providing dim light.
55-56	Smooth gray river stones form a nest that holds a mass of glowing coals.
57-58	An iron brazier nestles in a hollow in the top of a wide tree trunk.
59-60	Jewels around the rim of this brazier complete the image of a silver crown. (A DC 20 Appraise check reveals they're glass.)
61-62	The brazier is tucked away behind a decorated waxed paper screen, causing it to throw shadow scenes of a battle on the room's walls.
63-64	An upside down giant's skull rests on a simple wooden stand, serving as a brazier.
65-66	Bleached bones held together with wire hold flaming coals in a macabre brazier.
67-68	A simple repurposed brass cauldron serves as a brazier.
69-70	What looks like a smoking pipe enlarged by some sort of magic holds a pile of glowing coals.
71-72	The light from the coals reflects the veins in the black marble brazier.
73-74	Smoke from the braziers hangs along the ceiling, making breathing difficult. (Characters must make a DC 10 Fortitude save or choke and cough for 1d6 rounds.)
75-76	A garish paint job does little to hide the poor quality of these braziers.
77-78	The brazier is cunningly crafted to appear like a treasure hoard, the red coals looking like rubies in a pile of golden coins.
79-80	Symbols in a strange alphabet surround the rim of this brass brazier. (The runes are Ignan.)
81-82	Carved red-stone salamanders stand guard over this brazier, their curling tails forming its basin.
83-84	Sweet smoke drifts cloyingly from the room's braziers, masking any other scents in the area.
85-86	A badly dented breastplate serves as a makeshift brazier.
87-88	Dancing flames give a hellish look to the imposing obsidian brazier.
89-90	A hollow near the bottom of the floor-to-ceiling block of granite holds glowing coals.
91-92	A jagged crack mars the iron brazier, evidence of a sword or axe strike that apparently went awry.
93-94	A blue stained glass piece stands in front of the brazier, colouring the room as if it were underwater.
95-99	This ceramic brazier looks like a demon's head, maw gaping upward.
100	Coals fill a depression in the top of a block of ice, some magic keeping it from melting.

ILLUMINATION: CANDELABRA

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

D%	
01-05	White candles sit in simple beaten tin holders on tables and other surfaces around the room.
06-10	One-foot-tall iron lanterns hang from hooks on the walls; glass protects the lit candles inside.
11-12	Rows of white tapers line an altar, radiating warm yellow light throughout the room.
13-14	An elegant statue of a mermaid holds a trident, its tines replaced with a trio of black candles.
15-16	The chandelier resembles a swooping dragon, candles shining along the leading edges of its wings and in its mouth and eyes.
17-18	The spartan use of candles in this chamber provides just a few pools of radiance.
19-20	A massive foot-round candle with numerous wicks hangs in a silver cage from the ceiling.
21-22	Candles are set behind blue stained glass in wall niches, creating an effect like being underwater.
23-24	This nine-branched candelabrum, one arm rising slight above the rest, holds burning wicks in small pools of scented oil rather than candles.
25-26	Red candles sit on the bleached skulls of small humanoids; the melting wax looks like blood.
27-28	The red-stained metal chandelier creates the impression of a hovering firestorm.
29-30	This simple wrought-iron candelabrum holds a dozen candles on metal spikes.
31-32	Candles hang off a smooth mahogany carving of a tree, as if they were falling autumn leaves.
33-34	The eye sockets of carved marble skulls glow with the light of candles burning inside.
35-36	Mounted animal heads line the room, candles between the tines of their impressive antlers.
37-38	This pair of brass candlesticks, covered in tarnish and wax, badly needs cleaning.
39-40	These simply painted wooden candleholders are the spitting image of a miniature lighthouse.
41-42	A simple wooden chandelier holds a dozen candles on each of its two cross arms.
43-44	The skeleton of some spiny-backed lizard is mounted with candles ascending along the spine.
45-46	The golden chandelier features three rings of arms radiating outward, each holding a candle.
47-48	Round glass cylinders sit on tables, each protecting the remaining stub of a candle.
49-50	A five-armed candle tree made of iron sits on the floor in each corner of the room.
51-52	Candles are scattered around the chamber, wherever a reasonably flat surface can be found.
53-54	Dim light radiates from candles placed in the open visor of suits of armour lining the walls.
55-56	Bas-relief in the walls depict wise elves holding lanterns; nooks at the appropriate spots allow candles to be placed in the engraved lanterns.
57-58	Carved figures of humans, apes and fantastic beasts cavort among exotic foliage in the gilding covering the impressive candlesticks.
59-60	Multihued wax covers the wall and floor below an array of melted candles on a simple stand.
61-62	A bank of candles sits behind falling water, the light sparkling through the rushing liquid.
63-64	Broken swords form a deadly-looking candelabrum, tapers impaled on the points.
65-66	Serpents carved from jade curl up the two-foot-high silver candlesticks.
67-68	A lifelike stone statue of a woman has a mass of petrified serpents instead of hair; a glowing green candle tops each snake head.
69-70	Small mirrors behind the candles magnify their brightness. (They double the radius of the candle's normal illumination.)
71-72	Crystals on golden chandeliers send small rainbows spinning around the room.
73-74	Gnarled sticks are cut flat along the top to hold a candle, spreading branches acting as feet to form a stable base.
75-76	This chandelier features a hunting scene around its rim, candles backlighting figures of riders and hounds chasing a fox through the woods.
77-78	An imp, carved from marble, holds an upright candle in its outstretched hands.
79-80	The lantern is shaped like a dragon head, a flame emerging as if it were breathing fire.
81-82	A candle floats on a lily pad in a glass bowl full of water. Below it, swims a small goldfish.
83-84	A miniature dragon, sculpted from dark wood, curves possessively around a long taper.
85-86	Ornate trim lends elegance to the three-branch bronze candelabrum sitting on a table.
87-88	A statue of a man transforming into a tree, arms upraised with spreading fingers becoming tree branches, hold two-dozen candles.
89-90	These blown-glass ornamental candlesticks look like glowing flowers.
91-92	Candles hang on black wires from the painted black ceiling, creating the illusion of a starry sky.
93-94	This bronze lantern shaped like a lion's head holds a single candle.
95-99	Coloured silk balls hang from wires strung across the room, each glowing from a candle inside.
100	Small white paper balloons shed light as they float just below the ceiling, an opening at the bottom revealing a candle suspended inside.

ILLUMINATION: FIREPLACES

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

D%	
1	This simple cube of red brick is behind a scorched metal grate.
2	A decorative stone arch over a flat stone floor. Recently swept clean of soot.
3	An uneven hutch in the wall, smashed out crudely with a hammer or pickaxe.
4	A square opening decorated with hand-carved tiles, within and without.
5	A plain hemispherical niche pierces the wall.
6	A squat cube extending 2 ft. from the wall. Metal racks allow it to double as an oven.
7	Two pillars flank a square opening; a low iron fence blocks its lower half.
8	This fireplace is recessed slightly into the wall. Metallic meshes surround the other three sides.
9	This circular pit, shin-deep, features iron poles supporting a ceramic half-dome and chimney.
10	Dark stone around the fireplace is carved to resemble a hollowed tree.
11	A raised dome on a dais. A lever on the left turns a spit through the centre.
12	A brick rectangle within a wall. Several bricks along the mouth are broken or missing.
13	The marble mouth of this fireplace is embellished with etchings of ivy.
14	A box of dark steel, with a sliding grate door, clearly of dwarven make.
15	A brick pyramid protruding from the wall. The point ascends upward as the chimney. The mouth is likewise triangular.
16	The floor of this open-faced brick cube holds a slightly depressed floor filled with warm coals rather than racks for logs.
17	Steam wafts from this circular depression filled with bubbling spring water.
18	Smoke rises from the holes in this plaster dome's roof. When lit in darkness, they glow like eyes.
19	Twin brass braziers filled with coals stand abreast in an alcove. Both have a bowl in the centre for burning incense.
20	The hearth begins a simple cube with a square mouth. Further extension opens the fire pit into the room; a half-circle of bricks forms a low wall.
21	This metal furnace rests on stout legs. A copper pipe piercing the ceiling serves as a chimney.
22	The fireplace is large enough for a human to enter. Shadows and scorch-marks demonstrate the flames nearly reach the top.
23	Brick pillars form the corners of this glass chamber. A side door opens to allow access.
24	Bookshelves are carved into the stone chimney above this simple hearth.
25	The mouth of the fireplace is slightly elevated. A small cabinet beneath contains wood and tools.
26	This forgotten grey stone hutch is cold and choked with webs.
27	A cylindrical half-pillar protrudes from the wall; a bronze grate bars a circular mouth at its base.
28	A simple round hole, in a wall carved intricately in flame designs.
29	A rectangular slot two meters wide. An iron rack filled with tinder rests within.
30	A pillar in the room's centre serves as a chimney for square hearths beneath stone mantelpieces.
31	The hutch's walls are lined with reflective metal or glass, which greatly intensifies the light produced within and projects it into the room.
32	Beneath an iron arch, an ashy screen blocks sparks that fly from inside.
33	The mantel is forged of hard glass, displaying the flames in all directions.
34	The glossy tiles framing this fireplace gleam in the flickering light.
35	The tines of the grate have been shaped into trees, giving the lit hearth the appearance of a burning forest.
36	This brick fireplace has exploded, spraying stone and wood shrapnel across the room.
37	A hutch in the wall at arm's height contains a large metal bowl of coals and tinder.
38	An arch of polished stone covers a circular bed of pebbles. Wood is piled neatly atop.
39	A circular port in the wall opens into a dome. Metal webs form three racks across its width.
40	An open hole in the room's centre, cut 3 ft. deep. Ash surrounds its rim, staining the floor.
41	Rotten boards bar this brick fireplace.
42	Marble bricks comprise the frame and rear of this fireplace. An iron grate holds seasoned logs.
43	Scattered ash lies in the centre of this steel inset, which is polished bright as a mirror.
44	Recessed deeply into the wall, this steel column has a sliding panel at its base. The chamber smells of ash and scorched metal.
45	This enormous 10 ft. wide stone hearth, dominates the room's largest wall. Its mouth is blockaded behind a waist-height brass fence.
46	Though the fireplace itself is unadorned wood and stone, the knick-knacks resting on the mantel evoke nostalgia.
47	The interior of this furnace has been painted, only slightly faded, to resemble the surrounding landscape in winter.

48	A crack runs up the centre of this brick cube, taking an arm's-length chunk out of the chimney.
49	Ivory and silver have been worked over the smooth stone of the fireplace.
50	This hearth is swathed in gold plating, each edge covered in unique etchings.
51	This narrow recess is fitted with several rows of candelabras holding melted candles.
52	Spotlessly clean, it is obvious this marble fireplace has not been used in some time.
53	A soot-filled triangular hutch pierces the wall.
54	Once bright red, rust from the iron grate of this fireplace has stained the bricks a dusky orange.
55	A shallow pit under an adobe dome contains bits of burnt wood, bone, leather and a broken sword used as a poker.
56	Though its interior and body are mortar and stone, a stained shell of cedar covers the hearth.
57	A dark archway tops a trio of black stairs. Recessed into the wall is an oblong chamber containing a fire pit.
58	Ensnared behind thick glass, the back of this fireplace is adorned with a painting of a noble-looking woman.
59	Shreds of half-burned parchments and scorched glass are mixed among the tinder in this low, stocky fireplace.
60	This fireplace has an arched mouth.
61	This darkwood hearth stands cold and abandoned, coated in slime. A brass plate reading "Meritxell" adorns its mantel.
62	The red brick of this fireplace stands strikingly against its white marble mantel.
63	The hearth's frame of white stone is carved into skeletal arms, hands clasped over the fireplace.
64	An obsidian nymph and an ivory succubus are carved into pillars flanking this chimney's mouth. The scent of ash and roses fills the room.
65	Glass flowers catch the light from the flames beneath them, splintering the glow about the room. The lowest petals are slightly melted.
66	The back of this metal box furnace has a latch almost buried beneath a layer of ash.
67	A narrow hutch in the wall, about 3 ft. off the ground, appears to have been overloaded. Streaks of soot trail from its edge.
68	A swaying metal sphere hangs from an iron pipe.
69	This plain fireplace, save its grate, represents a gaping monster's maw.
70	This obsidian mantel's colouration disguises both scorch-marks and the presence of soot.
71	Each brick in this spherical hearth is of a different stone, giving it a patchwork appearance.
72	This stone mantel once bore an ornate mural. Time and heat have worn it away.
73	Composed of pebbles and gravel adrift in mortar, this fireplace seems designed by a child.

74	The slate in this hearth matches stones found in the nearby countryside.
75	A narrow ivory mantel as thin as a human man. A greenish metal screen restricts its mouth.
76	Only a stone interior protects this otherwise wooden fireplace from its own heat.
77	This free-standing hearth is composed of brass save its stone base.
78	Smooth porcelain frames this elegant mantel, cordoned off by a high iron fence.
79	A simplistic hearth, devoid of decoration; a set of faded, handmade idols rests on the mantelpiece.
80	This iron furnace is shaped as a corpulent fiend. A hole in its belly serves as the fireplace. When lit, its eyes glimmer, and smoke belches forth.
81	A narrow aperture in the wall lined with brick. The inverted column continues to the ceiling.
82	Ravaged by looters, only the bare frame of this fireplace remains, an echo of lost beauty.
83	Mounds of bricks from the collapsed chimney choke the mouth of this greyed old mantel.
84	The circular mouth of this fireplace is adorned with sunburst-pattern carvings.
85	This granite and quartz hearth boasts no less than three fireplace mouths.
86	The ancient stones of this fireplace and chimney stand stark against newer brick walls.
87	Crafted of quartz, the uneven surface of this hearth is polished to glitter like gems.
88	Singed parchments and false hair mingle in the ashes of the hearth.
89	Adorned with opalescent stones, the room about this hearth is decorated with elaborate reflections of colour when the fire is lit.
90	This hutch is no more than a pile of carefully balanced rocks.
91	Marble statuettes of birds and flowers decorate the exterior of a blue-tinted brick archway.
92	The stones around this old hearth have been meticulously carved with the crests of every noble family to have ever resided nearby.
93	Redwood frames around the stone arch of this fireplace form an expansive armoire.
94	An ornate set of steel tools – tongs, pokers and the like – rest above the mantel.
95	A wasp hive blocks the dusty chimney of this cold hearth.
96	Deep cuts mar a third of this fireplace mantel.
97	This chimney is flush with the wall, its mouth blockaded by a miniature spiked fence.
98	A marble mantel with bronze insets, dominated by a plate depicting a serpent and a lion at war.
99	Etchings of planar alignments along the arch dominate this hearth.
100	An elaborate sculpture of a red dragon's gaping maw juts from the wall, the fire pit in its lower jaw. Its horns serve as a wood rack.

ILLUMINATION: LANTERNS

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

D%	
01-05	The brass and glass lanterns are illuminated by gleaming, phosphorescent mould.
06-10	Glowing insects flit about within a sealed glass orb, providing a strange, dim light.
11-12	The lantern's candle is shielded from draughts by a cylinder of translucent parchment, which may catch aflame if it is jostled or moved.
13-14	This rectangular lantern uses panes of horn, rather than glass.
15-16	The lantern is made of a cylinder of cast iron, with trefoil apertures for its light.
17-18	Carved out of stone, this heavy, ornamental lantern is marked with worn sigils.
19-20	Sided in painted silk and using a bamboo frame, this lantern has an exotic look about it.
21-22	The lantern, round and coloured in vermillion, is fragile and made from thin paper.
23-24	This paper lantern floats through the air, the heat from its candle causing it to drift in a gentle breeze.
25-26	The lantern has been crudely fashioned by hand in tin, possibly by a child.
27-28	The tallow within this nondescript lantern smells sweet and vaguely cloying.
29-30	Elaborate iron ribbing in a floral design casts great and disquieting shadows from this lantern's sides.
31-32	The lantern is carved from an enormous gourd.
33-34	Fashioned from intricate blown glass, this lantern, which hangs from a chain, resembles a squid or an octopus.
35-36	The glass panes of this lantern are shattered and broken. Reddish-brown stains splatter it.
37-38	The lantern stands on a stout iron pole with a wide, rounded foot. It is quite heavy, but may be moved or knocked over.
39-40	The lantern is held in the hand of a life-size statue. The statue is designed so the lantern can be removed.
41-42	This lantern contains one, large aperture, giving it a focused beam that cuts through the gloom, but leaves the rest of the room in shadow.
43-44	Each side of this four-sided lantern is covered by a theatrical mask; the light shines through the masks' eyes and mouths.
45-46	The lantern is made to resemble an angel; its wings flutter as it is carried.
47-48	The lantern exudes intense heat, and burns anyone or anything that touches it.

49-50	This metal lantern is shaped in the form of a phoenix, with the light streaming from its body.
51-52	The panes of this lantern are red, shedding a ruby glow on the whole chamber.
53-54	A paper spinning cover causes ambulatory bright cut-outs to move around the room.
55-56	Cunningly crafted as a metal globe, the pin-points piercing this lantern shine a virtual firmament across the ceiling of this room.
57-58	The lantern is shaped to resemble a large pig, pierced by many stars.
59-60	Dozens of tiny lanterns shaped like fruit hang from a great metal "tree."
61-62	The lantern is fashioned in the shape of a lotus, bearing an ever-burning seed head.
63-64	Strobe light emanates from this lantern, using a heat-spinning shade.
65-66	The lantern is made of brass in the form of a seafaring ship. The flame is protected by glass sails.
67-68	Shaped like an owl, this lantern's saucer eyes stream light.
69-70	The light source of this lantern is a glowing gem.
71-72	The light of this lantern is pale and white, giving everything a macabre pallor.
73-74	This tarnished lantern hangs from a long chain attached to a staff.
75-76	Diamond shaped, and possessing dozens of glass facets, this lantern sheds a clear, bright light.
77-78	The lantern resembles a bird cage, with little metals birds that "fly" around the central flame.
79-80	When lit, this lantern rings a half dozen tiny bells, creating a pleasing tintinnabulation.
81-82	Made of bronze, this lantern resembles an obese and grotesque fiend.
83-84	Constructed of wrought iron, this lantern is armed with vicious looking spikes.
85-86	This lantern is round and constructed from a woven lattice of wood.
87-88	Made of silver, the lantern's sides are pierced hundreds of times to create a geometric, puzzle-like sequence of symbols.
89-90	The lantern is made to resemble a lantern archon, though it is inert metal.
91-92	A burning hand of glory is the wick of this lantern.
93-94	The lantern is made from a humanoid skull.
95-99	The lantern is the source of a <i>darkness</i> spell and spreads magical shadow.
100	The lantern's light is shed by a will o' wisp or other dangerous, luminescent, creature.

ILLUMINATION: MAGICAL LIGHTS

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

D%	
01-05	Candles in ornate golden lanterns on the walls burst into light upon command.
06-10	A full-length mirror glows magically, illuminating the area. (It functions as a hooded lantern.)
11-12	Shadows cast in this room turn from dark to light, brightening whatever they touch.
13-14	<i>Dancing lights</i> spring to life, circling in a lazy orbit around each living creature in this room.
15-16	Bas-reliefs of dragons on the walls breathe a steady stream of fire and act like torches.
17-18	Humanoid skulls placed on small altars around the room glow with a pale green light.
19-20	Candle flames dance merrily in time to a haunting melody.
21-22	A brazier blazes to life, red coals sending a pillar of flame skyward.
23-24	The golden floor candelabrum stretches its four arms toward anyone moving nearby, presenting candles for easy lighting.
25-26	Illusions of a full moon and stars shine from the ceiling, providing a cool light. (The light is considered true moonlight.)
27-28	An ornate silver chandelier spins merrily, crystals generating rainbows that flit about the room.
29-30	Any non-magical light source brought into the room gutters as the flame leaps to ignite wall-mounted lanterns.
31-32	Crossed swords mounted on the walls shed light like torches.
33-34	Rough pentagrams painted on the walls glow with a hellish light.
35-36	A glowing white mist covers the ceiling of this room, illuminating everything below.
37-38	Liquid running down the walls glows dimly with a phosphorescent light.
39-40	Torches set in sconces on the wall blaze incandescently, too bright to look at directly.
41-42	A crackling whisper emanates from the glowing brazier. (It repeats nonsense phrases in Ignan over and over.)
43-44	A creature carrying a light source entering the room is surrounded by 1-4 <i>mirror images</i> , also shedding light. (The images disappear as normal or once the subject leaves the room.)
45-46	Finger-sized fire beetles caged in glass balls mounted like lanterns light the room.
47-48	Glowing rocks, looking like eggs, sit in a nest in a corner of the room.
49-50	A diffuse light radiates from inside an ice sculpture of a witch with outstretched hand.
51-52	A firepit in the middle of the room sheds light but no heat or smoke.
53-54	Light shines from the eyes and gaping fanged maw of a demon face carved into the wall.
55-56	Gemstones embedded in the walls glow in red, blue and green hues.
57-58	Ghostly torches materialize in silver sconces, shedding a pale light.
59-60	Brightly glowing crystal dust lazily spills from one end of an hourglass to another.
61-62	Footprints glow for a minute with each step in this room, shedding a dull illumination.
63-64	Glowing figments shaped like pixies dance around the ceiling of this chamber.
65-66	A ball of light seems to hang from shepherds' crooks along the walls.
67-68	Birch trees grow upward with leaves made of golden light.
69-70	A golden bird cage hangs from the ceiling, a ball of light floating inside.
71-72	A bright geyser leaps from a lighted fountain.
73-74	Illusory snow drifts down from seeming storm clouds, reflecting light and brightening the room. (Illumination is increased one step, though the snow causes a -4 to Perception checks.)
75-76	The sun traverses a cloudless illusory sky in this room. (The light is considered sunlight.)
77-78	Toy catapults sit on shelves. They throw balls of light that floats the air for 10 minutes.
79-80	Sunflowers glow like their namesake. (Eating a seed from the sunflower makes a character's eyes glow and bestows darkvision for 1 minute.)
81-82	Where sconces should be, stone hands clutching glowing crystal balls protrude from the walls.
83-84	The strangely crimson torch flames in this room pulse to the beat of a heart.
85-86	Multicoloured sparks, like miniature fireworks, fly from the candles in this chandelier.
87-88	A rainbow stretches between two crystals set high in opposite walls, radiating multihued light.
89-90	<i>loun torches</i> lazily orbit suits of plate armour standing sentinel in this hall.
91-92	An animated iron imp at the centre of a chandelier casts a cantrip, lighting its candles.
93-94	Glowing carp swim in a pool in the centre of the room, throwing light and strange shadows across the walls.
95-99	Green crystals radiate an oddly nauseating light. (Any creature that can see is sickened for 1 hour unless it makes a DC 15 Fortitude save.)
100	<i>Faerie fire</i> lines any living creature entering the area (brightening an area 5 ft. around her by one step).

ILLUMINATION: TORCH SCONCES

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

D%	
01-05	<i>Everburning torches</i> are locked into sconces in the wall. (Removing them destroys them; the magic fades over one hour.)
06-10	The torch sconce is rotated sideways, as if it were used to open a secret door or deactivate a trap somewhere in the area.
11-12	Torches stick out of buckets of sand.
13-14	Skeletal arms jut from the walls, ready to take torches in their bony grips.
15-16	Steel masks hang from the walls over torches, fire seeming to emanate from the eyes.
17-18	Numerous burning torches set along the base of the wall make it look as though it were on fire.
19-20	The stone torch sconces seem to be one with the wall; they are likely created by magic.
21-22	Torch flames dance fitfully in a light breeze.
23-24	A bronze-plated sconce holds crossed torches.
25-26	This marble sconce is carved to look like a priest holding up his hands to cup the torch's flame.
27-28	The basket from a sword hilt adds decoration to the fine steel sconces on the wall.
29-30	The dull metal plate, a thin line of red enamel around the border, holding the sconce to the wall is shaped like a coffin.
31-32	The stone sconce looks like a grasping tentacle curling around a wooden torch.
33-34	The local lord's insignia stands out in relief on this metal torch sconce.
35-36	The sconces in this room are rusted; the broken metal is unable to hold a torch.
37-38	The torches are set in front of polished small steel shields, which reflect the dancing flame.
39-40	This sconce looks like an inverted sword, the torch sticking out of where the hilt should be.
41-42	The brass torch sconces look like dragon's claws, detailed down to the smallest scale.
43-44	Curved ram's horns mounted to the wall hold torches at regular intervals.
45-46	This golden sconce looks like an angel, wings spread and holding up a torch as a light.
47-48	Dead vines and other plants surround this obviously little-used torch sconce. (If left here for more than 15 minutes, a lit torch starts a fire.)
49-50	A foot-long chain ends in an iron shackle, holding up a torch set in a small notch in the wall.
51-52	This bronze sconce looks like a centaur archer, the torch held horizontally in place of the arrow in his bow.
53-54	Tarnish covers the plain brass torch sconces.
55-56	Small rubies set in this ornate silver sconce glow in the torchlight as if lit from within.
57-58	A pair of metallic snakes twine around this caduceus-like sconce, which ends in a pair of wings around the torch flame.
59-60	Simple metal cups hold smouldering torches.
61-62	A full-size marble bas-relief of a charioteer, with suns instead of wheels, lines the wall, slots for torches in the spokes. (Light from torches placed here is considered sunlight.)
63-64	Four torches radiate from this floor-mounted sconce, one pointing in each cardinal direction.
65-66	Moisture drips down the walls, reflecting streaks of light, and causes the torches to hiss and spit as droplets hit the flame.
67-68	Remnants of oil-soaked rags lie below the sconce, something having ripped apart the torch.
69-70	The torch sconces look like upside-down hollowed-out unicorn horns, but a closer examination reveals they're ceramic.
71-72	An eerie green flame emanates from the metal torch, its head full of alchemical reagents.
73-74	A pile of smooth river stones forms a small base that precariously holds a torch upright.
75-76	Insects flit around the torches, occasionally immolating themselves in the flame.
77-78	Smoke from the torches fills this room, making your eyes water. (PCs who fail a DC 15 Fortitude save are dazzled for 1d6+2 rounds.)
79-80	Marble elephant heads hang on the walls, their trunks curling up to hold torches.
81-82	The bright steel torch sconces have been immaculately cleaned.
83-84	Smoke from the torches bears an acrid stench.
85-86	This sconce, woven from strips of iron, looks like a basket; glimpses of torch light shining through the staves and weavers.
87-88	Bone and feather fetishes, superstitious wards against misfortune, hang from the sconces.
89-90	This sconce looks like it will still hold a torch despite broken shards of metal jutting out. (Anyone placing a torch in the sconce suffers 1 slashing damage.)
91-92	The torch holder is crafted to suggest a golden goblet full of fire.
93-94	Dust falling into the torch causes it to flicker with blue flame.
95-99	Some small bird or rodent has built a nest on this torch sconce, littering the floor with refuse.
100	Some dirty material seems to cling to the iron sconce in this chilly room. (The material is a small piece of brown mould that grows to a 5-foot patch if a torch is placed in the sconce.)

ILLUMINATION: TRAPS & TRICKS

While lighting features are essential for many creatures, they're not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex and necessary lighting fixtures make a perfect subterfuge. The traps and tricks here are examples of such features that can be used to turn the lighting in an area to its owners' advantage.

BLAZE OF FIERY DEATH

With braziers, candles and torches all generating flame, it's natural to incorporate fire into lighting-based defences. A wide range of options is available for cunning dungeon designers, from candles igniting objects carried by explorers to torches licking out at passers-by like a *produce flame* or *scorching ray* spell, to braziers summoning a fire elemental to deal with intruders. Almost any fire spell can be incorporated into a trap, such as a pair of braziers set up to prevent anyone from passing without permission.

BLAZE OF FIERY DEATH CR 5 (1,600 XP)

The braziers on either side of the hall suddenly blaze hotly, a wall of flame stretching between them.

Search DC 29 Perception; **Type** Magic (*wall of fire*)

Disarm DC 29 Disable Device (2d6 rounds); activates on DC 24 or less; **Bypass** Speaking the password suppresses the braziers' magic for 1 minute.

Destroy Destroying one of the braziers (AC 4, hardness 10, hp 60, DC 28 Break) defeats the trap.

Trigger Proximity (walking between the braziers); **Reset** Manual

Effect When triggered, this trap has the following effects:

Wall of Fire: Walking between the braziers without suppressing their magic causes a *wall of fire* to appear between them, engulfing the person who set off the trap and blocking the entire hall. The wall deals 2d6+7 fire damage to the creature caught in it; 2d4 fire damage each round to creatures within 10 feet of one side; and 1d4 fire damage each round to creatures 10-20 feet of that side. The wall lasts until it is deactivated by speaking the password. Doing so causes the wall to disappear and the braziers to become quiescent for 1 minute, at which point the trap resets.

LIGHT BURSTS

Lighting features can be difficult for intelligent dungeon dwellers to turn into traps, as often the creator is just as — if not more — dependent on the illumination as the intended target. Still, with preparation, increasing or decreasing the level of light can give one side an advantage in battle. In this trap, plunging targets into darkness and then letting sudden bursts of light leave them blinded and bewildered can allow a quick escape by the trap's designer or give an edge to a foe that doesn't need vision.

This trick can add a little excitement to what might otherwise be a static fight. It's fun to use in a room where the

features can change, with things being in different locations every time the PCs can see. It works very effectively with animated objects and other constructs as part of a layered defence.

LIGHT BURSTS CR 3 (800 XP)

Flashing bursts of light penetrate the darkness in rapid and random succession, destroying night vision and leaving spots dancing in front of your eyes.

Search DC 26 Perception; **Type** Magic

Disarm DC 26 Disable Device (2d6 rounds); activates on DC 21 or less.

Destroy Destroying the dozen wall-mounted lanterns (AC 4, hardness 6, hp 20, DC 20 Break) defeats the trap.

Trigger Manual (command word); **Reset** Manual

Effect When triggered, this trap has the following effects:

Darkness Upon command, the lanterns suddenly gutter, plunging the area into (non-magical) darkness.

Blinding Flashes Starting in the second round, lanterns randomly burst back into impossibly bright life for a split-second. Creatures in the room must make a DC 11 Fortitude save each round. Success leaves the creature dazzled (-1 to attack rolls and sight-based Perception checks) for 1 round; failure rendering it blind for one round. Sightless creatures are not affected by the flashes; creatures are unaffected on a successful save and dazzled on a failed save.

POISON CANDLE

This simple trick is used by assassins, who replace a candle in a bedroom so the victim dies in his sleep. A brave killer may use it while remaining in a room after taking precautions to resist the poison. The specific poison can be replaced with any other inhaled poison and the trap could also work with a torch.

POISON CANDLE CR 4 (1,200 XP)

The candle flame dances merrily, releasing a sweet perfume.

Search DC 25 Perception; **Type** Mechanical

Disarm A poison candle can be disarmed simply by blowing it out and does not require a Disable Device check — it's not possible to remove the poison from the candle.

Destroy Destroying the candle (AC 0, hardness 0, hp 2, DC 10 Break) defeats the trap.

Trigger Lighting the candle; **Reset** Manual (relighting the candle)

Effect When triggered, this trap has the following effects:

Poison Gas As the candle burns, it releases poison gas that spreads 5 feet from the candle every 10 minutes until it fills a 20-foot cube. The gas lingers — exposing the victim to another dose every round he inhales it — until the candle burns out or is extinguished, or it is dispersed by light or stronger wind.

Poison Candle poison—inhaled; *save* for 2 rounds; *effect* DC 11 Fortitude; *frequency* 1/round; *effect* fatigue/1 Con damage; *cure* 1 save.



"Argh," caravan master Tur Strohm groaned. "Ye are asking a steep price for caravan guarding. It's true what they say 'bout adventurers. Thieves all! Of my money! Ah, not much choice for me though. These winter the hills are crawlin' with gobbo buggers. But, seein' yer prices, I guess you saw the posts as well."

The man scratches his hairy chin, still contemplating the offer, when the tavern door opens and a bunch of young men in arms struggle inside. They are battered and dirty. One clenches his shoulder, insisting to his companions that the spreading dark red spot is 'merely a flesh wound'. They stumble to the bar, one of them ordering the cheap beer and counting out what seems to be his last coin.

Tur catches the hurt one's eye, and shakes his head.

"I see lots of people read those posts. More fools to go a-hunting the hills, trying to catch a gobo with its gold. Fools."

He shouts the last word into the tavern, eliciting annoyed gazes from the adventurers and amused looks from the rest.

"Fool! Is no gobo that has any gold! Ever heard a famous story 'bout a gobbo and his gold? 'Course not!"

He turns again to the deal, ignoring the angry stare aimed at his back. His eyebrows perk up.

"Ah, I see in your eyes you've been considerin' it too, eh? Maybe better take to the hills and hunt gobbos than take Strohm's money for boring caravan duty? Let me tell you, then: if there ain't no story to be told about a place – and there ain't nothin' to say about gobbos - there ain't anything worth finding.

Nay, there be better places to raid, I can tell ye. I know a tale or two, hear them plenty on the road. There's this castle where ye'll find a woman whose gaze can turn ye to ice, and I know hills where the critters spring from the rocks themselves, and... ah, what am I bawlin'. We were negotiatin' a price.

Or... are ye interested? I can see the hunger for adventure in yer eyes. Want ta know more, eh?

Hmmm.

Well, I might just want to share a few tales on some of these places when we are on the road. Could even drop a hint where you can find them...

Ya know.

If I would want to hire you...

Now about that askin' price..."

Contained on the following pages are fifty legends, divided into five categories:

- **Lost Treasures:** Dungeons are famed for lost treasures. Rumours of such treasures abound about almost all dungeons.
- **Famed Adventurers:** Sometimes as famous as the dungeons themselves, the adventurers that dare their depths are heroic figures. Use this section to provide details of those who have preceded the PCs.
- **Dungeon Features:** Sometimes a dungeon is famed for a particularly location within or nearby. These legends provide details of such locales.
- **Dungeon Inhabitants:** A dungeon's inhabitants often go a long way toward setting the flavour and tone of the place. Most dungeons only have one (or at most a few) famed residents.
- **Events & Deeds:** As dungeons attract adventurers like corpses attract flies, they are often the site of heroic (or nefarious) actions.

Each legend is presented as a brief text, that can be easily inserted in a GM's campaign as a tavern tale, scrap of bardic lore or sage's research. The veracity of each legend is, of course, up to the GM.

Each legend describes an event in the past tied to an adventure locale. Although each legend includes names or locales and personas, the GM may want to tweak these to better suit his campaign.

A GM can use the ideas herein to add flavour to an adventure locale, or to flesh out an encounter involving the legend. They can even serve as the hook into a minor side trek or subplot. Let the PCs try to find one of the rare hawks bred by the Dregons, deal with the *opposition hammer* as it falls into their hands, find out that the gold of their last adventure belongs to the dragon Sosshalithibar or get infiltrated by Blind the spymaster.

LEGENDS: LOST TREASURES

Dungeons are famed for lost treasures. Rumours of such treasures abound about almost all dungeons.

D20

1	Inner Mirror: This mirror was cursed to show you your true self. All your virtues, flaws and faults are tallied up and reflected in its surface. Few can stand what they see. If one is especially vile, the image may even come alive and leave the mirror, to destroy what it perceives to be a threat to the world. When its last owner died after seeing his reflection, the mirror was covered up and hidden away, deep below in the dungeons.
2	Dragon's Gold: The dragon Sosshalithibar, awake after a sleep of decades, is scouring the land, looking for gold coins taken from her hoard during her "nap." "Sosh," as she is also called, can track each coin, due to an enchantment with which she imbues all her treasure. She is ruthless and kills all that own what is hers, even though the coins have already passed through many hand and now fill pockets of men throughout the lands. (The PCs may even be carrying some of the gold and may have a sudden encounter with an angry dragon!)
3	Bark: The bark of the Pledwood tree has the magical ability to undo the ravages of old age, curing arthritis, brittle bones and loss of eyesight. As a result, most Pledwood trees have long since been chopped down. A few are believed to exist, far from civilized lands, guarded by treants .
4	Peace Keeper: Hovering on the bridge spanning the Grunflow hovers a blade, left there by a priest who got tired of the dungeon's denizens fighting over the river. <i>Peace Keeper</i> fights on its own, disarming anyone who carries a weapon onto the bridge, and parrying any attacks made against those in its vicinity. It never strikes to harm. So far nobody has tried taking the weapon for themselves – for who wants a blade that stops you fighting?
5	Opposition Hammer: This flawed attempt at an intelligent warhammer takes on the opposite alignment of whoever wields it. Whether it is actually intelligent, or whether the bearer simply hears her own insane voice reflected back to her is unknown. The hammer always opposes its wearer, and is wielded with great difficulty. It is, for some reason, the prized item of a hobgoblin tribe. Their champion wields it in battle.
6	Glamour Gem: This gem, set in a silver periapt, enhances the wearer's ability to create illusions, but also compels the wearer to believe its own creations. The gem's creator lived in a castle formed of the most brilliant illusions, crowded with friends that were not really there, and eating fantastic meals that did not exist. He starved to death.

7	Chronicling Quill: This quill was enchanted by a lich to record its thoughts, so that it might reflect on them later. Now, centuries later, the lich has left our world for other planes, but the quill yet writes. It covers the walls in the lich's lair with its scribbling – dark, nightmarish thoughts that may drive the reader insane.
8	Wishing Ring: The Empty Keep was once foolishly wished into being by a merchant who had come into the possession of a <i>ring of wishes</i> . When the people of the valley entered the keep, they found it empty. Legends say that if you dig deep enough, you will find the merchant – buried under the tons of stone foundations he wished into being, the wishing ring still on his finger. The keep was abandoned – such a magical place was bound to bring bad luck to those dwelling within and locals used its stones to build their homes. Now, nothing but the cellars and the stub of the inner keep remain.
9	Bread Basket: Lady Du Pon dressed her banquets with a wicker basket that continually produces fresh bread rolls. The basket was the gift of a wise woman from the Black Spar Forest. A rival noble stole the basket, but when she subsequently presented it at her own feasts, any who ate of it were turned into vermin – with the noble herself turned into a bloated half-spider/half-woman. Only recovering the basket and presenting it to the Du Pon descendants removes this curse.
10	Caftan of Many Pockets: A travelling mage is rumoured to own a coat with nine pockets that reach, through miniature portals, into nine chests. Anything put into a pocket enters a chest, and through the pocket, anything inside the chest can be drawn out. Nobody knows where these chests are, though one seems to be in the possession of a fruit merchant, as its corresponding pocket always yields fresh bananas. Another may be located underwater as when opened salt water trickles forth.
11	Potion of Permanent Invisibility: A potion exists that makes the drinker permanently invisible and inaudible. Those who drink it can only be seen as a faint shadow when cast in candlelight, and cannot be heard at all. Three flasks were made, and one was drunk by the foolish noble who commissioned them. He has since gone mad from solitude and his mansion has fallen in ruins. The two remaining potions still lie inside, guarded by the mad noble.
12	Axe: Tales abound of a broadaxe, once used by the lumberjack Corale to kill his partner – who incidentally happened to be the secret lover of Corale's wife. The broadaxe is now tainted by murder and lusts for blood. Many a man wielding the axe has "accidentally" cut off his own leg or arm. It disappeared a year ago, after a logging expedition from which none of the lumberjacks returned alive.

13

Diary: In her youth, Angila Playne set down all her thoughts and life's events in tiny writing in a red notebook the size of a butcher's hand. The notes were lost when the family was forced to sell their ancestral home after the family patriarch unexpectedly died in his sleep. Now, old and infirm, she seeks these notes, according to her, for emotional reasons, but some say it may contain hints to treasure the Playne patriarch hid shortly before his death.

14

Magic Armour: The magical, gilded armour of Lady Knight Mermar Hesculot is famous not only for its splendour, but for its reputation of turning away even the heaviest blow. This did not protect her when she was dropped – quite undignified – through a trapdoor in the sewers under the Glazen Eye's thieves guild, where she was eaten alive by an otyugh of monstrous proportions. Many – including the thieves – have descended into the stinking sludge to recover the armour, and, of course, none of them has ever returned.

15

Whispering Blade: Word goes of a blade once crafted for a Shadowcrafter assassin, imbued with a cunning intellect and the ability to adapt form. It speaks in a whispering voice and gives unwanted advice on stealth and assassination. It disappeared mysteriously after its owner was caught in the baroness' bedroom, having just driven the blade through her skull.

16

Bronze Dragon: Veldirys "Gearhands" is known as the clockwork mage, for he created many magical artifacts that moved through springs and fine gears. The finest item he made was an animated miniature dragon of bronze. He imbued it with an elemental spirit, and bound it to himself as a familiar. Gearhands is dead – or so they say, but that bronze dragon yet exists. It resides in Gearhand's sanctuary, hidden in the planes, where it awaits a person that can pass the tests to become its new master.

17

Gloves and Shoes: This set of gloves and shoes are both crafted from the skin of a night panther. They are unstable when worn apart, but worn together grant the power to walk through walls. Care is to be taken not to wear them apart. Two adventurers took that gamble once, and they unexpectedly turned solid escaping an oubliette by walking through a wall together – one wearing the gloves, the other the boots. Nobody has retrieved those items, and of course to do so you have to find a way to enter a ten-foot thick stone wall.

18

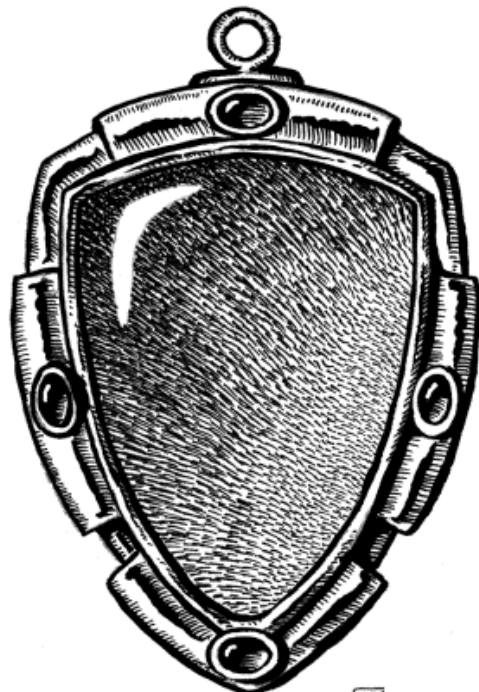
Bag of Holding: Dalfyn Rags was an amazingly successful thief, who made quite a few scores in his life. Less popular with adventurers: he was known to steal away the treasure from under the noses of his fellows. He kept all this treasure in a magical but unassuming purse. He guarded the purse like a hawk, claiming everyone was out for his money. He may have been right – he met with an "unfortunate accident" on his last adventure. His fellows claimed all his valuables for themselves, but couldn't find the purse. Dalfyn must have hidden it shortly before his death. If anyone found that purse, they would be rich – if they can hold off those who feel they have a claim to it.

19

Magical Doo-Dahs: Durkon Burrowforge was a dwarf hero, famous for his red beard, that reached to his knees. "Burrow" as he was named, wove all manner of magical trinkets in his beard. He was said to have the "most expensive hair" in the realm. Unfortunately, Burrow met his end when he chose the wrong side in the siege of The Free Halls (now known as "The Held Halls." As with all rebels, his head was taken off his shoulders and mounted above the gate – beard and all.

20

Staff: One of the most sought-after magical items is T'Hkoiden's Staff. It's an unassuming wooden branch, of the kind most would toss on a fire without thought. Unassuming, but it conveys the power to talk to and control plants. Even more important is the status it brings. Druids from all over the realm would give an arm to gain that staff. It predates the age of man – which the druids claim may explain its lack of customary adornments.



WM

LEGENDS: FAMED ADVENTURERS

Sometimes as famous as the dungeons themselves, the adventurers that dare their depths are heroic figures. Use this section to provide details of those who preceded the PCs.

D20

1 **The Barbarian:** No door nor gate can stop Durn the Strong, who batters them down or rips out the portcullis. One mage had the door to his tower especially re-enforced to stop Durn, who was after him for the death of a friend. When Durn couldn't break down the door, and after being hit by the door's magic wards seven times, he instead tore through the wall and pressed the mage against his own gate, whose wards fried him to a crisp. The hole in the wall is still there – next to the gate, still unopened, unlocked and with its wards functioning.

2 **The Burglar:** Kayla of Endwick is a member of the Night Owls, a group of burglars. She accepts any challenge, and only ever failed once. When out to steal the Drin Diamond, she walked into a magical rope trap, that constricted and strangled her until she lost consciousness. The mage that found her gave her a beating, shaved off her beautiful hair and set her free, promising death should she ever return. The hair he used to replace the rope that was broken when Kayla set off the trap. Kayla keeps her head shaven, having vowed to not re-grow her hair until she has succeeded in obtaining the diamond.

3 **The Spy:** "Blind" is a doppelganger who works as a spymaster for the king. Blind's task is to keep tabs on adventurers. To learn what he wants, he temporarily replaces adventurers in a group – making sure the person he replaces is occupied for an extended period of time. Once he has learned all he can, he leaves, before the original's return. Blind is so skilled, that some adventurer bands never realized he replaced one of their number.

4 **Rival Adventurers:** The War Dogs are a famous adventuring band – having claimed quite a few monster kills and treasure hunts. Bad tongues however say the Dogs acquire their fame by hunting other adventurers – and ambushing them once the hard work has been done. Many question if any of the deeds they claim are even theirs, but then again, none can be found to claim otherwise.

5 **The Seductress:** If you visit the better taverns in town, you may meet Ley Blude, a comely lass who has a thing for adventurers. Be warned – if you spare her even a glance you may be stuck with her for the rest of the evening. Maybe you do not mind her attentions, but be warned: Ley knows how to wiggle information out of those she beds and she knows how to turn her newfound knowledge into cold, hard cash.

6 **The Bard:** Joran Du'Noyn has a voice like nails on a blackboard. He sings loudly, off-key and, most annoyingly, often. Still, he is popular with adventurers as a guide, since his knowledge of the region and its history is unparalleled. Invariably, though, adventurers get tired of Joran, When the music becomes too much, he is kicked out of the group – sometimes quite forcibly.

7 **The Bone Man:** His name is Sebal, but he is only referred to as the "Bone Man." Years ago, he killed an old woman who he mistook for a hag due to her ragged looks. She cursed him with her dying breath, so that others would see him as a monster, just as he had seen her. His flesh turned invisible, and now all one can see are his bones – a walking skeleton. He now seeks a cure, but travels alone, bereft of normal contact with his fellow men.

8 **The Duelist:** Anyone in shining armour be warned.. Jors, a farm hand with delusions of grandeur, challenges anyone that he deems "of proper stature" to a duel, and he does not take no for an answer. Wielding an old rusty blade that he claims is a "family heirloom," he has seen more fights than a watchman in Undercrag – though so far he has lost every one of them. It's a wonder he is still alive.

9 **The Thief:** I hear her real name is Aimy, but everyone calls her "Titmouse," for her hair and the way she blends in the crowd. Her target? Adventurers, I hear. She is so deft with her fingers she can steal your underwear without you noticing. Quite a few heroes have found themselves bereft of gold and jewels after a slight bump in the marketplace. If you watch your purse carefully – she may steal your undergarments instead.

10 **The Executioner:** Nobody knows her name, nor where she came from. Only that this woman does her job well. One chop of her axe, on order of the magistrate, and you have parted with your head and your life. Privately, she is polite and kind, passionate even, but she takes her job seriously and doesn't care about guilt or innocence. She never leaves a job undone, and has hunted down people who fled before their execution, even as far as the Frostrim. Those she catches are beheaded on the spot, and their bodies displayed as a warning to others.

11 **The Ghost Sage:** Adventurers who have entered the old ruins south of Spewer Crag claim they were followed around by a spectral old man in a shawl. The man takes notes, mutters comments in an old tongue, and is annoyingly inquisitive. While he seems not to intend harm, his presence is unnerving and spoils any attempts at stealth. The man is entirely intangible, and his only reaction to conversation is to shush people. One wizard claims the man is the projected image of a learned sage, apparently interested in the ancient ruins.

12	The Familiar: Wölner is an unremarkable, mediocre mage. His cat, however, is far from mundane. The familiar is extremely intelligent – far smarter than its master. It doesn't speak, but somehow always knows how to convey a message. Quite a few magic mysteries were solved by Wölner based on his cat's urging (and a quite a few of disastrous experiments of that same mage averted, as well). Should you ever need magical advice, ignore Wölner. Listen to the purring ball of fur in his lap.
13	The Assassin: There is talk of adventurers unexpectedly meeting their deaths in the north. No death is the same, and each one is stranger than the other. The only thing in common is a smell of roses at the place where the corpse is found. Someone is out hunting – and seeking ever newer, cleverer ways of killing. Nobody knows who the killer is, but people have started to call him "the Gardener."
14	The Mage: Belazius Compte is an old, fat, rheumatic mage, but he has a sharp mind and there are few who know more about history, ancient ruins or artifacts. He is also filthy rich, and has no need for gems or coin. He trades service for service, but be warned his quests are strange and mysterious and, as reckless adventurers discover, often have unforeseen consequences.
15	The Gnome: Not all gnomes are fun makers. Ersperin the Menace is a heartless mercenary, cold and mean. Never a smile passes his lips. The only passion he gets is from slaying undead. His family was taken by a vampire, and now most of his family slave as its spawn. He travels the world seeking them out, to bring them eternal rest. He does not work well with others, but can be hired with coin. Then again, if your quest involves vampires, he may well join for free.
16	The Innkeeper: The innkeeper of the Headless Goose is a halfling named Wellikin Tacklebur. He is rumoured to have been a thief in his time who robbed the rich and famous – though none can prove a thing. Lost most of what he stole though – he only has left a pendant with a blue gemstone, which he claims is the phylactery of a lich he bested when he stole into its lair.
17	The Sheriff: There is no better enforcer than an adventurer. Erthel Stonehold, a dwarf of many adventuring years, is such a one that joined the service of the local baron. She can split a hair with a crossbow bolt from fifty feet. She can bend iron bars with her bare hands. She is tough as nails, and she is the protector of the town of Darkling Pond. After a life of adventuring, she likes peace and quiet, so do not expect a warm welcome for adventurers in her town. If you go – behave. Those that do not end up in a small room with bars – if they are lucky.

18	The Paladin: Lady Knight Mermar Hesculot was a pious knight, who fought for many good causes until her untimely demise in the belly of an otyugh. She had little time for frivolity, ever questing to do the right deed. There is, however, one year when she secluded herself, and did not ride out. In that year, she bore two children – twins – and arranged for their foster care in secret. Many a young adventurer now say they are one of those two babes – but none have so far proven their claim.
19	The Swindler: There is a woman travelling the road selling fake – and even cursed – magic items, as treasure looted from famous dungeons. People do not agree on what she truly looks like, except she appears old or frail. Be aware she is an accomplished fighter and sorceress. If you are true at heart, be careful how you confront her. If you are less noble...you may find value in hiring her for your own goals. Just don't buy anything from her.
20	The Druid: The young Nueve was raised by her father, the druid T'Hkoiden in fungus-filled caverns, deep underground, away from human civilization. She was taught the dangers of human encroachments on the wild, and her first glimpse of the sun was when she was 18 years old. She ventured into the world only once her father died. It is a miracle the old man's tales did not turn her into a manhunter, but instead a powerful, if very pale, healer. Note that while a great ally, she can be a true danger to those who seek to harm the wild or loot the caverns where she was born.



LEGENDS: DUNGEON FEATURES

Sometimes a dungeon is famed for a particularly location within or nearby. These legends provide details of such locales.

D20

- 1 **Underground Garden:** The druid T'Hkoiden designed magnificent gardens in the depths of the earth, filled with all manner of fungi, lichens and strange plants. Used as a place to raise his only daughter, it has many hazards: flesh-eating plants, poisonous vines, shrieking fungi and guardian beasts. After his death the garden is even more deadly – his spirit haunts it, and reacts violently to any who enter who are not of his bloodline.
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- 2 **Stone Cabinet:** The famous dwarven stonemason Babrun Rogbrunson worked a cabinet out of solid stone. Doors, walls and surface are made of polished obsidian, and the cabinet door windows are of crystal: paper thin, but hard as rock. The cabinet has endured its maker, and now serves a stone giant chieftain, who keeps it to hold trophies of his enemies – in particular their heads.
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- 3 **Paintings:** Portraits placed in the Hall of Ages in the Seven Towers gain a strange and disturbing quality: the portrayed images age with the years. Young girls turn to blossoming youth, enter motherhood and become ancient crones. No portrait is exempt, though animals pictured in the frames stay young and vital. Many portraits are so old they show withered mummies. Disturbing as it may be, no portrait is ever taken down, and each holder of the Seven Towers traditionally places his own portrait in the halls, watching it age as they, themselves, grow older.
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- 4 **Floor of Bones:** In some places, people bury their dead under the floor of the local temple. In the town of Leyswick the local temple paves its floor with the bones of the dead instead. It is a custom of old times, when a death knight ruled these lands, and consigned those who opposed him to that fate. Now, long after the death knight's defeat, it is seen as an honour to have ones bones set in the floor. It is a statement that the one interred is a free man. Consequently, the floor comprises layers and layers of bones laid down over the years.
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- 5 **Dungeon Lights:** A gnome family of adventuring illusionists crafted many odd spells, but one they may be remembered for is the *dungeon lights* spell. The spell creates magical motes of light, the brightness of a torch, that can be moved by concentration, but never past a radius of a mile from where they originated. Most lights last for a day, but in some dungeons the gnomes visited, permanent motes were left behind. Adventurers with few resources find these lights useful – as do the monsters they invariably attract.
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- 6 **All-Consuming Fire:** One fire pit in the halls of the fire giant Nurbathur contains a hellish fire ignited by a powerful devil, summoned for that very purpose. The fire consumes all that is thrown into it, reducing it to nothing but ash. No amount of magical protection can ward off the all-consuming fire, and even material that does not burn, such as rock or metal, is reduced to nothingness.
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- 7 **Puzzle Floor:** Popular in many dungeons west of Yunglin Marsh are floors with tiles inscribed with words spelling out the answer to a cryptic puzzle. Most were made by the famous riddling engineer Antoin Gassepe. Without a good knowledge of local customs or history, these floors are deadly to traverse: step on the wrong tile in the wrong order, and deadly magical traps strike. Quite a few people have been disintegrated for wrongly recalling a nursery rhyme, or not knowing the name of the former ruler of the nearest town.
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- 8 **Corridor of Death:** Only one way leads into the lowest levels of Castle Trahg. It is a curving corridor, interspersed with steep stairways and riddled with traps. It is at least 800 feet long. Nobody knows its exact length, since no-one has ever reached the end. All who tried perished, though the exact number of attempts is unknown. The traps not only kill, but also remove any evidence of a victim's passing. Thus, the corridor's secrets remain unknown.
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- 9 **Aviary:** The Dregons had a fondness for birds. They spent a fortune on an aviary, where they bred exotic species. Their hunting hawks were praised and a single bird of the right line cost a fortune. After the ruin of the Dregons, the aviaries still stand, but are unattended. Few birds but crows nest there now. The rare birds were pretty tough, though, and it possible that a few specimens survived. Their offspring would fetch a good price today.
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- 10 **Locked Vault:** If you lock a vault, don't throw away the key. That is what happened to Sermond Tayf, a greedy merchant, who had a vault created that would only open to his touch. When it was finished, he ordered the maker, an old dwarf, executed. However, the dwarf had added a failsafe: the vault did not only require the merchant's touch, but also a passphrase, which the dwarf had not told Tayf. When a priest compelled the dwarf's spirit to reveal the password, Tayf was told that it was "what was in his heart." Tayf spend the rest of his life finding out what that was, but never got his vault open.
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- 11 **Well:** Darkling Water is an old keep, whose deep well goes down to an underground brook. The water always turns up black, but despite the colour, it is clean and refreshing. The water is rumoured to have miraculous healing properties, but must be drunk straight from the well. Consequently, a trickle of adventurers and pilgrims dare the keep's perils.
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12	<p>Tunnels: The dungeons beneath the royal palace occasionally see the appearance of mysterious tunnels that break through the dungeon walls. They are dug by some burrowing creature, but nobody has ever seen it. Once every two years or so these tunnels appear, breaking into the normal corridors. Shortly thereafter, people always disappear. The palace guard have their work cut out covering this up and having the tunnel entrances closed off.</p>
13	<p>Beehive: Sundharm the Mage had a sweet tooth and loved honey. He worked magical experiments to enhance bees so they could make enchanted honey. His bees grew out of control, though. They were far more intelligent and aggressive than other vermin. Some of the bees had a poisonous sting that could kill an ox. When Sundharm died at the hand of a group of mercenaries, the people of the town tried to eradicate the bees. They failed and the bees now lair in the ruins of Sundharm's farm.</p>
14	<p>Extradimensional Room: Partlow Castle has been scoured hundreds of times by adventurers. It was once the residence of a powerful wizard – a lich, according to some. The Partlow lich had a hidden study, which held his massive collection of magical tomes. It is not located in this world, but somewhere in the castle must be a portal that leads, through a complex planar maze – to that room. So far, nobody has found it – and nobody knows how to open it if they could.</p>
15	<p>Room With A View: The highest room in the tower of Klein Keep has only one, small window. It is far too small for a grown man to crawl through but gives an excellent view. However, it does not show the area outside the tower – the landscape fits, but the season is always winter. Even in summer, the view shows a landscape blanketed in snow. It is not known if this is an illusion or a portal to different times. The only tale mentioning the window says the former lord had locked in his daughter, to wait for a marriage she did not desire. She attempted to escape through the window. Possibly, it shows the last view she ever saw, before she fell to her death.</p>
16	<p>Cage: Byard Drin created many magical entrapments. One trap he made placed the victim in a cage from which no escape was possible. It was commissioned by the merchant Job Tovalin to trap the thief that stole the jewellery from his cabinet. Drin placed the trap, and it was most effective, for the next night the thief was caught. The merchant was shocked to find the thief was his own daughter Eshtee, who stole from him to fund her luxurious life style. The merchant ordered Drin to release his daughter, but Drin claimed he couldn't – none could escape the cage, just as ordered. His daughter has been forced to live out her life in the cage, and even now, much aged, remains trapped.</p>

17	<p>Paper Rooms: It is also known as the Paper Palace, but only part of it deserves the name. The top floor has rooms whose walls are made of rice paper, painted with elaborate designs and scenery. The sorceress Saquinte had it build and decorated by a master artist whose name is now forgotten. The man was busy with it day and night for almost four years. When he was finally done, Saquinte led him to the centre of the network of paper walled rooms, where there was one wall left unpainted. There, she slew him with a blade, splattering his blood on the virgin wall. Only then did she declare the artwork "finished."</p>
18	<p>The Wall: The Forest of Ghook is cut in two by a massive wall of stone, fifty feet high and twice as thick. It cuts through the valley, one end ending at the cliff on which stands Ghokwin Keep. The only gate in the wall is barred by an iron portcullis, which has never been lifted. Nobody knows who built the wall or why, but strange, bestial sounds can be heard in its vicinity at night. Some of the guards that patrol the wall have disappeared. Ghokwin's Lord claims those men deserted, but he is having trouble finding new guards.</p>
19	<p>Sinkholes: The caves south of Spewer Crag swallow those who enter, literally. Whole bands of armed men have disappeared there. Some of the survivors saw how men sank into ground that was firm beneath their feet a moment earlier. The wisemen tie this to an old earth worshipping cult that once lived in the Crag. They were a violent sort, and had to be dealt with. When hunted down they fled into the caves. None of the soldiers that entered after them ever returned. It is said the caves themselves protect the earth cultists, though the cultists were never seen again, either...</p>
20	<p>Elevator: A fancy construction in the main building of the Greenfollow Mansion transports people up and down floors using a complex clockwork system. The old Greenfollow had it constructed to impress his new wife, the young Dalginde of Drunwater. It functions even now, after over a century. Some say, Greenfollow had a special lock installed in that elevation clockwork that led to a hidden basement, where he kept his greatest treasures. Some say this also holds the crypt of his wife, who died of fever. Others say she isn't dead, but haunts the halls as a ghost. Greenfollow took the lock's key with him to his grave, in a separate mausoleum nearby.</p>

LEGENDS: DUNGEON INHABITANTS

A dungeon's inhabitants often go a long way toward setting the flavour and tone of the place.

D20

1 **Ogres:** Three ogre brothers were cursed by a warlock to guard the only bridge spanning Crane's Chasm. While the warlock was slain years ago, the brutes still guard the bridge, compelled to extract 1 gold coin for every soul crossing. It is said they stand knee-deep in both the remains of those that refused to pay the toll, and the gold of those that did.

2 **Sprites:** The dancing lights seen at night over Plight Tower are sprites, turning over every stone in search for their queen, who is said to have been imprisoned by an annis hag. These sprites care only for their queen, and attack any who disturb them – or who come within a stone's throw of the tower.

3 **Kobolds:** Every year, adventurers hunt down the kobolds of Spewer Crag. Every year, they are routed out down to the last critter. Yet, every spring, the kobolds return. It is said the Crag itself spawns them from the blood spilled on the rocks. If true, it is lucky that it is mere kobolds that live there.

4 **Invisible Stalker:** An invisible beast stalks the ruins of Bunwick Castle. It's huge and terrible and has sharp claws, that shreds all it encounters. It cannot be seen nor heard, but exudes an awful stench.

5 **Skeleton Army:** Every new moon, the dead rise from a local battlefield, fresh and whole, and march towards the old keep, slaying all in their path. As they march, they rot away, and soon they are mere skeletons. At dawn, they crumble to dust. They have never reached the castle in time to seize it, but maybe, some day, they will.

6 **Fauns:** Entering Yunglin Fort is not hard – but getting much further than the courtyard is impossible. Fauns, nymphs and other playful fey have taken it over, and drag anyone who enters into their revelries. Refusing is not an option – people are bespelled and bound if need be. Those escaping these feasts are found wandering the woods, bewildered and bereft of all they had with them.

7 **Goblins:** The Souleaters goblin tribe believe eating the dead on the battlefield gifts them knowledge and power. They are considered insane even by other goblins – but are superior to their brethren. (Each is either an advanced goblin or giant goblin).

8 **Cultists:** A statuette is embedded in the niche of a small chapel in the back of the tunnel system. It is of obsidian and depicts an ugly, thin woman with ankle-length hair and feathery wings. Someone offers it severed fingers and toes of various creatures – especially birds. Nobody has seen these cultists coming and going, but it is believed they sneak up at night from the dungeon's deeper levels.

9 **Elementals:** The stunningly beautiful lady Gelúa reigns over a massive, frozen part of the dungeon she calls the Glacial Palace. She is served by many ice elementals, but she needs no guards to protect her – any who gaze into her eyes are turned to ice, and end up decorating her halls.

10 **Vermin:** The walls of the dungeon are filled with spiders, centipedes and other poisonous crawlers. These critters have formed a hive mind, acting as one against any who enter. Once someone is inside, they isolate them, then flow from cracks in walls, ceiling and floor to devour their flesh. The vermin are particularly large and ferocious; explorers would be wise to stock up on alchemist's fire and the like.

11 **Haunt:** Those who delve to deep in Undercrag be aware of the haunting of Beld the Goldigger, a man who died digging for gold. This ghost will possess you, and work you to death digging night after night, without sleep or nourishment, for gold that has been pilfered ages ago. Only finding his ore will put him to rest.

12 **Dryad:** The pillar holding up the Garnion Hall was crafted from an ancient tree that once stood in a grove whose druids were slain by Garnion when he claimed the land. The tree's dryad is said to still inhabit the pillar, and that she strangled the baron with her own hands during his first and only night in his keep.

13 **Devils:** One of the many doors in this dungeon leads straight to Hell. Any who step through disappear, and a devil steps out in its place. Some say the devil is the soul that entered, transformed, others say those who enter are tortured for eternity in the pits of Hell. Nobody knows which door leads to Hell – but people step through it often enough, for new devils appear from the depths no matter how many are slain.

14 **Refugees:** Desperate people do desperate things. When their homes were raided and farms burned, the folk of Slunhill fled underground. They live there still, men, women and children, only coming up occasionally to forage and steal. With each new generation, their acts grow older and darker. Rumours already speak of banditry, cannibalism and worse. In a few more years, they won't even be human anymore!

15 **Animated Objects:** Everything in this dungeon – cutlery, plates, furniture and even the doors – was once animated by an amazingly lazy wizard who dwelled there, to serve his every need. It is said, his demands got so ridiculous his animated servants revolted and killed him. The objects are still there, and quite insane, and there is no telling whether they will be friendly, and deal with an exploring adventurer's needs, or decide to deal with him permanently.

16 **Hobgoblins:** The hobgoblins from Quastacka Lake are rumoured to win every battle, provided they offer one of their own to the fire during a cleansing ritual devoted to their war god. Dying in this way is a great honour, and there is never a lack of volunteers for what the Hobgoblins call “the Battle that Burns.”

17 **Aboleths:** Tombalt Keep is half underwater. It didn't just flood – the island simply sank until the waters flooded the gates. Now, nobody goes there anymore, fearing the Water God that grabs those that come near and turns them into slimy servants, working to further undermine the keep until the highest tower is finally entirely submerged.

18 **Wererats:** The Glazen Eye thieves' guild has been stricken with a malady ever since they ventured into the old tunnels under town. Something there turns these men – unsavoury in any case – into monstrous shape shifting critters, and it is said they now force others down there too. Legend places the Well of Weers under the town – a cursed well which bestows on those who drink from it the visage that mirrors their inner self. If the thieves drank from it – well, they would not quickly be turned into pretty faeries, would they?

19 **Bugbears:** The Bloodstreak tribe of bugbears believe a true champion can only be those who are cut by the talons of Nesperfedeswizic – an ancient red dragon slumbering in the Croat Mines. The paladins that are charged with keeping it asleep have a hard time killing off the bugbears trying to prove their worth by sneaking into its cave to get a scar.

20 **Knights:** The order of the Golden Rayment are encamped in the ruin they refer to as The Tearfall. According to their tales, a goddess once answered the prayers of a faithful. She appeared in the keep's donjons to free her disciple. She wept for her disciple's pains, and where her tears fell they healed all wounds. The knights have unearthed the keep's extensive donjons and now scour the monster-infested ruin in search for the cell where the miracle happened. If they find it, the king has granted them the right to take the keep as their order's temple.



LEGENDS: EVENTS & DEEDS

As dungeons attract adventurers like corpses attract flies, dungeons are often the site of heroic (or nefarious) actions.

D20

1 **The River War:** Two barons fought over a dam, but none ever won. Both lost all their men in a pitched battle in the middle of the river, the many, many dead fouling the water and clogging the river, turning it into a muddy graveyard. Animals and beasts steer clear of this place now, for those that drink its poisonous waters go mad or die.

2 **The Witch Burning:** Fear can do a lot with people. When the greenhag Tersilla just wouldn't die, the rural folk didn't merely set fire to her cottage – they burned down an entire swath of forest. Nothing grows now in this area, and the hag is believe dead, but occasionally, bodies of animals and even people are found near the edge of this land of ash fields and charcoal tree trunks – burned from the inside out. The burning revealed several ancient burial cairns – some of which are said to stand above deep sepulchres filled with ancient bones.

3 **Troll Champion:** Lord Danquin loved gladiatorial combat so much he promised to wed the woman who would slay a special-bred troll in his arena, one immune to acid and fire. Many perished before the brutal monster, until the hooded adventuress Deldeen Ashadder entered the arena. She fought furiously but was no match for the creature. It struck her down, but before the killing blow, it ripped off the woman's hood revealing her to be a medusa. The troll was instantly petrified, thus yielding the match to the woman. Since then, the petrified troll, still holding a silk hood, stands in the arena, marking the day of Danquin's wedding – and the rise of the Ashadder house.

4 **The Lashed Lass:** The Lass is the name of an inn near to the dungeon, commemorating a woman who, due to treasonous acts, was condemned to be bound and lashed on the village square until dead. The woman was lashed for days, and had not a shred of flesh on her bones when she finally perished. Her screams can still be heard on dark nights, and the lash that killed her is cursed to strangle it's owner. Some say it lurks in the inn and occasionally attacks those resembling the folk responsible for the woman's death.

5 **The Dragon:** The red dragon Blaze fought hundreds of adventuring parties. His death – and the accompanying reward – was claimed by the War Dogs, but all the proof they had was a dragon's tooth. Blaze was known to fry adventurers and devour them whole – equipment and all. His belly might contain a true treasure throve, and all one has to do to claim it is to find his mouldering corpse.

6 **The Crusade:** Many castles and towns that lie now in ruin are remnants of the Cleansing Crusade. The zealous paladin Havra Zhour blasted quite a few lords to oblivion, citing their devotion to chaos as a justification. Whole areas were burned, lands sown with salt and families slain. After Havra's demise, these areas slowly recovered. Some places were abandoned entirely. These now house monsters, or are haunted by the wrathful dead. During the crusade, many nobles and other wealthy folk hid or buried their treasures to keep them from falling into Havra Zhour's hands. Some of the treasures are said to lie in a nearby dungeon.

7 **Family feud:** The spectres of Grainriff House each night enact a family tragedy of years ago – a bloody feud where three brothers killed each other over an argument about treasure recovered from a nearby dungeon. Everyone present was slain, including the entire family who had gathered for a celebratory banquet. It is best not to get in their way when they start their ghostly massacre. Those caught in between tend to be "confused" with family members, and quickly find out spectral blades leave wounds that are quite real.

8 **Final Stand:** The Fellowship of the Rod invaded a local dungeon, but discovered its denizens were surprisingly cunning and coordinated. Although they fought bravely and with great tenacity they were eventually overpowered. They survivors were captured and slowly put to death over many weeks, enduring unspeakable suffering before death released them. As they died, their screams echoed through the surrounding hills and some way they still do.

9 **The Hand:** Clerics of the Faith of Light tend to get powerful and very, very rich. Power and wealth, however, do not protect against all mishaps. High priest Halzedar had no use for them when his attempt to cleanse Partlow Castle unleashed the fury of the dead. A horde of ghouls rose up to attack him and his retinue, and a massive ghastr severed the cleric's well-ringed hand in one bite. Halzedar managed to flee, but with his hand – and most of his reputation – left behind. Some report the hand later animated, and now scuttles, still bejeweled, among the other undead.

10 **The Plague:** The Dregon family was an extensive one, but they all died in a fortnight, succumbing to a terrible wasting disease. None of them are left to lay claim to their house – and nobody who is not related has any interest in doing so. The plague that laid the family low still festers in the ruins. The disease creeps up on you, and rots you from the inside out. You can't even see when someone is sick, and may only discover that you yourself are when it is already too late.

11 **The Orc Invasion:** Quaig Hold was besieged by orcs centuries ago. The orcs send waves and waves of goblins at the walls – a fruitless attempt. The folk of Quaig thought themselves safe, but did not realize the goblin waves masked the orcs’ true plan: Under cover of the attacks they dug tunnels under the hold’s walls. Then, using powerful magic, they blew up the wall’s foundations. It – and a nearby tower – collapsed, and the orcs entered the castle and slew the men before enslaving the rest.

12 **The Black Storm:** One of the greatest disasters was the Black Storm, which lasted seven days and wreaked much havoc. Hundreds of trees were unearthed, and the sun was hidden from view casting everything in darkness. The town of Tarkenbay was flooded with a mud slide and almost entirely destroyed. All that exists of that town is the watchtower, whose top floors stick out over the marsh that has formed over the town. Even now, the area is regularly plagued by storms that start unexpectedly and last for hours. The locals refer to them as the Children of the Black Storm.

13 **Quartering the Ogre:** The ogre Crooktooth has only been captured once. The baron felt that Crooktooth’s depravations were so bad he needed to be publicly executed. So rather than have him killed, he had him captured – at the cost of many lives – and ordered him quartered in the town square. All the baron’s horses and all the baron’s men could not quarter the ogre though: Crooktooth was too strong. After the horse had been pulling for an hour, he twisted his body and broke the horses’ necks. Thus freed, he went on a rampage through the town, until he found the baron and crushed his skull with a horse’s thighbone.

14 **The Treaty:** After the defeat of the dark fey during the Battle of Shields, the fey were forced to sign a treaty with the dwarves. A memorable event, which was signified by the placing of a single stone in the tunnel where the battle took place, which also was determined to be the boundaries between territories. Signed in the Shields Stone are, in Sylvan and Dwarven, the words “Only The Dead Pass.” No fey nor dwarf may step across the boundary. For ages, the people have kept to the boundaries. Others have not – though many who crossed into dark fey territory paid the price, for the fey do not limit their wrath to dwarves alone.

15 **The Wedding Gift:** The wedding of Lord Ahm and young Esthel Traquin was a great, festive event. Word is, though, the bride was not so thrilled at the match. Her true lover, a minor noble’s son, had sought to elope with her, but Ahm’s mage caught him. The young man was turned into a songbird, and gifted to the bride. She must have known his fate, for she kept the bird, and often sang to it, until the day she died. The bird never aged – and for all we know, it may still sing.

16 **The Theft:** The Scrolls of Nethnargay describe the secrets for eternal life. The scrolls were once kept in a magically secure cabinet, fabricated out of hardened wood and glass that was unbreakable, with a lock that could only be opened if three different sages spoke the right command word at the same time. The cabinet stood in a room that could not be entered by magic, and was guarded by a variety of monstrous creatures that would appear if anyone came within ten feet of the cabinet. The scrolls were untouched for centuries, but only a decade ago, they disappeared. The room was still closed, the cabinet still locked and intact. All that could be found was one unconscious librarian, who never saw the intruder, but recalled the smell of lavender before he passed out. So far, the scrolls have not been found.

17 **The Last Stand:** For 99 hours the 17 militia of Nesses town held off an orc horde in the Telling Pass. They endured 99 hours without sleep, fighting hundreds of orcs and their goblinoid allies. The last soldier was waisted deep in corpses when she fell. Only then could the orcs descend on Nesses, and by then the people had fled. The reinforcements that arrived days later found the orcs had left the town intact, but had created a pyre for its defenders, an uncustomary tribute to the 17 soldiers that had held them off for almost four days.

18 **The Funeral:** The death of queen Eltifah of Eith wrecked the country. The queen had always spent quite a lot of the country’s money on luxuries and paramours, but her funeral and the richly decorated tomb – and those of her 33 consorts, who traditionally where disembowelled on her death – bankrupted the country. No wonder many have, over the centuries, tried to gain access to the riches in her tomb, risking traps, curses and the queen herself, who yet haunts her tomb.

19 **The Ravenous Beast:** A ferocious, gigantic owlbear haunted a local town. Many adventurers tried to slay it, but all failed. During one attempt, the beast bit off an adventurer’s arm. On his hand was a *ring of shooting stars*, which has never been recovered.

20 **The Summoning:** It is hard to control forces summoned from Beyond. Those that seek to do so pay with more than their lives if they fail. During the Crusade, many demons were summoned, and many overpowered their masters. One particular demon, now leads a group of renegades in the mountains, terrorizing the people there. Its master, a reckless mage, is now a mindless puppet, who casts vile magic at its command.

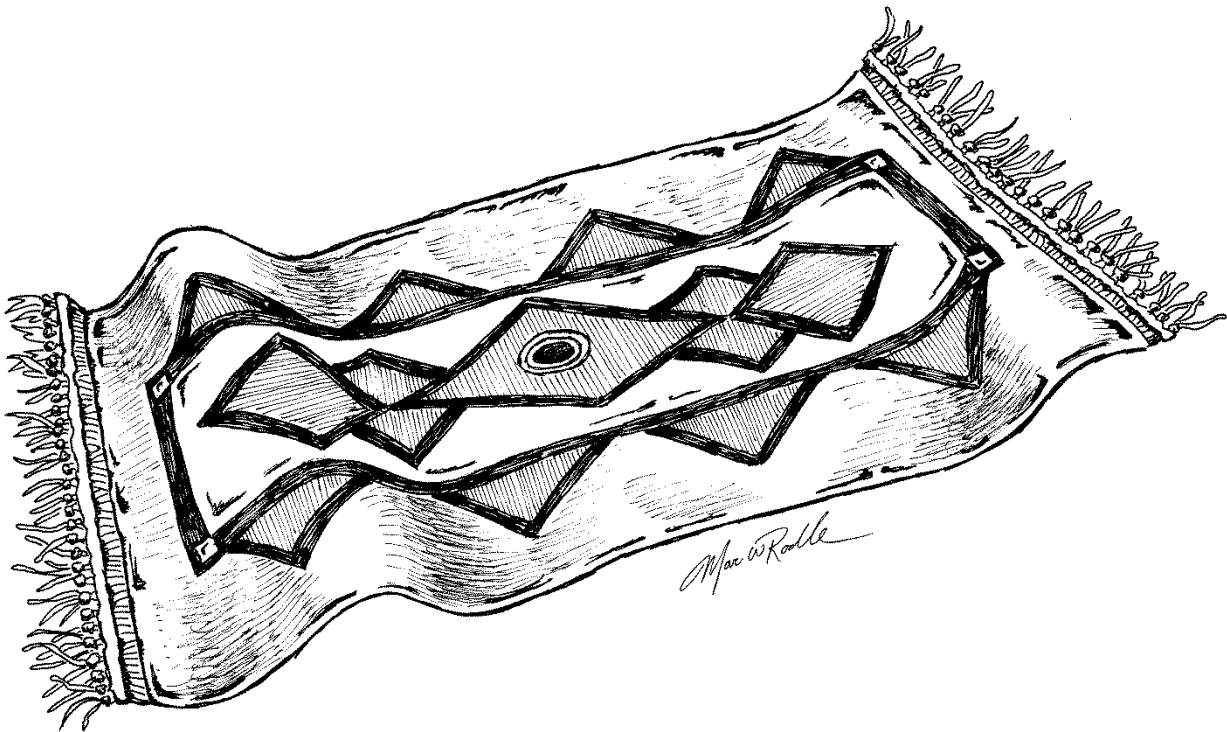
MISCELLANEOUS FEATURES: CARPETS & RUGS

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

D%	
01-05	Shag carpet covers the entirety of the floor; its strands grasp at the feet of all who move through it, but does not impede movement.
06-10	A zigzag pattern on this rug is mesmerising, requiring a character viewing it to make a DC 11 Will save or become dazed for 1 round.
11-12	The underside of this rug displays a map of a single level of the dungeon.
13-14	This beautiful rug is actually fashioned from glass (DC 21 Perception or DC 16 Craft [glass] notices); it acts as caltrops for anyone crossing it.
15-16	As a character crosses this bright blue rug, it rolls up behind the PC, revealing a trapdoor.
17-18	The rug audibly crackles as characters cross it; anyone crossing the rug who later touches a metal object must make a DC 13 Reflex save or suffer 1d3 electricity damage.
19-20	This full bearskin rug also features the bear's snarling head at one end; the rug growls when anyone steps on it.
21-22	This carpet has small pools of melted candle wax at five locations circumscribing a rough circle; a large splotch of dried blood sits at a point equidistant to all five pools.
23-24	Despite seeming well-used, this rug gives off a 10-foot-radius of dust when someone walks on it; those caught within the cloud must make a DC 14 Fortitude save or become sickened for 10 minutes.
25-26	A perfectly round ring is burned into this carpet; smoke still rises from portions of the ring.
27-28	This plush, pale blue carpet deadens the sound of creatures crossing it, granting a +5 circumstance bonus to Stealth checks.
29-30	An otherwise pristine rectangular rug features a corner seeming as though some animal has gnawed at it.
31-32	Upon opening a door leading into a hallway, a roll of carpet unfurls and rolls into the hall, eventually ending at a four-way intersection holding three more carpet rolls, which unroll down the hallways leading from the junction.
33-34	A barely visible silver thread (DC 22 Perception spots) pokes out of this plain grey carpet; the thread measures 20 feet in length and is worth 2 gp.
35-36	A carpet of natural grass (DC 9 Knowledge [nature] confirms) covers this floor; no soil seems to support the healthy, green grass.
37-38	Dozens of moths cover this carpet; they have eaten most of the carpet's fabric.
39-40	Rugs of all description, affixed with silver pins cover the walls and ceiling, while the floor remains bare.
41-42	As one or more characters cross this large square rug, it suddenly slips to the side and may trip those on it (CMB +11).
43-44	A 20-foot-diameter rug sits in the room's centre; A DC 13 Survival check reveals the rug acts like a patch of quicksand.
45-46	A circular rug patterned to resemble a sundial slowly rotates, so the sundial itself points to numbers painted on the wall.
47-48	A large, sickly green rug covered in glyphs and weird geometric shapes dominates this chamber; characters experience a vague sense of unease when they walk across the rug.
49-50	As soon as someone steps on this dark grey rug, it slowly unravels, eventually forming a single thread over 200 feet in length.
51-52	This carpet, patterned with vivid roses and tulips, covers the entire room; stems shoot up next to anyone crossing the carpet and flowers bloom instantly from the stems with a pleasant aroma.
53-54	This rug is stitched together from dozens of animal hides from different species.
55-56	A plush, beige rug cleans itself almost immediately after something spills on it or a character tracks mud on it.
57-58	Carpet tiles are stacked in the middle of this room; if the tiles get pieced together to form the correct image, a password useful in another dungeon location appears in the carpet's centre, wreathed in flame.
59-60	This blue rug has a white diamond pattern covering the entire rug; it appears someone frequently folded the rug in half, but neither half conceals anything.
61-62	Giant iron stakes pounded into the stone floor pin this rectangular, black rug in place at each corner; the rug struggles against its restraints.
63-64	This large circular rug is patterned to look like a pond or other body of water; water seeps from the rug when someone steps on it.
65-66	An unremarkable blue and white checked rug rests in a corner of this room, away from furniture or doors; a <i>magic mouth</i> forms in the rug's centre when a PC steps on it, demanding the intruder stop crushing it.
67-68	This purple carpet appears normal in ordinary light, but in darkness, it emanates bioluminescent green light.
69-70	This crimson carpet covers the entire room; it floats an inch above the floor.

71-72	Golden stars travel almost imperceptibly across this black carpet; a DC 24 Knowledge (geography) check reveals the stars form constellations seen over a millennium ago.
73-74	A painted arrow sits in each 5-foot-square carpet tile; following the pattern of arrows reveals a secret door.
75-76	This otherwise elegant, white carpet has a tiny red stain, less than an inch in diameter; it resists all attempts to remove it.
77-78	A large, rolled up carpet stands in one of the room's corners; unrolling the carpet reveals a fresh halfling corpse, drained of blood.
79-80	A bright yellow rug, 30 feet in diameter, fashioned to look like the sun, complete with strands of threads to represent rays, radiates pleasant warmth (enough to negate the effects of cold weather for those standing on it).
81-82	This rug is fashioned from a young black dragon's hide, retaining the creature's snout, tail and wings; acid dribbles from the snout.
83-84	This thin, brown carpet ripples as if several things crawl underneath it, but lifting the carpet reveals nothing of note.
85-86	Stitching resembling emerald green lily pads covers this light blue rug; every 1d10 minutes, a frog materializes on a lily pad, jumps to another, and then disappears.

87-88	This deep pile carpet is part of an elaborate illusion covering a 40-foot-deep pit; a DC 17 Will save sees through the illusion for someone who touches the rug, but anyone stepping on the rug must make a DC 20 Reflex save or fall into the pit.
89-90	At first sight, the rug displays a jumbled portrait of various creatures; when a PC steps on the rug, the character's image appears most prominently on its surface.
91-92	With a DC 19 Perception check, a character notices a ripped seam splitting the carpet's top from its bottom along one side of the carpet; pulling the carpet apart at the seam reveals an extradimensional space.
93-94	A navy-blue carpet patterned with gold pyramids breaks up into a swarm of harmless scarab beetles when it holds more than 400 pounds.
95-99	This 10-foot by 15-foot rectangular rug has a striking blue and gold pattern and gold tassels at each corner; if a character steps on the rug, it flails its tassels at the character (2 tassels +5 [1d4+1 nonlethal]), ceasing when the character steps off it or it is destroyed (hardness 1, hp 5).
100	This carpet's fibres seemingly travel in waves; as they do, they change colour.



MISCELLANEOUS FEATURES: EVIDENCE OF PREVIOUS EXPLORERS

Use this table to generate evidence of previous explorers. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	Several sets of fresh muddy boot tracks lead further into the dungeon.
2	An arrow sticks into the wall from a sprung trap; fresh blood tips another lying nearby.
3	A rope tied off with masterful knots to hammered stakes spans an open pit.
4	Broken lock picks lie in front of an open door.
5	Acid-scarred leather armour and a partially melted axe rest in a corner of this chamber.
6	A scrawled note lies discarded on the floor; it reads, "Turn left at the next intersection, then right at the unlit torch."
7	A copper coin displaying an emperor's head lies at the centre of this T-intersection.
8	Black ants swarm over chunks of freshly discarded food.
9	An empty chest blocks a closed door; something tried to smash the door from the other side.
10	A hand-drawn map sits rolled up on the floor; it indicates most of the rooms the party has visited and a couple they have not seen.
11	A discarded pickaxe sits next to a partially carved out earthen wall.
12	The impression of a staff bearing someone's weight appears in soft surfaces.
13	Several portraits, rugs and heavy furniture fill this secluded room, as if waiting for someone to return to collect all of it.
14	Char marks surround a broken flask.
15	Tally marks cover the wall next to two letters; "B" has 37, while "Q" has 41.
16	A torn piece of parchment contains a faraway royal's signature and a mention of an amulet.
17	A burned-out torch lies discarded on the floor.
18	A makeshift bridge, comprised of lashed together planks, crosses an underground stream.
19	In a maze-like set of passages, chalk arrows point out a path before abruptly ending.
20	A piece of parchment holds rubbings of runes.
21	A discarded, empty spell component pouch lies wadded up on the floor.
22	A lowered portcullis has bent bars, allowing Medium-sized and smaller creatures to pass.
23	A tactical battle plan has been scratched into the earth; it details a 20-foot by 20-foot room with two entrances opposite each other.
24	Lids belonging to barrels containing flour and grain lie next to the barrels; flour and grain are scattered to the ground.

25	A thick layer of dust has been mostly cleared off the top of a sarcophagus.
26	This statue holds out its hands in surprise.
27	A dropped journal details the author's thoughts on the dungeon's ecology.
28	Tiny metal shavings lie where someone sharpened their weapon.
29	A chalk "X" appears on a floor tile.
30	Based on the grooves in the floor, a stone table was dragged from the room's centre to a corner.
31	A ladder leans against a 20-foot-tall wall.
32	Several empty and broken bottles lie near spatters of blood.
33	At a multi-way intersection, chalk drawings indicate the monsters present in each direction.
34	Fresh soot from raised torches mars an inscription above a door.
35	A piece of parchment contains a riddle and several crossed-out answers to it.
36	A broken padlock lies in front of an empty chest.
37	A flicker of torchlight disappears as the torchbearer moves out of range.
38	Several broken crossbow bolts lie scattered on the floor.
39	Smeared soot forms a meandering, yet clear line from one side of this room to the other.
40	A door leading out of this room has been spiked shut; nothing can be heard from the other side.
41	An open journal lies next to a corpse; it details the deaths of everyone in an adventuring party.
42	The fronts of several standing sarcophagi have been opened; most hold corpses, but one opens into a passageway.
43	The mundane contents of the crates in this room have been tossed all about the room.
44	A discarded book contains partial translations of the hieroglyphs that pervade the dungeon.
45	A previous group decamped hastily, leaving a smouldering fire and abandoned bedrolls.
46	A suit of chain mail is neatly placed on the near bank along a swiftly moving underground river.
47	A couple of apple cores lie on the floor.
48	Pitons are jammed into this rough wall, as if someone used them to climb the wall.
49	A length of twine indicates a path taken through the dungeon; knotted twine shows where a new spool starts.
50	Based on the florid wording on this piece of parchment, it was meant as a passphrase.
51	A rope hanging from a grappling hook leads down a sheer wall deeper into the dungeon.
52	In this modest bedroom, the mattresses have been carelessly flipped off the bed.
53	This sack's contents of semi-precious items have partially spilled; it bulges with items it still holds.

54	An empty flask, containing a residue of lantern oil, lies on the floor.
55	At various intersections, a chalk arrow points down one passage accompanied by the words, "D, we went this way."
56	Shovels rest against a tall mound of dirt dug out from an earthen floor, leaving a hole connecting to the area below.
57	A ten-foot-long pole holds up a stone door, but the pole has begun to bend.
58	A travel tea set, including a kettle, sits on the floor; the tea in the kettle is lukewarm.
59	A neat pile of wood shavings sits on the floor, apparently left by an idle wood carver.
60	A monogrammed backpack, emptied of all its contents, lies in a corner of this room.
61	At a T-intersection, a message scrawled in blood reads, "Do not take the left path!"
62	A mirror tied to a stick rests outside a door, allowing a glimpse of the passage beyond.
63	Scattered caltrops filling this narrow passage have covered someone's escape.
64	Of a set of five identical statues, the second from the right is marked with an "X".
65	A faint chalk outline identifies an otherwise concealed stone door.
66	A shrouded body lies in the corner of a chamber; its armour, weapons and gear remain with it.
67	A discarded journal details the meals the explorer ate during a week in the dungeon.
68	Spelled out in soot is a message that begins, "Don't forget..." but the rest has been smeared.
69	A pit has a couple of ropes dangling into it; spikes hold the lid covering the pit open.
70	A rolled up piece of blank parchment still holds a faint aura of magic.
71	This bedroom features a chest of drawers, which have all been emptied and upturned.
72	Tiny, polished stones mark a path through this level of the dungeon.
73	A locked door has a human-sized hole in its centre; splintered wood is scattered near it.
74	A discarded map has the word "WRONG" scrawled across its face.
75	Several thirty-foot poles stand from floor to ceiling; the ceiling groans ominously.
76	Several ropes are looped about support beams along the roof, providing a path above the floor through this room.
77	Closed doors leading into each room are etched with a unique number; the numbering system makes no sense and ends abruptly.
78	A statue has a smashed head; an empty hole sits in the neck cavity.
79	Various doors have been taken off their hinges in the dungeon; the PCs later find the doors forming a lean-to shelter.

80	The wall surrounding this open doorway is charred; ashes lie in the doorway.
81	A boulder has smashed into a wall, pinning an unlucky, now dead, explorer against the wall.
82	Rooms feature the same crudely drawn map; an 'X' apparently indicates the room's location.
83	A needle coated with a foul-smelling liquid sits two feet in front of a locked chest.
84	Marbles lie scattered in this hallway.
85	Various notes indicate attempts to bypass a monster, including the following: "The fake badger did not fool it."
86	An open coffin holds a corpse with a wooden stake through its chest.
87	A stone door holds a chiselled warning, "Danger! Giant spiders!"
88	A broken battering ram lies discarded in front of a dented iron door.
89	A small book is entitled, " <i>Practical Magic: A Guide for Making Delicious Meals from Rations.</i> "
90	A field splint, evidently no longer required, is the only thing of note at an abandoned campsite.
91	A makeshift skiff rests along the opposite bank of this placid underground lake.
92	This cheat sheet has phonetically spelled Terran translations, mostly phrases of peaceful intent.
93	A bent crowbar lies discarded in a doorway with a partially opened stone door.
94	This stone door has a blood-painted message reading, "TURN BACK! NO HOPE LIES BEYOND!"
95	A hastily drawn circle apparently meant to protect those within sits on the floor.
96	A burst rope lies on the floor; judging by the knots, it was meant to restrain something.
97	Four nearly empty potion bottles rests near a cold campfire; enough remains to allow a PC to identify them as <i>resist energy</i> (electricity).
98	A piece of parchment has "Days without a lost party member" across the top; the tally went to 11, but someone crossed out the marks.
99	This bundle of cloth smells strongly of insect repellent.
100	A sapphire-tipped wand lies discarded after its owner expended all its charges.



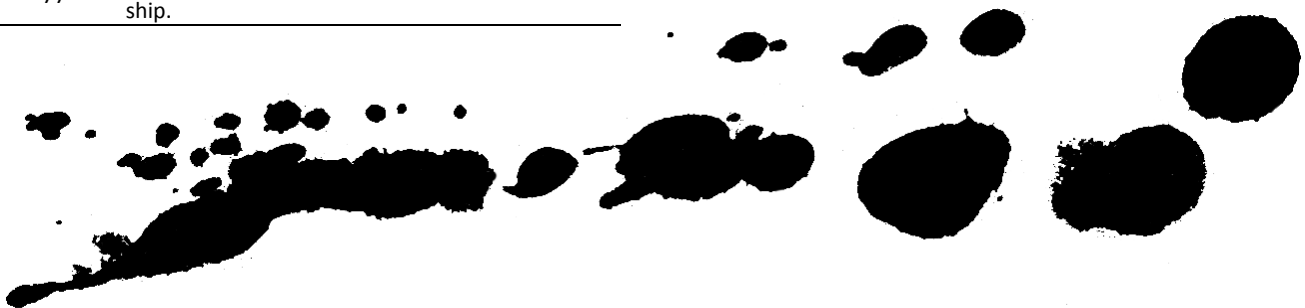
MISCELLANEOUS FEATURES: GRAFFITI

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

D%	
1	Bloody handprints decorate the wall in a repeating pattern of "flowers."
2	Somebody has inscribed hundreds of tally marks on the walls.
3	A date – day, month, year, equal to the current day is scratched into the wall. The markings look ancient.
4	A face of a beautiful woman is artfully drawn in chalk on the door.
5	In an unsteady, perhaps semi-literate hand, is the word "BYEBYE".
6	The graffiti indicates an acquaintance of the party "was here."
7	A large chalk "X" is marked on the wall.
8	Someone has attempted to draw an (inaccurate) map of the dungeon on the wall. It is incomplete.
9	The word "IOD" is written in black paint on an otherwise blank wall.
10	"Beware of the angels angles" is marked on the wall in brownish fluid.
11	"Take the Left" is scribbled in ink on the floor.
12	"R. I. P. Dongar the Unassailable" is carefully carved next to a burned and blackened wall.
13	Someone has carved into the wall the image of an outstretched man, partially cut open, as if for an operation.
14	A white circle with three dots mars the floor.
15	An earlier graffiti (roll again) is effaced by an exceedingly crude word in black ink.
16	A stencil has been used to blow powdered paint, making the outline of a crown.
17	The words "Look Further" are written in elaborate cursive over a doorway.
18	Thousands of six-pointed stars are marked on walls, ceiling and floor with charcoal.
19	Someone has drawn the outline of a person in white chalk upon the wall.
20	A series of pictographs or hieroglyphs are precisely drawn upon the wall.
21	The walls of the room are decorated with paintings, executed quickly and crudely, of a forest by night.
22	A primitive but dynamic rendering of an elephant is painted in charcoal and red earth on the wall.
23	The image of a phoenix is drawn in red blood upon the ceiling.
24	The floor bears an elaborate summoning circle in chalk, partially effaced.
25	Oceanic imagery covers the walls – octopuses, fish and dolphins, all hastily but recognizably rendered.
26	A steel spoon, lying on the floor, is evidently the tool used to roughly carve, "Pray for me" found on the bottom of one of the walls.
27	A door is drawn in chalk on the wall, for some reason.
28	"VIII:4" is scrawled in blocky script near the ceiling.
29	A two-tailed mermaid is drawn in blue chalk on the floor.
30	Perfectly executed circles and straight lines cover all the surfaces in this room, drawn in pink chalk.
31	Childish scrawls and scribbles in brightly coloured paint cover a portion of a wall.
32	Sinew and blood has been used to create a mural of a demonic figure.
33	An elongated and stylized horse is drawn in blue chalk, galloping across the wall.
34	Thousands of "B"s written in black ink, in a myriad of scripts and styles, cover the floor.
35	Flowers and ornamental leaves have been doodled in paint along the wall.
36	A claw or sharp knife has been used to cut the words "HELP ME" into the base of the wall.
37	The graffiti is luminescent. Roll again.
38	"W. Loves T." is written in blood.
39	An eye, somewhat stylized, covers the whole ceiling.
40	"BINGO" is written in painted, red, block capitals.
41	Footprints in blood proceed from the floor, up the wall, across the ceiling and down another wall.
42	A large "X" is drawn in white chalk on the floor.
43	A compass rose has been drawn, in elaborate detail, along one wall. The N arrow does not match the party's compass or divinations.
44	An unknown script, purposefully written in black ink, extends in a spiral covering an entire wall.
45	A smiling skeleton holding an umbrella is sketched in whitewash.
46	A shaky hand wrote "Don't tell me I wasn't ri..." on the floor.
47	A carefully executed holy symbol of a minor religion is drawn on a wall.
48	Charcoal has been used to draw a wintry landscape across the walls, including mountains, a forest and a farmstead.
49	"Room No. 4" is written on the wall in cursive.
50	"CAVE CANEM" is scrawled in blood.
51	A twisting, writhing serpent encircles the room, drawn in red paint.
52	Lewd symbols and statements festoon the walls and ceiling here.

53	"Gods have mercy. Odgar. R.I.P" is scratched into the wall.
54	The beautiful courtly murals that once decorated these walls are defaced; all the faces are scraped away.
55	The shadows of several people seem to be burned into the wall.
56	A grinning demon image is scratched into the wall.
57	A crescent moon is drawn in ink.
58	A mason's mark is visible on the lower part of a wall.
59	'Nevermore' is spelled in black feathers stuck to the floor.
60	A stylised swirl or whirlpool has been executed here in blood.
61	A stylised figure of a humanoid with the head of a donkey is painted on the wall.
62	"Got to get..." is written in a cramped hand in pink chalk.
63	"X2" is marked in charcoal on the wall.
64	All the walls in this chamber are covered by a complex mathematical – perhaps magical – formula. It would take hours to decipher it.
65	The figure of a cat is outlined in charcoal.
66	The letters "M R" are written in blood.
67	A crowned man on a throne is shallowly cut into the wall.
68	A fox wearing clothing and carrying a staff is drawn in black ink.
69	Elaborate spider webs are drawn in white chalk.
70	A sun, moon and alchemical glyphs are drawn in what looks like red wine.
71	Musical notation for an incomplete sonata traverses one wall.
72	The name "Felonious Trapp" is written in chalk, then crossed out.
73	An owlbear, created using a stencil and paint, decorates the floor.
74	A hand, index finger extended, in black tar marks the wall near a door.
75	Someone has doodled leaves and a bird on a branch-like crack in the wall.
76	"WELCOM" is written in block capitals, using some sort of stencil.
77	Scratched into the wall is a crudely executed ship.

78	A fleur-de-lys is carved into the wall.
79	A dragon is drawn in chalk, encircling a rose.
80	The image of a defecating ape is rendered in charcoal.
81	"WHO GOES THERE" is written on the far wall.
82	Hundreds of tiny, stick-figure angels are scratched into the walls.
83	"Ye hippogryff" is written next a small picture of a chimera.
84	A lovingly detailed, life-size, image of a treant occupies a wall.
85	"Death to Kings" is written in blood.
86	Someone has painted every other brick or wooden panel on the floor black, making a simple pattern.
87	"So Close!" is written hastily upon the wall.
88	A dashed line is drawn in charcoal along the floor.
89	The image of a chalice, its contents burning, is executed in yellow and red paint.
90	"MORMO" is carved into the wall with care.
91	A floral face is drawn on the ceiling, its mouth agape.
92	The image of a camel is drawn on one wall, bearing two riders.
93	"Life is short" is written close to the floor.
94	The tools used to make the graffiti lie by a long-dead corpse. Roll again.
95	The graffiti seems to be writing or drawing itself as the PCs enter. Roll again.
96	A circular labyrinth has been scratched into the floor.
97	The graffiti is painted in a transparent luminescent substance visible only in darkness. Roll again.
98	The wall has been painted over to efface some graffiti, but it is still faintly visible (roll again).
99	As you gaze at the wall, red blood begins to trace the words "GET OUT" on a wall.
100	The graffiti is a <i>sepia snake sigil</i> . Beside it is the inscription, "the pen is mightier..."



MISCELLANEOUS FEATURES: JUNK & RUBBISH

Use this table to generate interesting pieces of rubbish and junk. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	This iron helmet features a serious dent on one side, making it impossible to wear.
2	Dozens of chipped arrowheads lie in a pile; almost all are blood-stained.
3	The fourth leg belonging to a three-legged table lies ten feet away; something used the leg as a makeshift club.
4	A corroded copper ring, sized for a typical human, holds four empty insets.
5	Mouldy grain spills from a hole gnawed through a barrel's bottom.
6	This pile of furs would be useful were it not for the fleas infesting them.
7	The clasp on this locket is broken; the picture within has weathered to unrecognizability.
8	These rusty caltrops look like they would infect someone stepping on them with tetanus.
9	A pile of seeming gold coins reveals gold paint that has mostly flecked off each coin's underside.
10	All the glass panes for this lantern are missing.
11	An otherwise well-crafted wicker basket has a gaping hole in the bottom.
12	One of a muddy pair of boots is missing its toe, while the other has no heel.
13	A broken hand fan has a sharpened edge allowing for its use as a weapon.
14	Four leather straps once used as body restraints are cracked and partially torn.
15	Tatters of lace hang off the ribs of this now-useless parasol.
16	A 50-foot length of rope has frayed severely; it seems like it would bear very little weight.
17	A black cloth bag holds 20 chipped and cracked clear glass marbles.
18	The activating agents in this flask of alchemist's fire have gone inert.
19	This dagger is missing its hilt; however, its blade remains sharp.
20	Underneath a layer of filth, these white plates have a blue floral pattern.
21	This stuffed and mounted black cat has patchy fur and only one of its green glass eyes.
22	All lenses have been removed from this spyglass.
23	All the white pawns are missing from this wooden chess set.
24	The crystal on this perfume atomizer is cracked, and the atomizer is missing its bulb.
25	A broken collar measuring one foot in diameter has a tag inscribed with the name, "Tiny."

26	A once brightly coloured garden gnome is missing an arm, and the tip of its hat is broken.
27	A door, ripped off its hinges, rests on the floor; it does not belong to this area.
28	A faded parchment refers to an official who retired over 20 years ago.
29	This bedroll's inner lining has been removed, making it barely functional as a blanket.
30	This simple conic ear trumpet has been smashed flat, rendering it useless.
31	This compass needle spins wildly most of the time; it points north for a few seconds per hour.
32	This mouldy cheese gives off a pungent odour.
33	A cracked, ivory hairbrush has a dozen horsehair bristles remaining.
34	Part of this two-foot diameter, five-foot-tall birdcage's wire frame is bent, as if the creature inside made a large hole to escape.
35	Hard yellow wax fills this flute's holes; the flute also has no reed in its mouthpiece.
36	A collection of broken seashells is threaded on a strand of wire to fashion a necklace or bracelet.
37	A toy monkey meant to clash cymbals together is missing one of the cymbals.
38	A hand from a large statue sits atop a pile of debris as a strange, makeshift throne.
39	A metal serving tray has a pie-shaped section cut from it.
40	This wooden set of dentures does not have the upper pair of front teeth.
41	A white picket fence gate only has half its wooden slats; and its latch is missing.
42	One shoulder is sheared off a cloth mannequin.
43	Several arrow shots perforated this suit of leather armour; it does not grant its armour bonus against piercing weapons.
44	A wheelbarrow containing 100 pounds of rocks is missing its front wheel.
45	A book detailing ways to keep one's home clutter-free has several torn-out pages.
46	Each vase in this collection of a dozen vases has a crack rendering it useless for holding water.
47	This bear trap only has one of its jaws.
48	A dilapidated bookcase contains several books, which turn out to only consist of their covers.
49	Only one of this manacle's cuffs remains intact; something split the other cuff in half.
50	After the lid to this music box is lifted, it plays half its tune before springs shoot out of the box.
51	This moth-eaten, white gown is sized for a halfling or gnome.
52	A ball of multi-coloured wax seems to come from dozens of different candles.
53	A tombstone broken in four pieces shows evidence of being removed from a gravesite.

54	This brass trumpet has none of its valves nor does it have a mouthpiece.
55	A child's mobile retains remnants of the fantastic beasts it once held, a unicorn horn here, a red dragon wing there and a mostly intact bulette.
56	A pair of flasks containing unidentifiable liquids rest amid the charred remains of a backpack lying at the centre of an ominous scorched area.
57	A garden rake only has two tines remaining. The remaining tines are bent and rusted.
58	A wooden practice sword and a normal sword lie crossed, both broken in the same relative place.
59	A rusty, closed lock holds a broken key in its keyhole. The broken key makes it impossible to pick the lock.
60	All the water has leaked out of this snow globe, and the flakes stick to its glass.
61	One of this pair of oars has no paddle, while the other is missing its handle.
62	This badly charred, yet otherwise empty, spellbook has only five useful pages.
63	A trident's outer tines are bent to either side, rendering the trident a makeshift spear.
64	A ten-foot length of wrought iron chain has several broken links.
65	Most of the sides of this small iron coffer are battered and rusted. Its top is rusted shut.
66	The glass in the top half of this full-length mirror is shattered, while the bottom half is intact.
67	A large, but simple, mousetrap is missing its hold-down bar.
68	A porcelain doll has no eyes; when held upside-down, the doll cries, "Mama," the last syllable ending in a croak.
69	This ostrich feather quill pen has been broken in half; its tip still retains fresh ink.
70	An iron holy symbol has been altered slightly (DC 12 Knowledge [religion] spots) and is sharpened at one end (useable as an improvised weapon that deals damage as a dagger).
71	A 20-foot wooden ladder has no rungs in the centre five feet.
72	A tarnished silver monocle is missing its lens.
73	Only the left half of this harness shaped like a feathered pair of wings remains intact.
74	This green tortoise shell is split down the middle. The two pieces lie close to one another.
75	This waterskin has numerous pin-sized holes; water shoots from the holes after the waterskin is filled.
76	Only one key remains intact on this rusty ring of keys; the other seem to have broken off in the process of unlocking a lock they did not fit.
77	A noble's portrait has been defaced, giving him a devil's horn and more vulgar features.
78	Half-eaten rations are wrapped in a thick cloth; the rations seem edible.

79	Something tried to create an anatomically correct human, but the bones seem to come from incompatibly diverse corpses.
80	Only the blood- and hair-covered spiked head remains of this morningstar; several spikes are missing.
81	Bloody and pus-covered bandages lie in a heap.
82	This wheelbarrow has two broken wheels, and only one handle.
83	Most of this stuffed and mounted deer head's antlers are broken.
84	Each neatly folded pair of pants in this pile has a sizeable tear, usually where the legs meet.
85	One of this backpack's straps has torn off, and the bottom is threadbare.
86	A foul-smelling substance fills this bronze urn.
87	A satchel contains waterlogged parchment filled with evidence that would free a wrongly convicted person.
88	Opening this bottle of wine assaults the senses with the overwhelming smell of vinegar.
89	This carousel model has headless horses, with the exception of one horse with fiery red eyes.
90	This fancy top hat is missing its brim.
91	A large drum missing one of its calfskin heads serves as a nest for giant eggs.
92	A finely crafted mahogany and leather bellows has a tear in the leather pleats.
93	Several claws from grappling hooks are tangled together in an impossible mess.
94	This wagon wheel is missing half its spokes and part of its rim.
95	An elaborate stand that looks like it would hold a gong does not have an actual gong.
96	Three wooden prosthetic legs and a pair of wooden prosthetic arms lie in a heap.
97	A tiny orrery only has half the spheres representing the solar system.
98	A bottle's glass holding a model ship has gone nearly opaque; the ship is missing all its sails.
99	A staff lies broken in half, and a line of ash travels perpendicularly to the staff for ten feet.
100	This cheaply painted, filth-encrusted porcelain egg is filled with mould; a tiny emerald (worth 100 gp) is hidden within the mould (DC 17 Perception spots).



MISCELLANEOUS FEATURES: LOCKS

During their adventures, the PCs will likely encounter many locks. Such features – in the main – have standardised statistics:

- **Lock:** hardness 15, hp 30

DC ¹	LOCK QUALITY	COST
20	Simple	20 gp
25	Average	40 gp
30	Good	80 gp
40	Superior	150 gp

1 Increase this DC by 10, if the PC is not using thieves' tools

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

D%	
1	A simple brass plate, marred by dozens of scratches around the keyhole.
2	Four loops, each with an oak leaf design in its centre.
3	A rectangular panel etched to resemble a spellbook, latching where pages should be.
4	Several small holes mask the true location of the keyhole.
5	The keyhole is within the mouth of a wolf's head, carefully etched into the silver.
6	A silver miniature shield, trimmed in gold.
7	A steel padlock cast in a butterfly shape.
8	An iron snake twists around the latch, keyhole in its mouth.
9	Beneath the keyhole, the crest of a noble family is embossed in brass.
10	The metal plating has been stripped away, leaving deep gouges; the mechanism is still fully functional.
11	An eye is etched around the lock; the key plunges directly into the pupil.
12	The etched face of a trickster winks from the panel, his open eye inviting a key.
13	A loose lock cast in the shape of a ribbon.
14	Brass petals form a rose on a hinge, masking the location of the lock.
15	Miniature swords cast in black, crossed to serve as a latch.
16	A tarnished golden heart, etched with swirling designs, slides over the lock.
17	The brass is dull, almost fading into the wood. Two keyholes secure against entry.
18	A bronze starburst erupts around the keyhole.
19	Two keyholes, vertically stacked. The top is false.
20	This cast iron face halfway between wolf and man has a keyhole in its mouth.

21	The face of a vengeful god in raised gold guards the latch.
22	A crude carving marks this lock as broken.
23	A large spider skitters across the web it has spun over this long-disused lock.
24	Singed wood and melted slag around the keyhole suggest someone tried to burn their way inside.
25	Delicately-carved angelic wings of gold flank this shield-shaped lock.
26	Scratches mar the lock. One, though masked in other marks, appears to be a crude incomplete map of the nearby passages.
27	An ornate panel with elaborate cast-iron wings around the keyhole proves to be instead a decoy for the simple latch it hides.
28	A rusted hexagonal panel. Close inspection reveals a lock pick broken off inside.
29	This steel panel has no keyhole; instead an odd-shaped indentation seems to call for a matching piece to unlock it.
30	This sliding bolt must navigate a complex miniature maze before it can be freed.
31	A padlock shaped like a cello. The keyhole is beneath the base of the strings.
32	A puzzle mechanism depicting an ouroboros. To unlock it, the snake must devour itself.
33	Rubies set in a golden panel hint at the riches hidden within.
34	The padlock is a decoy; the chain it hangs from is the actual lock, with a specific false link that can be opened with a tiny key.
35	The tarnished metal is marked with the infamous skull-and-crossbones of pirate treasure.
36	The lock requires two keys that must be turned in tandem, one to the left and one to the right.
37	Shaded in hues of copper and bronze, an etching of a phoenix soars around the keyhole.
38	The lock is concealed amidst iron ivy leaves that drape over the object.
39	The opening is false; rather, the hinges can be snapped free, once the key is inserted.
40	Rusted to a grainy grey-brown, this ancient lock grinds with painful noise when it moves.
41	An enormous knocker hangs around this stately old iron lock.
42	A masterpiece of ivory and gold, this elaborate lock might be worth more than what it protects.
43	Clockwork mechanisms are visible through glass panels in the front and back of this lock.
44	Splintered wood surrounds this lock's iron base, where it has been half-torn from its charge.
45	A long-dry smear of blood streaks over the iron lock.
46	Twin copper padlocks hold a fastened beam in place over the aperture it seals.

47	This panel depicts an elven woman in prayer, with the keyhole in her heart.
48	A crystal cube with a platinum latch.
49	An iron block with embossed fleurs-de-lis in the corners. The keyhole rests in the bottom-centre.
50	A royal crest in bluish silver bears a levering cover over a keyhole in its centre.
51	A rusty grey padlock hangs from three steel rings.
52	Etched with silver, this lock has been polished recently, leaving the metal highly reflective.
53	The large pins and pistons of this lock are only barely concealed by its shell.
54	Lacking a keyhole, this seal is operated by means of a handle inscribed with glyphs and letters.
55	This latch and lock are partially disassembled; this failed thievery attempt only jammed it in place more firmly.
56	The large keyhole on the front of this bronze padlock is a decoy; a smaller hole rests on its back, higher up.
57	Paint stains on this lock suggest an attempt at some sort of colour-code system.
58	Heavy tumblers of black iron must be manipulated manually, thanks to a block of pewter jammed into the keyhole.
59	Despite its rusty exterior, this lock's steel inner workings are perfectly functional.
60	Instead of a key, this lock is operated by inserting a standard gold coin into a slot and turning.
61	The silver frame of the lock stands out over dark wood, gaps in the metal reveal wear and tear.
62	The bolts holding the lock in place are larger than the keyhole itself, and tarnished green and white.
63	Brass with an iron faceplate, this padlock's ring has been welded shut.
64	A royal crest adorns this keyhole, gold standing out prominently against steel.
65	Concentric rings of different metals surround the keyhole and its steel frame.
66	An iron rod bars the aperture shut, locked in place by a thick tumbler.
67	This rough-hewn padlock has been broken once before; someone simply welded the ring back on.
68	Heat has warped this iron lock and its surroundings slightly, causing them to peel away from each other.
69	This bolt is jammed in place thanks to its lock being ruined by acid. It effectively jams its container shut until pried loose or broken free.
70	A heavy chain binds the object shut, held together with a set of manacles.
71	Etchings in a spider web design cover this plate, with the keyhole in the web's centre.
72	A ring of steel, with a keyhole on a latch. It folds open and closed like manacles.
73	A bust of a lion protrudes from the frame, its mane a knocker and keyhole in its mouth.

74	This lock lacks a keyhole; instead, the five stars on its surface must be pressed in the correct order to open.
75	A meditating woman adorns this verdigris-ridden plate, hands folded around a keyhole in her lap.
76	Rather than simply turning a pin, the key must be rotated several times in this ancient iron column, to withdraw the bolt like a screw.
77	Each quarter of this diamond-shaped lock plate bears the family crest of a former owner.
78	The lock resembles a fish, with a hook for a ring and the keyhole in a fin.
79	A cast bronze serpent coils around the keyhole.
80	Silver bat wings wrap around this eye-like lock.
81	The ring of this new-looking padlock is made of a strong woven cord of iron twine.
82	The intricate etchings on this lock resemble different things from different angles: an ape, a snake, a bird or a fish, depending which way you look at it.
83	Though made of iron, this lock was plated in red gold, most of which has flaked away.
84	A maker's mark reading "VSS" dominates the face of this brass plate.
85	An electrum band surrounds the small iron tumbler, which is otherwise unadorned.
86	Constructed of pewter, much of the soft metal has flaked, bent or broken away from this old lock.
87	The mould growing on this ancient padlock may be the only things still holding it together.
88	A dangling chain beneath this silver-tinged lock suggests its key once hung there.
89	The keyhole in this lock is tiny.
90	A knob atop this iron bar must be turned a precise distance before it can be pulled loose.
91	A sliding brass plate conceals the keyhole from casual view.
92	When the bolt is turned, this entire plate rotates, giving the impression of a blooming flower.
93	Rather than locking the door in place directly, this bolt prevents the handle from being turned.
94	This lock appears to have been removed from a strongbox and re-purposed for its new location.
95	Names have been carved or scratched onto this old lock, and not by its creators.
96	The keyhole sits at the intersection of an etching of crossed swords.
97	The lock resembles a sword; when the bolt is drawn, the blade retreats into the hilt.
98	This keyhole is recessed into a larger, keyhole-shaped depression in the metal.
99	This tiny lock is so heavily corroded, the metal is little different in colour to the wood it rests on.
100	This gnomish lock locks itself again after being open for approximately five minutes.

MISCELLANEOUS FEATURES: MIRRORS

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

D%	
01-05	A simple hand-held mirror of polished steel. A maker's mark, "MN", is etched on the back.
06-10	A glass triangle, bisected and framed in steel.
11-12	A small oblong disc, framed in tarnished silver.
13-14	A delicate ivory frame gives this mirror the appearance of fine lace.
15-16	A frame of seashells trimmed with gems, in oceanic blues and greens surround this mirror.
17-18	Copper leaves and tendrils around the oblong glass resemble overgrown ivy.
19-20	A marble statue of a faerie queen holds the glass circle, her face bearing a knowing smirk.
21-22	This large rectangular pane is cracked along its upper-right corner and hangs in an oaken frame.
23-24	The mirror is made of dark blue tinted glass, set in a smooth fan-like silver frame.
25-26	The colourful glass feathers lining the mirror resemble a peacock's tail.
27-28	Stained glass surrounds the mirror.
29-30	Tiny gems shaped like flowers adorn the rim of this glass oval.
31-32	The ivory frame resembles a puffy cloud.
33-34	A full-length sheet of glass leans against the wall, coated in dust.
35-36	The cut and angle of this glass distorts one's reflection, showing the viewer as short and squat.
37-38	The glass is cut into complex snowflake patterns.
39-40	Long crystals trimmed in silver surround the glass, creating a shimmering sunburst pattern.
41-42	This reflective lozenge is surrounded by a gleaming golden frame set with rubies.
43-44	A colourful mosaic is set into the frame around the rectangular panel.
45-46	Small mirrored blocks set in a circular frame surround the glass.
47-48	A gold surround frames this full-length mirror.
49-50	A thick layer of soot coats the glass in this cracked bronze hexagonal frame.
51-52	An obsidian square trimmed with gold swirls serves as frame for this mirror.
53-54	Amethysts and sapphires with flecks of diamond compose a frame evocative of starry skies.
55-56	Hidden partly by a green velvet curtain, the glass in this silver frame is all but shattered.
57-58	Red stones at the base of the opalescent frame create the illusion of fire.
59-60	Barely visible, a painted white silhouette of a woman on the glass is easily mistaken for a ghost at first glance.
61-62	Pale pink glass surrounding this mirror's centre creates petals of a blooming iris.
63-64	Bronze spikes spiral off this mirror, creating a razor-edged decoration.
65-66	This simple steel mirror is decorated with the antlers and skull of a hunter's trophy kill.
67-68	The mirror is perfectly circular, framed in white gold and studded with sapphires.
69-70	A serpent or dragon in brass surrounds this glass oval, clutching its tail in its teeth.
71-72	This full-length mirror is actually many square mirrors in a column on an axle, allowing them to be rotated.
73-74	The copper frame of this old mirror has an overflowing cornucopia forged at the bottom.
75-76	A simple disc of polished bronze, hammered into an ellipse.
77-78	Once shattered, this glass has been meticulously reassembled. A few small shards are still missing, and the cracks are obvious.
79-80	This perfect circle of glass is framed only on one side by a sliver of platinum in the shape of a crescent moon, studded with six chips of aquamarine.
81-82	This mirror depicts a local lord's coat of arms.
83-84	An actual bird's nest is built into the top of this block-shaped wooden frame. Three small eggs rest inside.
85-86	Rust along this mirror's backing is visible through its glass.
87-88	Dried water droplets and a faint lingering scent of incense suggest this mirror was regularly used for scrying by a previous owner.
89-90	Three interlocking steel rings hold the glass in their centre.
91-92	This cast-iron frame bears artistic depictions of dragon heads around its border.
93-94	Bedecked with an immense amount of jewels, this mirror is worth far less than it appears – the gems are all cheap quartz and coloured glass.
95-99	Torch sconces line the sides of this mirror, and wax has dripped down over the mirror itself.
100	This enormous gold-framed mirror is designed to resemble a castle, all towers and buttresses, protruding from the top and sides around the glass. Its base even has a moat and drawbridge.

MISCELLANEOUS: STRANGE ATMOSPHERE

Use this table to generate air qualities or atmospheres the PCs may encounter while exploring the dungeon. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-05	Explorers have a distinct feeling of being constantly watched by an unseen observer.
06-10	An inescapable feeling of tightness and claustrophobia fills the area. Everything seems to slowly close in around the party.
11-12	A terrible sense of malice and spite, as if the space itself hates explorers, fills the area.
13-14	The area feels like a safe haven. Here, there is a tremendous sense of peace and tranquility.
15-16	The air pressure is noticeably different than of surrounding areas.
17-18	The area is breezy, although these winds are not strong enough to extinguish flames.
19-20	The air is very arid. The hot and dry conditions are almost desert-like.
21-22	The air is very humid. Like the steamy jungles, it is hot and wet.
23-24	The air is ancient and stale. Though very poor in quality, it is safe to breath.
25-26	The air is pure and clean. An unseen source constantly keeps the fresh air circulating.
27-28	The entire area maintains a pleasantly warm constant temperature.
29-30	At all times, the area remains refreshingly cool.
31-32	The air is charged with energy causing the hairs on the backs of explorers' necks to stand up.
33-34	The air has a strange, greasy quality, causing everything within it to feel slick.
35-36	Everything about this area projects a feeling of being worn down and disrepair.
37-38	All within this area suffer a terribly queasy feeling in their stomach.
39-40	Dark shadows and a gloomy air fills the area.
41-42	The air in the area is absolutely dead calm.
43-44	The air is frigid. A cold and dry wind blows constantly.
45-46	The air is cold and damp. Wisps of fog fill the area.
47-48	Anyone entering the area, even for the first time, gets the strangest sensation of déjà vu.
49-50	Something about the air gives those within the awful prickling sensation of insects crawling on their skin.
51-52	The area is filled with a sense of despair and great tragedy that presses down upon those who enter.
53-54	The area feels like a holy site and has a general sense of righteousness and good.
55-56	The area feels like an unholy site and has a general sense of depravity and evil.
57-58	The area feels like an axiomatic site and has a general sense of order and law.
59-60	The area feels like an anarchic site and has a general sense of bedlam and chaos.
61-62	The area feels like a neutral site and has a general sense of balance and neutrality.
63-64	No matter how close this area may be to other places, it projects a powerful feeling of isolation and loneliness.
65-66	Though very faint, and only seen at a distance, the air has an unmistakable haze.
67-68	Something about this area makes it seem very familiar to anyone who enters.
69-70	Anyone within the area gradually gains the nagging sensation they have forgotten something important.
71-72	The area has a foreboding atmosphere. There is a terrible sense of dread and apprehension.
73-74	Something about this place is just not quite right, though it is impossible to put a finger on just what is wrong.
75-76	A pervasive sense of hope makes this location a joyous place.
77-78	The air in this place is full of particulates such as pollen or dust.
79-80	A thick layer of filth and grime coat everything in the area. Smog hangs in the area.
81-82	This location gives the impression of being spacious and large.
83-84	There is an air of authority in this place; a regal presence that demands respect.
85-86	The air carries with it the unmistakable feeling of imminent rain.
87-88	Although it is not strong enough to cause adverse effects, all within the area have a slight feeling of vertigo.
89-90	The air is thin, just like at high altitudes. It is still breathable and causes no ill effects.
91-92	The air is thick and heavy. This does not affect movement.
93-94	This location has a warm and inviting feeling. It seems to welcome any and all who enter.
95-99	This area offers a feeling of rest and relaxation.
100	All who enter this location have the distinct impression they are being followed by something unseen.

MISCELLANEOUS: STRANGE MAGICAL AFFECTS

Use this table to generate interesting and strange magical affects the PCs encounter in the dungeon. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	Every statue, bust and portrait in the area turns its head to follow the movement of explorers.
2	All the portraits and pictures gradually change from one person or scene to another.
3	The torches spontaneous light when someone comes close and extinguish themselves once the explorer moves away.
4	Harmless cobwebs fill the area. Though they do not impede movement, they regenerate quickly after being broken or burnt away.
5	Within the area, all who speak find the pitch of their voice goes up two octaves.
6	Regardless of their fuel or source, all natural fires within the area burn with a bright green flame.
7	There are no echoes in this location, no matter how loud the sound or how spacious the room.
8	A harmless grey fog, only about two inches deep, covers the floor.
9	The ceiling has been enchanted to appear as the starry night sky, complete with a twinkling effect.
10	At strange intervals throughout the day, magical chimes mark the time.
11	Along the floor and walls, tiny colourful mushrooms sprout randomly. They last only seconds before withering away.
12	Strange veins of soft, pulsing white light run through the walls.
13	All food and drink within this area, no matter what it is, tastes like fresh oranges.
14	The entire area appears to be a living organism. The walls pulse steadily and a steady breeze blows back and forth.
15	A light snow falls, no matter the weather or season. Despite falling continuously, only a light dusting remains.
16	The floor is marked with strange, but meaningless, glowing arcane sigils.
17	No living creature casts a shadow in this place.
18	Everyone can see their breath condense in the air no matter the temperature.
19	All shadows are mysteriously cast in the wrong direction; they point towards light sources instead of away.
20	While in this place, liquids flow uphill. They still fall to the ground normally, however.
21	Tiny whirlwinds full of dust and small debris sweep through the area randomly, leaving trails in their wake.

22	Doors in this location that are unlocked or unbarred open and close automatically when someone approaches.
23	All the floors and walls are inexplicably warm to the touch.
24	All the floors and walls are inexplicably cool to the touch.
25	All unattended objects in the area animate and dance on the spot, when music is played.
26	All plant life within the area grows in odd colours such as blue moss or flowers with orange stems and green petals.
27	Small swarms of clearly illusory butterflies flutter about the area.
28	Everyone who remains in this location becomes temporarily illiterate.
29	While in the area, a person's hair and nails grow at an accelerated speed.
30	All metal objects in this location gets harmlessly tarnished within minutes, no matter how often they are polished.
31	All the plant life in the area grows and blooms in reverse.
32	A clear and harmless slime constantly drips from the ceiling.
33	The walls spontaneously begin to bleed. It happens at random and only lasts a few minutes.
34	A blue light without obvious source fills the area.
35	Compasses and innate direction sense no longer work within the area. Directions can still be followed to avoid being lost but true north cannot be determined.
36	Anyone who enters this area finds themselves capable of reading any language fluently.
37	The walls are studded with humanoid eyes, all blinking and looking about randomly.
38	Gradually, this location cleans and repairs all minor damage done to itself.
39	Any small, unattended object randomly levitate a few inches into the air before settling again.
40	Thick vines that grow clusters of delicious, but non-nourishing berries have overrun this area. The clusters take only minutes to regrow after being plucked.
41	An abnormally large population of insects and other tiny vermin live within the area.
42	All metal objects deliver a harmless static shock when first touched.
43	Wooden objects sprout small flowers. They cause no damage to the item but grow back immediately if plucked.
44	Those sleeping in this location have the same meaningless, but recurring, dream.
45	All who enter this place find they have switched their dominant hand.

46	The murals on the walls are all animated.
47	Sparkling lights fill the air at random intervals.
48	Within the area, all coin tosses automatically land with a result of tails.
49	Strange seismic tremors shake the area at almost regular intervals, but do not cause any damage.
50	Water pours magically from the walls, creating a one inch pool covering the floor.
51	Harmless bubbles, that pop immediately if touched, fill the air.
52	Schools of tropical fish swim through the air as if it were water.
53	All leather objects within the area sprout coarse hair that regrows immediately if removed.
54	Mundane light sources lit in this location burn twice as fast and thus last half as long.
55	Reflections cast within the area move slightly out of sync and sometimes even portray a completely different action.
56	Stalactites slowly shift their positions.
57	The entire area is illuminated by warm, magically produced sunlight.
58	Everything within the area loses its colour.
59	No matter how fresh or preserved, all food and water in this place spoils within one day.
60	Within the area, objects made of ferrous metal become slightly magnetized. It is not strong enough to impede or hinder in any way.
61	The statues in this area drastically change their stance when no one is looking.
62	The area is completely devoid of small plant life, insects and other harmless vermin.
63	Mundane light sources lit in this location burn half as fast and thus last twice as long.
64	Those dying in the area automatically stabilize.
65	Those dying in the area do not stabilize naturally.
66	Skeletal hands and tortured faces press outward from the walls, as if trying to escape.
67	Tiny, multifaceted gems constantly emerge and recede from the walls. Touching one causes it to shatter harmlessly.
68	The area is filled with strange spectral humanoid shapes. They are completely insubstantial and move about on their own.
69	All music sounds atonal and off key. Except for sounding awful, this has no effect on magical musical effects.
70	Animals in the area make the wrong noises; birds hiss, snakes bark and rats chirp, for example.
71	The air shimmers when looked at from a distance, despite the lack of heat.
72	All reflections show dead things as alive and alive things as dead.
73	The statues and busts in this location continuously cry real tears.
74	The walls appear to be in the process of melting. Despite this, they never lose their integrity.

75	The area is illuminated by magic flames that produce only light and no heat.
76	Lit lanterns float in the air. They remain in place just as if affixed to the wall.
77	Growing throughout the area are strange crystals that hum when touched.
78	A faint rainbow-coloured aurora fills the air.
79	Face masks carved into the walls change their expression. Each one cycles through a different set of emotions.
80	Every noise made within the area, no matter how faint, echoes afterwards.
81	From every surface, icicles quickly grow, break and shatter in an endless cycle.
82	A strange, pervasive mould producing large bulbs that look eerily like humanoid skulls grows here.
83	All about the floor, tracks of various animals appear and disappear at random.
84	All the vermin and small animals live on the ceiling as if gravity for them was reversed.
85	All the plant life appears normal but physically recoils from being touched.
86	All who speak find their words come out in the form of a song.
87	This location is home to a species of animal that is wildly inappropriate for the climate or terrain.
88	Floating near the ceiling of this place are perfectly formed, miniature clouds.
89	Every door in this location speaks nonsensical sentences of gibberish when open.
90	Hot air and lighter gases sink while cold air and heavier gases rise.
91	Spilled liquids forms a pattern of arcane symbols.
92	Small homunculus-like creatures spontaneously form within the area. These creatures are harmless, mindless and last only a few moments before dissolving into nothingness.
93	Decorative patterns carved into floors or walls change with regular intervals.
94	All injuries and wounds sustained in the area bleed black blood.
95	The names of all who have died at this location magically appear carved into the walls.
96	All water produced or created in the area becomes fizzy.
97	This location causes scars, both old and new, to permanently fade away over a one hour.
98	All who stay within this area constantly see quick movement out of the corner of their eye despite there being nothing there.
99	Anyone in the area constantly feels hungry and thirsty, no matter how much they consume.
100	Without warning, the entire area changes its cosmetic appearance. For instance, wooden walls might become natural caves, or iron gates might become stone doors. These changes are always purely superficial.

MISCELLANEOUS: STRANGE SMELLS

Use this table to generate smells the PCs encounter while exploring the dungeon. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-05	The unmistakable metallic scent of blood hangs in the air.
06-10	The air reeks of garbage, refuse and the foetid stench of raw, untreated sewage.
11-12	The delicious smell of bread baking in an oven wafts through the air.
13-14	The faint scent of dried roses is just barely detectable in the air.
15-16	The air carries the strong, unpleasant smell of fresh tar or pitch.
17-18	This area has the strong, musky stench of livestock or other animals.
19-20	The smell of cured and seasoned meat roasting over an open fire is easily detectable.
21-22	All about the area, the peculiar and unique smell of hemp hangs in the air.
23-24	The strong, pungent odour of mould and fungi hangs in the air.
25-26	This area has a bitter and unpleasant acrid smell almost strong enough to burn the nose.
27-28	The faint scent of smoke and ash lingers in the air.
29-30	The heady scent of brewing ale; roasted grains, yeast and fermentation fill the air.
31-32	The air carries with it a faint whiff of brimstone.
33-34	The pleasant smell of freshly picked fruits and berries lingers in the air.
35-36	The air carries the smell of overripe fruit.
37-38	The distinctly unpleasant smell of old sweat and body odour fills the area.
39-40	The disgusting stench of offal, urine and other waste is so strong in this area it is almost overpowering.
41-42	The scent of salty sea air – reminiscent of a beach or the ocean – fills the area.
43-44	A barely detectable hint of cinnamon hangs in the air.
45-46	The air carries a strong aroma of wet, but well-worn, leather.
47-48	The distinct smell of cut grass fills the air.
49-50	The powerful aroma of dark roasted coffee beans wafts gently through the air.
51-52	The air carries an undertone of decayed flesh.
53-54	The thick, heady scent of sandalwood infuses the air.
55-56	The air carries a strong scent of cured and stained cedar.

57-58	The gently wafting air carries the faint smell of lamp oil.
59-60	The whole area smells strongly of peat bog and damp soil.
61-62	The pleasant scent of lavender, floating lightly through the air, fills the area.
63-64	The air contains a powerful aroma of freshly crushed mint leaves.
65-66	Specific places within the area have the faint stink of sour milk about them.
67-68	The delightful scent of cherry blossoms in full bloom drifts through the air.
69-70	The distinct aroma of pipe tobacco being smoked hangs lazily in the air.
71-72	The entire area is filled with the strong smell of roughly cut pine.
73-74	Occasionally, the terrible, sickening stench of vomit overwhelms the area before fading just as quickly as it arrives.
75-76	The disgusting smell of rotten seaweed and fish permeates the area.
77-78	The beautiful scent of jasmine is noticeable only when it comes along on a slight breeze.
79-80	The potent and unique smell of molten metal hangs heavily in the air.
81-82	A faint but overly sweet fragrance of mature lilac bushes fills the area.
83-84	The air has been heavily spiced with a very strong mixture of frankincense and myrrh.
85-86	The odour of freshly chopped, raw onions strong enough to sting the eyes fills the air.
87-88	The area has a strange alchemical smell of formaldehyde and other bizarre preserving ingredients and reagents.
89-90	Carried on the wind is the distinct odour of sulphur and charcoal.
91-92	The smell of burning charcoal lingers in a few distinct spots within the area.
93-94	Numerous scents including old leather bindings, pulp and paper and glue combines to form an aroma of old books and ancient tomes.
95-99	The foul stink of stagnant, polluted water fills the air.
100	The area has absolutely no smell, as if it were completely sterile.

MISCELLANEOUS: STRANGE SOUNDS

Use this table to generate sounds the PCs hear while exploring the dungeon. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
01-05	Whispering voices that cannot be understood come from nearby places just out of sight.
06-10	Dripping liquids from somewhere ahead gently splashes into small pools.
11-12	Coming from somewhere close is the distinct, and loud, buzzing of hundreds of tiny insects.
13-14	A great multitude of large bells clang and ring in the far distance.
15-16	From not too far away comes the ethereal sound of chimes tinkling in a gentle breeze.
17-18	A grandfather clock marks the passing of the hour with its precise and methodical ringing.
19-20	The incredibly loud crash of an enormous gong rings out quickly while its reverberating echoes last for a few moments.
21-22	The sound of someone quietly crying comes from somewhere nearby.
23-24	A small group of people, all laughing uproariously, comes from nearby.
25-26	A single person screaming uncontrollably, and incoherently, with fear comes from far off.
27-28	From somewhere not too far away comes the sounds of a pitched battle.
29-30	A large group of voices chant together.
31-32	The sounds of two people engaged in muffled conversation comes from nearby.
33-34	From somewhere close comes the sound of a single person leading a small group in prayer.
35-36	The voice of a lone individual singing a hauntingly beautiful tune reaches the PCs.
37-38	From somewhere far away comes the sounds of an orchestra playing rich and complicated music.
39-40	A faint but incessant scratching noise seemingly originates from the surrounding walls.
41-42	The distinct noises of a working forge come from not too far away.
43-44	From nearby comes the sound of sawing and hammering.
45-46	The tremendous roar of a large, terrible monster echoes throughout the area.
47-48	The quiet sound of someone whimpering pitifully comes from an undetermined direction.
49-50	The sound of rapidly rushing water, such as from a river, comes from an unseen source.
51-52	Strong winds howl nearby.
53-54	From far away comes the faint sound of water falling into a pool.

55-56	A multitude of birdsong made up of chirps, tweets and whistles comes from all around.
57-58	Far into the distance, the low rumble of booming thunder echoes through the dungeon.
59-60	From somewhere closeby, a sad and mournful wailing, seemingly without end, fills the air.
61-62	The distinct grinding sound of stone moving slowly on stone comes from nearby.
63-64	Not too far away there is the chewing, gnashing and smacking sound of something large eating.
65-66	The very loud sound of a person snoring heavily comes from somewhere close by.
67-68	From somewhere nearby, a person whistles a cheerful, but tuneless, melody over and over.
69-70	The steady sound of surf crashing on a beach comes from far away.
71-72	The snapping, cracking and hissing sounds of a roaring fire come from some distance away.
73-74	The distinct crackling and buzzing sound of electricity comes from somewhere very close.
75-76	The air is filled with the sound of bubbling liquids and other strange alchemical reactions.
77-78	From somewhere nearby comes the sound of old rusty hinges squeaking horribly as a door is opened or closed.
79-80	Although their source is impossible to determine, the sound of quickly moving footsteps can clearly be heard.
81-82	From all around, comes the loud sound of a great many rodents all chittering, scratching and scrambling.
83-84	In the distance, the violent and angry sounds of a person yelling and ranting in incomprehensible rage can be heard.
85-86	From somewhere nearby comes the quiet but very disturbing sound of bones crunching.
87-88	The faint sound of chains being rattled and dragged across the floor can be barely heard in the distance.
89-90	From some location far away, the deep, rhythmic pounding of drums echoes through the air.
91-92	The sharp, loud sound of shattering glass from somewhere very close by suddenly fills the air.
93-94	The sound of someone's laboured breathing, though slow and quiet, comes from around the corner.
95-99	A strange, constant yet gentle tapping sound comes from behind the nearby walls.
100	The area is simply too quiet; an unnatural silence hangs in the air.

MUNDANE CHEST CONTENTS: CLOTHES & POSSESSIONS

Chests aren't always about treasure! Dungeon denizens need places to stash their clothes, tools and personal accoutrements.

D%	
1	This chest contains several piles of neatly folded white linens.
2	This chest holds grey and black burial shrouds.
3	A handful of dirty loincloths has been dumped into this chest.
4	Cult members have stashed red and black robes inside this chest.
5	This chest has been crammed full of multi-coloured dresses.
6	A selection of lacy undergarments lie within this chest.
7	This chest holds layers of folded stockings and five pairs of shoes.
8	Worn, sweat stained leather hoods are strewn about this chest.
9	This chest holds a selection of fine gloves, like those worn to a theatre performance.
10	The gloves inside this chest look like they're used to distribute pig slop.
11	This chest holds several sets of gloves, all smelling of musty earth.
12	This chest contains five sets of black silk leggings.
13	The colourful leggings in this chest look like they belong to a theatrical troupe.
14	Several old cloth bags are dumped inside this chest. One holds a forgotten gold coin.
15	This chest contains a dozen empty satchels.
16	The empty wine sacks in this chest now serve as rats' nests.
17	The single coin purse inside this dusty chest is, unfortunately, empty.
18	Sets of matching crimson robes, caps and slippers in a variety of sizes have been stashed inside this chest.
19	Moth-eaten shirts lie within this chest.
20	This chest contains burnt clothes that crumble to ash at the touch.
21	The riding boots in this chest are covered in cobwebs.
22	Auburn and blonde wigs hang on hooks inside this chest.
23	The numerous velvet gloves in this chest have been worn through on the fingertips.
24	A single pair of lady's lace gloves lies within this chest, on a pristine red velvet cushion
25	The hat in this chest is covered with painted goose feathers. A matching scarf lies beneath the hat.
26	This chest contains a bright green ball gown that shimmers in the light.

27	The leather scraps in this chest look like they were once stitched together as armour. Some are bloodstained.
28	This chest holds rusty chainmail scraps.
29	A set of dented pauldrons rest within this chest.
30	This chest contains a pair of grey robes with dozens of pockets sewn into each.
31	The vest in this chest holds two throwing daggers tucked into the hem.
32	A pile of vests, cravats and other gentlemanly garb is packed tightly into this chest.
33	Woollen scarves and mittens drape over one another in this chest.
34	The cloth hats in this chest are filled with dried mouse droppings.
35	Leather skullcaps have been set on rounded wooden blocks in this chest. All are the same size.
36	Simple working hats have been tossed into this chest.
37	This chest holds a single black veil, as worn at a funeral.
38	A rainbow of sarongs and scarves are packed into this chest.
39	This chest holds eight 50 ft. long lengths of rope.
40	The cheesecloth bags in this chest are filled with hairpins.
41	Rotted cloth scraps suggest the remains of long-forgotten clothing in this chest.
42	A selection of poetry books is stacked in this chest.
43	This chest contains half-a-dozen blank books, some blood-spattered.
44	The robe in this chest must've been made for a very obese person.
45	Oddly, the shirt in this chest was made with more than one pair of sleeves.
46	The neatly pressed shirts in this chest smell of rosy perfume.
47	This chest holds a dozen socks smelling of fetid cheese.
48	A multi-coloured cloak has been tucked into this chest. It contains three concealed (but sadly empty) pockets.
49	A single, extremely long strip of golden cloth (worth 50 gp) lies coiled in this chest.
50	Sheers, trowels and other gardening tools fill this chest.
51	This chest contains a well-used lockpick set.
52	Needles, thread and pincushions as well off cuts of fabric and several damaged pieces of clothing fill this chest.
53	An abacus has been neatly stored in this chest.
54	Writing quills and inkpots are stored in this chest.

55	This chest is empty, except for what looks like water stains in the corners.
56	A boot and armour polish kit fills this small chest.
57	This chest contains shaving razors and scissors.
58	This chest holds tiny shelves full of makeup and face paint.
59	This chest holds nothing but a knotted mass of frayed, faded ribbons.
60	This chest holds several pairs of common boots, made for walking. Two pairs are mud stained.
61	Mismatched leather sandals sit within this chest.
62	This chest contains five pairs of bed slippers, all lined with wool.
63	This chest holds three pairs of spike-toed boots.
64	The cracked leather boots in this chest have holes in the toes.
65	Pink and blue dancing shoes are carefully laid out inside this chest.
66	A set of white, half-face masks stare out from this chest.
67	This chest contains a handful of blank leather masks.
68	The masks in this chest are designed to look like a variety of humanoid monsters.
69	The theatre masks in this chest evoke both hilarity and tragedy in their expressions.
70	Black cloth masks fill this chest.
71	This chest contains four smaller boxes, each painted a different colour. All are empty.
72	This chest contains a hammer, chisel and wood planer as well as several lengths of seasoned oak.
73	The pliers, needles and hooks suggest this chest contains torture tools. The tool show signs of much use.
74	Several bronze masks lie within this chest, each showing a different emotion.
75	This chest holds a crowbar, hammer, nails and other construction materials and tools.
76	This chest holds what might've been a journal or diary, but most of its pages are missing.
77	This chest is empty, but velvet-lined like a large jewellery box.
78	This chest holds a jumble of leather straps and metal buckles.
79	Woollen blankets are stacked within this chest. All are clean, but obviously well-used.
80	Drapery and curtains fill this chest to capacity.
81	This chest holds cloth table runners, embroidered with flowers.
82	A dozen dented mugs fill this chest. Each has a different symbol of coat of arms emblazoned upon it.
83	Pewter silverware is neatly lined up inside this chest.
84	This chest contains a once-fine gentleman's suit which is now ragged and stained.

85	This chest holds a set of common garb, like any peasant might wear.
86	Tanned animal pelts are stacked within this chest. The chest smells slightly musty.
87	Hammers and tongs as well as several iron ingots fill this chest.
88	Crumpled straw hats have been stuffed inside this chest.
89	This chest contains homemade candles, some unused, others barely a nub of wax and wick.
90	Nothing but simple underclothes and clothes fit for a traveller fill this chest.
91	The pair of trousers this chest contains fit an incredibly tall person. They are worn at the knees and mud-stained.
92	An array of fine women's shoes are stacked within this chest.
93	This chest offers up paints, unused rolled canvas and brushes.
94	This chest holds cloth and leather patches for repairing clothes.
95	A tumble of mismatched socks and other miscellaneous pieces of clothing overflow from this chest.
96	This chest holds a single, enormous down pillow stuffed with owlbear feathers.
97	Clean washcloths and towels fill this chest.
98	This chest holds used kitchen utensils and cooking gear.
99	This chest contains spiked chokers and leather collars as well as manacles.
100	Yards of fine colourful lace have been rolled up carefully inside this chest.

FILLING CHESTS

A time-crunched GM can use these tables to add flavour and detail to otherwise unremarkable, boring rooms. Even evil villains, for example, must have clothes or favourite foods and the GM can use these tables to generate such details. Such small items may spark the players' interest and could lead to interesting role-playing opportunities or could even give insights into the NPC's personality and interests.

While each entry in the five tables mainly deals with just one or two items, a GM could roll several times on one or more of the tables to generate a truly interesting, thought-provoking chest.

Of course, the entries on these tables may need to be tweaked slightly – either to make them relevant to the villain owning the chest or to better fit a GM's personal style and/or campaign world. Such tweaks should take the GM seconds to complete are strongly encouraged.

MUNDANE CHEST CONTENTS: ODDS & SUNDRIES

As excited as you may be to peer into an unknown chest, hoping for valuable baubles, you might wind up quite sorry to have peeked after you see the strange and occasionally disturbing things others stash away.

D%	
01-05	A cleaned and polished skull stares out from within this chest.
06-10	Half-a-dozen locket hang from hooks embedded in this chest's lid; each has an etching of a different woman's face.
11-12	A variety of severed cat tails have been coiled within this chest; each has a unique fur pattern.
13-14	Clumps of dried dung have been set into neat piles inside this chest.
15-16	Over a dozen glass eyes, all different sizes and colours, are nestled within this cushioned chest.
17-18	A circle of severed fingers (from different species) lies within this chest.
19-20	This chest holds a mass of worn, mouldering papers. None are legible.
21-22	This chest has a selection of hard biscuits with eyes and mouths carved into them.
23-24	This chest is filled bent pewter spoons, broken bowls and plates and so on.
25-26	Fresh, moist earth has been packed into this chest, up to the brim.
27-28	Dozens of colourful, shiny buttons are scattered within this chest.
29-30	This chest contains rusted scrap metal.
31-32	The worms and flies indicate the mouldering pile this chest contains is some sort of compost
33-34	This chest contains a great mound of shiny ribbons, flecks of coloured glass, bent and broken coins and so on.
35-36	This chest holds a pair of very worn horseshoes.
37-38	Scraps of half-carved wooden blocks and sticks are jumbled up within this chest.
39-40	This chest contains a pile of rusted keys.
41-42	This chest contains a pile of rusted locks.



43-44	This chest holds a small, yellowed parchment with an obscure insult scrawled on it.
45-46	A severed hand lies within this chest, posed in a rude gesture.
47-48	The jars in this chest contain captured caterpillars, some have spun cocoons.
49-50	Slim fish bones fill this chest, along with the odour of rotted fish.
51-52	The small book within this chest contains erotic poetry written in a guttural language.
53-54	Three rows of dainty glass figurines each of a different animal, have been set in this chest.
55-56	This chest holds a variety of wooden combs, several with wiry hairs still sticking to them.
57-58	The hooks, rolls of twine and jar of grubs indicates this chest holds fishing gear.
59-60	This chest contains nothing but dull, grey rocks of varying sizes.
61-62	Rotting vegetables and fruit splatter the insides of this chest.
63-64	Broken bottles of perfume are strewn across the bottom of this chest, and their mingled scents remain powerful.
65-66	A broken lute, flute and torn drum have been secured within this chest.
67-68	Several bloody razors and knives have been dumped in the bottom of this chest.
69-70	This chest contains a lovely, if amateur, painting of a wildflower field.
71-72	A bar of soap lies beside a pile of grey rags inside this chest.
73-74	This chest holds a journal that is filled with only a single word written over and over: "Help."
75-76	This chest holds four burial urns filled with ash.
77-78	This chest is packed with chamber pots, not all of them empty.
79-80	This chest holds moulded clay figurines that depict humanoids of various races.
81-82	A chessboard awaits within this chest; both sets of pieces missing the King.
83-84	Bags of marbles and caltrops fill this chest.
85-86	A set of marked knucklebones is stored within this chest.
87-88	A solitary chipped teacup sits in the corner of this chest.
89-90	Straw dolls are piled high inside this chest, bound by twine.
91-92	Several containers of boot polish and moustache wax fill this chest.
93-94	This chest holds over a dozen broken daggers, each snapped in half.
95-99	This chest contains a charcoal drawing of the face of whoever opened the chest first.
100	This chest offers a collection of bird nests and broken eggs.

MUNDANE CHEST CONTENTS: PRIEST'S CHESTS

Even those called to a higher order of religious devotion need somewhere to store their precious holy icons when not immersed in prayer...as well as a place to stash certain unmentionables they don't want their fellow believers to discover in their possession.

D%	
01-05	This chest holds a set of pewter candle stands, dribbled over with red wax.
06-10	A brass incense mitre sits within this chest.
11-12	The chest holds several well-worn prayer books.
13-14	The scroll in this chest contains a jotted schedule of holy days.
15-16	This chest has a single, unused song book, intended for worship.
17-18	This tiny chest holds an equally tiny icon of a god's symbol.
19-20	This little chest holds an ordainment icon, meant to be pinned to a robe or outer vestment.
21-22	A purple assembly robe is folded inside this chest.
23-24	This chest holds a coiled whip for self-punishment. It has seen a lot of use.
25-26	Blessed vials of water crowd this chest.
27-28	This chest holds wooden etchings of grave-looking saints.
29-30	This padded chest contains several sets of polished bells and cymbals.
31-32	This chest holds an elaborate sash woven from human hair.
33-34	The book in this chest contains a compilation of holy teachings.
35-36	The journal in this chest holds a detailed recording of personal sins.
37-38	Ceremonial garb of splendid appearance is folded neatly within this chest.
39-40	This chest holds an indecipherable notebook written in cryptic church code.
41-42	An array of ointments and salves sit within this chest. They smell terrible.
43-44	The ceremonial mask in this chest is adorned with hooks and barbs.
45-46	A ring of salt contains an empty space in the base of this chest. One part of the circle is smudged and broken.
47-48	This chest has a set of brass rings intended for each finger and toe.
49-50	This chest contains a small box that holds chalk and charcoal used for ceremonial purposes.
51-52	The thick notepad in this chest details a variety of religious symbols.
53-54	This chest conceals a collection of cords, whips and chains.
55-56	The brazier nestled in this chest holds cold ash.

57-58	This chest reveals a collection of oddly demonic face carvings set in stone and wood.
59-60	The cloak folded in this chest is emblazoned with a sun.
61-62	Thorny vines have been coiled inside this chest; the tips of the thorns are stained with blood.
63-64	A blue-green embroidered dress with extensive veil fills this chest.
65-66	Bronze sleeve and cloak clasps are set in plush rows inside this chest.
67-68	Golden threaded altar linens lie inside this chest.
69-70	This chest offers a set of wine cups and empty flagon.
71-72	A leather-bound flask and a bag of odd-smelling herbs sit in this chest.
73-74	The parchments in this chest contain notations of other sanctuary locations.
75-76	This chest holds a brown robe with a hood deep enough to hide any wearer's face.
77-78	The miniature altar in this chest has a sprinkling of ash about it.
79-80	A simple bowl of murky water sits in this chest.
81-82	Demon horns and talons are lined up in this chest, pointing towards the opener.
83-84	This chest holds a gleaming mirror etched with arcane symbols around the edges.
85-86	This chest contains a weapon oiling kit.
87-88	Grass and twigs have been woven into a replica of a local order of nature worshippers' holy symbol.
89-90	The chest holds two set of three tiny pyramids that stack inside one another. The pyramids are intricately decorated with lavish paintings of angels and demons fighting one another.
91-92	Several sets of chimes jangle when this chest is opened.
93-94	The prayer box from this chest rattles when shaken. It holds 46 gp worth of mixed coinage.
95-99	The chest holds half-a-dozen wooden and metal puzzles, interlocked or broken apart.
100	The array of polished amber blocks in this chest contains a different insect.



MUNDANE CHEST CONTENTS: PROVISIONS

Dungeon dwellers do not survive on the meat and marrow of dead adventurers alone. They like to indulge and imbibe just like anyone else, and they're not about to leave precious food and drink just scattered about where the rats (and worse) can get it.

D%	
01-05	Wax-sealed wheels of cheese are packed into this chest.
06-10	This chest is piled high with cheesecloth bags of dried fruit.
11-12	Slabs of salted meat are secured in this chest.
13-14	The chest holds a variety of jerky.
15-16	The bagged white powder within this chest is salt.
17-18	Salt and pepper has been divided into individual compartments in this chest.
19-20	This chest contains gnawed ears, labelled and sorted by different seasonings and race.
21-22	Flies buzz up from the rotting mutton in this chest.
23-24	The rock-hard bread in this chest could double as a bludgeoning weapon.
25-26	Oozing honeycomb has been sealed in wax clumps and placed in this chest.
27-28	The chest holds flasks of liquor so potent it stings the eyes.
29-30	Once-full water skins now sag in this chest as their contents slowly evaporate.
31-32	The wine skins in this chest slosh promisingly.
33-34	This chest contains a small keg of beer marked with the sigil of a famous brewer.
35-36	Sift through the dried oats in this chest, if you must, but it's all that's there.
37-38	The jugs in this chest hold goat milk brimming with hairy clumps.
39-40	This chest holds several sacks of onions, carrots and other vegetables.
41-42	This watertight chest has several inches of foul-smelling liquid sloshing about within it.



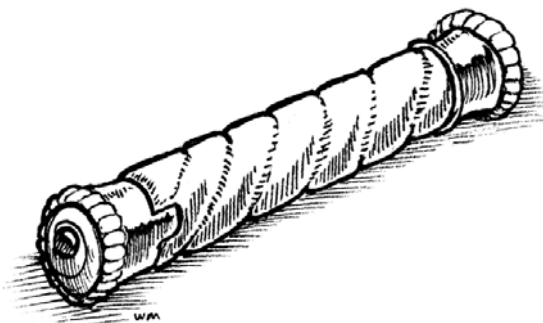
43-44	Crumbly cracker wafers puff crumbs everywhere when this chest is opened.
45-46	The chest contains mouldy bread.
47-48	This chest holds stacks of chilled meat pies.
49-50	The chest holds an assortment of fresh vegetables.
51-52	The chest offers a selection of fresh, but wrinkly apples.
53-54	Blocks of ice keep the slabs of meat in this chest fresh.
55-56	The charred offerings of this chest look uncomfortably like to rat-kebobs.
57-58	While a delicacy to some, the honeyed lizards-on-a-stick in this chest don't appeal to every palate.
59-60	The chest contains bowls of a stew that's mostly turned to gelatine.
61-62	A delightful assortment of fruit pies is stacked within this chest.
63-64	This chest holds a wooden spoon to scoop out the flour contained in several large sacks also found within.
65-66	A dozen blocks of hardtack are stacked in this chest.
67-68	Flour sends up a white cloud when this chest is opened.
69-70	This chest holds dozens of ears of corn.
71-72	The chest contains several pounds of rice.
73-74	Potatoes tumble out of this chest when it's opened.
75-76	If the slimy, black mass this chest now holds was food in a previous life, you don't dare it eat now.
77-78	Vials of oil glisten within this chest.
79-80	The chest contains a jug of frothy, but unidentifiable, brew that's definitely fermented.
81-82	Several skinned hares are laid out in this chest.
83-84	Steam rises from the roasted venison haunch in this chest.
85-86	The chest holds jellied intestines that look like mounds of gray pudding.
87-88	This chest glistens with fistfuls of candied fruit slices.
89-90	Neat cloth bags of herbs and spices sit in this chest. Each is labelled; in total they are worth 120 gp.
91-92	This chest contains what would best be described as piles of "giblets."
93-94	Roasted turkey legs have been stacked inside this chest.
95-99	The chest holds rows of eggs. Some fresh, some not so. Some are clearly from chickens; others are from something much bigger.
100	Chopped fish heads have been tossed into this chest.

MUNDANE CHEST CONTENTS: WIZARD'S CHESTS

Beware the wizard's cache, as it could be guarded by deadly spells and filled with ghastly spirits or demons set to devour your soul. Or it could just be his toenail clippings. Beware those too. This table provides a variety of discovery options when adventurers meddle in the affairs of wizards.

D%	
01-05	This chest holds a collection of dozens of different types of hair, each named and tied with a tiny string.
06-10	Books of foreign languages are filed alphabetically in this chest.
11-12	Scrolls of astronomy charts fill this chest.
13-14	Feathers from a hundred different bird species are pinned to the sides of this chest.
15-16	This chest holds bottles of spiders and their webs.
17-18	A dead insect collection is pinned to wooden slats in this chest.
19-20	This chest contains nothing but blank parchment.
21-22	The miniature shelves in this chest are stacked with numerous inks bottles of varying colours and viscosities.
23-24	An assortment of teeth from various creatures is scattered about this chest.
25-26	This chest contains sketches of cave-dwelling creatures and insects bound with twine.
27-28	Pairs of severed bird claws stand upright in this chest. All have been removed expertly.
29-30	Talons and teeth are slotted into this chest's cabinets, some as small as a little finger, others over six inches long.
31-32	Small boxes of dust and ash fill this chest.
33-34	Large glass lenses are stacked inside this chest.
35-36	Metal tubes are strapped down to the bottom of this chest. Otherwise, it's empty.
37-38	Metallic-looking silver, gold and bronze threads are spooled within this chest.
39-40	This chest contains a tiny hammer and miniature anvil, for some unknown purpose.
41-42	This chest holds three mortar and pestle sets: small, medium and large.
43-44	Beakers and glass tubes are nestled in this chest's cushioned interior.
45-46	History books, chronologically arranged, are stacked inside this chest.
47-48	This chest contains strips of tanned skin – some are of human origin.
49-50	Despite their gleam, the shiny, polished rocks in this chest sadly are not gems.
51-52	Vials contain different types of sand from around the land fill this chest.
53-54	A pair of reading glasses and several unremarkable books fill this chest.

55-56	This chest holds vials of water of varying degrees of clarity and filth.
57-58	Desiccated reptiles and amphibians have been laid out in the bottom of this chest.
59-60	The chest holds rows of pale candles, wick trimmers and lighting sticks.
61-62	The crumpled, blotted notes in this chest apparently come from failed experiments.
63-64	Parchments with odd biological and mechanical sketches have been tossed into this chest.
65-66	Faded maps of the surrounding area lie within this chest.
67-68	The single parchment in this chest contains a list of names and notations that look like a collection of financial debts.
69-70	Potted flowers and plants have somehow flourished inside this chest's damp, dark interior.
71-72	Moss, mould and herbs grow on the thin, rocky layer of earth laid in the base of this chest.
73-74	Tiny animal skeletons, wired together, have been arranged in this chest.
75-76	This chest contains sheaves of anatomical diagrams. A few of the illustrations depict fantastical monsters.
77-78	A hundred eyes, each kept afloat in its own liquid-filled bottle, bob about in this chest.
79-80	Blank notepads and books fill this chest.
81-82	The chest holds tweezers, needles and other delicate instruments in thin drawers.
83-84	The skeleton of a large snake fills this chest.
85-86	Metal, wooden and glass rods lie jumbled at the bottom of this chest.
87-88	The chest contains pungent incense sticks with intricately carved burner stands.
89-90	Expensive-looking soapstone pipes lie in slots alongside expensive-smelling tobacco pouches.
91-92	The thin glass vials in this chest look to, alarmingly, contain fresh blood.
93-94	This chest contains a stink of green earth that evaporates almost as immediately as it's opened.
95-99	The charcoal-rubbed papers in this chest appear to be of gravestone etchings
100	Clustered in the corners of this small chest are collections of toenail and fingernail clippings.



PITS: CHARACTERISTICS & APPEARANCE

Pits are a lurking danger that have spelled the doom of countless adventurers. They can be used to kill, injure or trap intruders, to block progress down passageways or to prevent escape. An explorer trapped in a pit with no way of getting out is at the mercy of those that set the trap.

Other mundane uses for pits include general storage, rubbish dump or prison. Other pits may accidentally (or by design) link the dungeon level to other deeper locations.

This section presents both statistics for 18 basic pit traps for use in almost any dungeon environment and a table for determining interesting design features. Pages 8 - 9 present more complex pit traps.

CLIMBING

Characters stuck in a pit normally extricate themselves as quickly as possible. Those without magical means of doing so must scale a pit's walls.

WALL CONDITION	CLIMB DC
Very rough wall	10
Very rough natural rock	15
Uneven; narrow foot and handholds	20
Natural rock wall or brick wall	25

STANDARD PIT TRAPS

CR	XP	MULTIPLE TARGETS?	PERCEPTION DC	DISABLE DEVICE DC	REFLEX AVOIDS DC	DEPTH	DAMAGE	SPIKES (1-4 PER CHARACTER)
1	400	Yes	20	20	20	20 ft.	2d6	
2	600	Yes	25	20	20	20 ft.	2d6	
3	800	Yes	25	20	20	30 ft.	3d6	
3	800	No	25	20	20	30 ft.	3d6	+10 attack, 1d4+3 damage
4	1,200	Yes	25	20	20	40 ft.	4d6	
4	1,200	No	25	20	20	10 ft.	1d6	+10 attack, 1d4+1 damage plus Medium spider venom (DC 14 Fort [1 save]; <i>freq.</i> 1 rd./4 rds.; <i>effect</i> 1d2 Str)
5	1,600	Yes	25	20	20	60 ft.	6d6	
5	1,600	Yes	25	20	20	40 ft.	4d6	+10 attack, 1d4+5 damage
6	2,400	No	26	20	25	80 ft.	8d6	
6	2,400	Yes	20	20	20	40 ft.	4d6	+10 attack, 1d4+4 damage
7	3,200	Yes	20	20	20	40 ft.	4d6	+10 attack, 1d4+5 damage
7	3,200	No	25	20	25	140 ft.	14d6	
8	4,800	Yes	25	20	25	80 ft.	8d6	
8	4,800	Yes	25	20	20	50 ft.	5d6	+10 attack, 1d6+5 damage
9	6,400	Yes	27	20	25	80 ft.	8d6	
10	9,600	Yes	28	20	25	40 ft.	4d6	+10 attack, 1d6+5 damage
11	12,800	No	30	20	25	20 ft.	2d6	+15 attack, 1d6+2 damage plus deathblade poison (DC 20 Fort [2 save]; <i>freq.</i> 1 rd./6 rds.; <i>effect</i> 1d3 Con)
12	19,200	Yes	25	20	25	50 ft.	5d6	+15 attack, 1d6+5 damage plus shadow essence poison (DC 17 Fort [1 save]; <i>freq.</i> 1 rd./6 rds.; <i>effect</i> 1 Str drain/1d2 Str)
13	25,600	Yes	29	20	30	150 ft.	15d6	

CR MODIFIERS

Automatic Reset (CR +1): If the pit automatically resets itself (such as the lid closing) increase its CR by 1.

Poison (CR + var.): If the pit has spikes, adding poison to those spikes is an easy way of enhancing the trap. Refer to chapter 13 of the *Pathfinder Roleplaying Core Rulebook* to determine the trap's modified CR, when adding poison.

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

D%			
01-05	Small holes pierce the bottom few feet of the pit's walls. They are too small for any creature larger than Tiny to enter.	51-52	A ring of crudely carved gargoyles leers down at the pit floor. Set 15 ft. above the floor water trickles from them. The walls and floor are slick.
06-10	The pit intersects with a natural cave which can be accessed through a narrow crawl way.	53-54	The floor has been treated with a <i>continual flame</i> spell. Lurid shadows dance within the pit.
11-12	The rough and uneven floor is difficult terrain.	55-56	The pit is above a natural cavern and the floor is very weak (hardness 8, hp 15, DC 25 Break). A falling character must make a Strength check. Success indicates the character falls through into the cavern. A DC 16 Knowledge (dungeoneering) or Perception reveals the danger. The distance fell (and what lies in the cavern) are at the GM's discretion.
13-14	Several large boulders lie in the pit. From under one, a partially squashed skeleton protrudes.	57-58	Thick, cloying mud covers the floor. The pit is dank and smells of earth.
15-16	A pool of pure, cold water fills half the pit.	59-60	The floor is of cobblestones. The symbol of an evil god is picked out in black stone.
17-18	A narrow chasm pierces the pit's floor; a cold wind issues forth from its depth.	61-62	Carvings of skeletons – all with broken and shattered legs – decorate the pit's walls.
19-20	Seams of different rock cut through the floor.	63-64	A narrow ledge (DC 10 Acrobatics) circles the pit about 10 ft. from its lid.
21-22	The pit's walls are rough and easy to climb (reduce the DC of Climb checks by 5).	65-66	Black rock (coal) studs the pits walls.
23-24	The pit has an overhang (DC 30 Climb check) making it hard to escape.	67-68	Broken pottery has been mortared into the nooks and crannies of the pit's walls. Treat the pottery as caltrops (that injures hands and feet).
25-26	The pit is a cess pit. Many small holes, chutes and cracks in its walls ooze excrement. Characters in the pit may contract filth fever (DC 12 Fortitude save negates).	69-70	A mosaic of a shadowy, substantial creature decorates the floor.
27-28	The floor of the pit slopes steeply downwards.	71-72	A mosaic of a gigantic mouth covers the pit floor. A DC 22 Knowledge (arcana) check reveals the mouth to be that of a purple worm.
29-30	A shard of obsidian (or other sharp rock) rears from the pit floor. The shard is smooth (DC 25 Climb check); characters falling while climbing it suffer 2d6 damage as they slide down the rock.	73-74	The walls of the pit are warded with a <i>phantom trap</i> spell and appear trapped to any mundane or magical in investigations.
31-32	The pit narrows; at its base it is only 5 ft. wide.	75-76	The pit is suspiciously clean (as if recently tidied).
33-34	The pit once served as a oubliette. Four sets of rusting manacles are affixed to its walls.	77-78	Many deep notches pierce the pits walls. All manner of spiders and insects dwell within.
35-36	A ring of crudely carved gargoyles leers down at the pit floor. Set 15 ft. above the pit floor their open mouths connect to chutes elsewhere that can be used to pour burning oil, effluent and other liquids down upon those trapped below.	79-80	The pit is actually an aborted mineshaft. Minerals stud the pit's walls.
37-38	Several small holes pierce the floor; a noxious foul-smelling breeze issues forth from within.	81-82	The pit's walls have been sharpened so that they are dangerous for climbers. Treat as 67-68.
39-40	A lurid painting of demons and devils slaughtering humans covers one wall. Several pieces have been chipped away.	83-84	The pit is a natural sinkhole.
41-42	Niches carved into the walls about 6 ft. from the bottom of this pit each hold a leering skull.	85-86	Tiny holes pierce the pit's lid allowing light and air into the interior.
43-44	A single empty torch sconce juts from one wall. Pulling it causes the pit lid to collapse into the pit. A DC 20 Perception check reveals the sconce has a mechanism linked to the pit lid.	87-88	The first two steps of a rudimentary stair rise from the pit floor. "Not this Way" is carved into the first step.
45-46	The floor is made of different coloured cobblestones laid out in simple geometric patterns.	89-90	The pit floods after heavy rain above; a tide mark on the walls indicates how high the water rises.
47-48	A stone shelf is cut into one wall. It holds several sets of trail rations. They are all poisoned.	91-92	The pit floor is slightly warm.
49-50	An archway pierces one wall. The corridor beyond progresses 5 ft. before ending; it is clearly unfinished.	93-94	The air in the pit is foul; characters within must make a DC 13 Fortitude save or be affected as if by a <i>stinking cloud</i> until they escape.
		95-99	Roll twice on this table, ignoring results of 95-100.
		100	Roll thrice on this table, ignoring results of 95-100.

PITS: DRESSING & FEATURES

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

D%	
1	Brackish water about six inches deep fills the pit.
2	Mushrooms and fungi grow in the pit.
3	The air in the pit is musty. Mould and fungus grow on the floor and walls.
4	Bent and broken spikes jut up from the floor. Dried blood coats many although of previous victims there is no sign.
5	Rubble litters the ground, it costs 2 squares of movement to enter such squares.
6	The pit walls are slightly moist, but are not wet enough to hinder climbers.
7	Small holes pierce the bottom few feet of the pit's walls. They are too small for any creature larger than Diminutive to enter.
8	Several rotting rat corpses lie about the pit.
9	A skeleton of a human male is huddled in one corner; both legs are broken and his equipment is rusted or rotten.
10	Brackish water about one-inch deep fills the pit.
11	Brackish water about one-foot deep fills the pit.
12	Brackish water about five-foot deep fills the pit.
13	The pit's floor and walls are covered in greenish, moist slime.
14	Iron spikes – clearly serving as a rudimentary ladder – pierce one wall.
15	Burnt torches lie scattered about.
16	The dead, frozen remains of a large patch of brown mould covers one wall; the mould is harmless, but it is slightly chill in the pit.
17	Iron spikes – clearly serving as a rudimentary ladder – pierce one wall. Several are loose, however; a character failing a DC 20 Reflex save falls back into the pit.
18	One bent and rusting iron spike protrudes from one of the pit's walls.
19	Water oozes from the pit's walls, increasing the Climb DC by 5. Mud coats the pit's floor.
20	Thick, dried mud coats the pit's floor.
21	A pile of rubble fills one corner of the pit.
22	Rubbish and detritus fills the pit and reduces the falling damage by 1d6.
23	Rubbish and detritus fills the pit and reduces the falling damage by 1d6. Disease lurks in the festering mass, however. Those falling into the pit may contract a virulent strain of filth fever (DC 14 Fortitude negates).
24	Spider webs cluster thickly in the corner of the pit; not enough spiders dwell therein to form a swarm.

25	A large (dried) bloodstain mars the pit's floor.
26	The air in the pit smells musty.
27	The scorched remnants of green slime cling to the pit's walls. They are now harmless.
28	Fresh water oozes up through cracks in the floor creating a small pool.
29	Bat guano covers the floor.
30	Fungus grows on the walls. The walls are slippery (adding 5 to the DC of Climb checks).
31	Cold air issues out of small cracks in the floor and walls of the pit.
32	Glowing fungi fills the pit with a soft, shadowy green light.
33	Mud covers the pit floor and white mushrooms grow within. Insects infest the pit.
34	The words "Tell Adosan, I love her" are scratched into the pit's floor.
35	The pit's walls have become unstable; increase the DC of Climb checks by 5.
36	Hand and foot holes have been crudely craved into one wall; a DC 5 Climb check is sufficient to scale the wall.
37	The faint smell of rotten flesh pervades the pit.
38	The stench of urine and fear fills the pit.
39	A cloud of flies buzz about the rotting corpses of several large rats.
40	Sand, about 1 ft. deep, covers the floor of the pit.
41	Dry soil, about 2 ft. deep, covers the pit floor.
42	A large dried bloodstain mars part of the pit floor.
43	Cobwebs cover the walls; many spiders dwell within, but not enough to form a swarm.
44	A field of half-foot high mushrooms covers the pit floor.
45	A pile of soot, blackened stones and charred wood bare mute testimony to a fire set years ago. A DC 15 Perception check uncovers the scorched bones of several rats.
46	The cloying stench of rotting flesh and excrement hangs in the air.
47	A half-decayed body of a goblin lies slumped against one wall. Dressed in rags, he has nothing of value. A DC 15 Heal check reveals the creature died of a broken skull.
48	A large colony of white ants live in the cracks running through the walls and floor of the pit. They are numerous, but harmless.
49	Old and dried excrement has been daubed over one wall. It is crumbly and flakes off easily.
50	Dried bloodstains smear one wall; however, they do mark the easiest climb out of the pit (reduce by 5 the Climb DC to scale the wall).
51	"Have mercy on my soul" is scratched into one wall.

52	A small pile of rubble lies stacked in one corner. Searching the rubble (DC 20 Perception) reveals a crushed skeletal hand.
53	The remains of torn and burnt cobwebs cling to the pit's walls. Hundreds of decaying crushed and burnt spider corpses litter the floor.
54	One wall is whitewashed. The colour is faded and discoloured.
55	"Hunger for Death" is carved into one wall.
56	One wall has partially collapsed. The resultant rubble pile is easy to scale and reduces the pit's depth by 15 ft. on that side.
57	A bleached, cracked skull leers up from the floor.
58	Green slime oozes down one wall. A DC 19 Knowledge (dungeoneering) check reveals its it not *that* kind of green slime
59	A bent miner's pick lies abandoned in the pit.
60	One wall has been partially melted. The wall is very smooth (add 5 to DC to Climb checks).
61	Dust covers the pit's floor. No tracks are evident.
62	Spikes once festooned the floor, but they now lie battered and scattered about the pit. Several bear ominous bloodstains.
63	A smashed mirror, burst waterskin and a ripped sack are piled in one corner.
64	A crude painting of humans slaughtering orcs decorates one wall. It is done in blood and ink. Water dripping down the wall has destroyed much of the picture.
65	A character falling into the pit activates an <i>alarm</i> .
66	A character falling into the pit activates a <i>magic mouth</i> . The mouth cackles loudly.
67	A silver piece has been placed into eight small holes in the pit floor. They are old and tarnished.
68	A pile of bodily wastes has attracted a small number of pale white ants into the pit. They live in crevices in the walls and are harmless.
69	A discarded slashed and torn map shows a route from the dungeon entrance to the pit.
70	A dried blood trail leads up one wall. It seems someone who fell in was badly hurt but managed to climb out.
71	Phosphorescent fungi grows on the underside of the pit's lid.
72	"Geralt's Folly" is carved into one wall.
73	Scratch marks mar the underside of the pit's lid.
74	Soot stains cover the underside of the pit's lid.
75	A cluster of bloody handprints decorate one wall.
76	A single two-foot high mushroom grows in the centre of the pit. It reduces the falling damage of a character landing on it by 1d6.
77	A macabre display of bones covers the pit's walls and the underside of its lid. The bones are attached to wires and rattle when the lid opens (and for a few minutes afterwards).
78	A pair of faded, red eyes is painted onto the underside of the pit's lid.

79	A pair of rusting short swords and the remains of several skeletons fill the pit. Sharpened leg bones have been jammed into crevices in the rocks; they serve as impromptu pitons.
80	An iron spike pierces the wall just below the pit's lid. A frayed three-foot piece of ropes hangs from it.
81	Water oozes out from the bottom of one wall.
82	The pit lid does not shut perfectly, leaving a thin slit through which light and fresh air enters the pit.
83	The air inside the pit is unnaturally cold.
84	Minerals in the pits walls glimmer invitingly in the light. They look attractive, but are worthless (DC 10 Knowledge [dungeoneering] reveals).
85	An iron ladder leads up from the floor to the pit's lid. Several holes in the lid are big enough to thrust a spear through.
86	When the pit's lid shuts, only one side operates properly. The other remains stuck open.
87	Sounds from the area above the pit filter through a score of small holes in its lid.
88	The acoustics of the pit create weird, muffled echoes that linger for longer than they would normally do. This increases the DC of hearing-based Perception checks made in the pit by 2.
89	Thick, wiry mottled black fungus covers one wall and part of the floor.
90	The smell of sweat and smoke hang in the air.
91	A gigantic representation of the holy symbol of an evil god made of carefully placed rubble decorates the floor.
92	A gigantic representation of the holy symbol of an evil god decorates the floor. It has been comprehensively scratched and defaced.
93	Fleas infest the carcass of several dire rats. Characters in the pit must make a DC 13 Reflex save or itch and scratch until they bathe. This may, at the GM's discretion, make concentrating on complex tasks difficult.
94	A ripped and torn sack contains 2 days worth of crushed trail rations and a shattered spyglass.
95	Alternating thick stripes of black and white paint cover the pit's walls.
96	Smoke or steam issues from small cracks in the pit's floor. The floor is noticeably warm.
97	A pouch containing 12 gp, a <i>potion of cure light wounds</i> and a map fragment lie on a natural shelf halfway up one wall (a DC 20 Perception check uncovers).
98	A single bloody handprint mars the underside of the pit's lid.
99	Roll twice on this table, ignoring results of 99-100.
100	Roll thrice on this table, ignoring results of 99-100.

PITS: TRAPS & TRICKS

The pits listed here are examples of complex pit traps that contain several different elements; for more basic pits refer to page 4 which presents a selection of CR 1 – 12 pit traps.

CRUSHING PIT CR 9 (6,400 XP) *The floor drops away suddenly, dumping you into a deep pit.*

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 30 Perception (two small switches – one in the pit and one in the area above – turn the trap on and off).

Destroy Destroying the switches (AC 4, hardness 8, hp 30, DC 25 Break) locks the trap in the position it is in.

Trigger location; **Reset** automatic (10 minutes)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The pit opens; characters fall 40 ft. (DC 20 Reflex save negates) and suffer 4d6 falling damage. Characters can scale the walls with DC 20 Climb checks. Dozens of small holes pierce the pit's walls (DC 20 Perception check) reveals.

Effect (Round 2) Grinding sounds issue from the pit walls and long spikes emerge from the small holes. Characters utilising the spikes can scale the walls with a DC 15 Climb check, but suffer 1d6 slashing damage for every Climb check they make.

Effect (Round 3) The walls start to grind shut. Characters climbing the wall must make a DC 15 Reflex save or fall off.

Effect (Round 4) The walls slam shut. Characters in the pit are attacked by 1d4 spikes (+15 attack, 1d8+5 damage) and pinned in place (+16 CMB, CMD 26; pinned characters suffer 1d8+5 damage per spike per round). The walls remain closed for 2 rounds.

FALLING

Characters falling into a pit take falling damage and land prone. However, some pits contain acid, water or even magma making them much more dangerous.

Acid: Total immersion in acid deals 10d6 acid damage per round, while exposure to acid deals 1d6 acid damage each round. Additionally, the fumes of acid are inhaled poisons. Characters adjacent to a large pool of acid must make a DC 13 Fortitude save each round or suffer 1 Constitution damage.

Lava: Lava deals 1d6 fire damage per round of exposure. Characters totally immersed suffer 20d6 fire damage and damage continues for 1d3 rounds after exposure ceases. This ongoing damage is only 10d6 fire damage, however.

Soft Surfaces: Falls onto soft surfaces (mud, dense undergrowth and so on) convert the first 1d6 damage to nonlethal damage.

Water: If the water is at least 10 ft. deep, the first 20 ft. of a fall inflict no damage. The next 20 ft. do nonlethal damage (1d3 per 10 ft. fallen) and remainder inflict normal falling damage.

DANGEROUSLY UNSTABLE PIT CR 4 (1,200 XP) *The floor beneath your feet suddenly drops away.*

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch near to the pit locks the lid open or closed)

Destroy Destroying the switch (AC 4, hardness 8, hp 15, DC 20 Break) destroys the trap's mechanism.

Trigger location; **Reset** automatic (1 minute)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The pit opens; characters failing a DC 20 Reflex check falls 20 ft. and suffer 2d6 falling damage.

Effect (Round 2 – 3) The floor of the pit begins to fail. A DC 10 Perception check hears the sound of cracking rock and a subsequent DC 15 Knowledge (dungeoneering) check reveals the floor is unsound. Characters can scale the pit's walls with a DC 20 Climb check.

Effect (Round 4) The floor collapses into a natural cavern 20 ft. below. Characters failing a DC Reflex check fall into the cave, suffer 2d6 falling damage and land on 1d4 stalagmites (+10 attack, 1d4+5 damage). A character can scale the cavern walls with a DC 15 Climb check. Unfortunately, an overhang between the cavern and the pit is much harder to negotiate (DC 30 Climb check).

THE THING IN THE PIT

On occasion, when a character falls into a pit he discovers it is already occupied. Sometimes the pit builder intentionally stocks it with undead or constructs while other times vermin claim the area as their own. A partial list of suitable monsters includes:

Aberration: mimic; **Constructs:** animated object (Medium or smaller), clay golem, flesh golem and stone golem; **Ooze:** gelatinous cube, gray ooze and ochre jelly; **Undead:** ghosts, ghouls, skeletons, wight and zombies; **Vermin:** army ant swarm, bat swarm, centipede swarm, rats, rat swarm and spider swarm.

Additionally, some monsters are attracted to pits. Such monsters include:

Aberration: cave fisher, choker, cloaker, darkmantle; **Vermin:** giant centipede and giant spider.

Fighting in a pit can be challenging. Characters therein often lack the ability to manoeuvre – this is particularly devastating for archers and spellcasters. It is also likely that the entire party will be unable to participate in the battle. Thus, when placing monsters in a pit, be very mindful of the encounter's EL and take care to provide interesting tactical options for all participants.

SUFFOCATING PIT

CR 9 (6,400 XP)

The floor drops away and you land in a deep pit. Moments later, mud starts to pour into the pit through a large opening high up on each wall.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch near to the pit locks the lid open or closed)

Destroy Destroying the switch (AC 4, hardness 8, hp 15, DC 20 Break) locks the lid in its current position.

Trigger location; **Reset** no reset

Effect When triggered, this trap has the following effects:

Effect (Fall) The pit opens; characters failing a DC 25 Reflex check fall 60 ft. and suffer 6d6 falling damage. Two rounds later the lid shuts.

Effect (Soil Deluge) The next round a deluge of mud starts pouring into the pit from four pipes. The depth of the soil increases by 2 ft. per round. Roll for initiative. Characters in the pit suffer 2d6 nonlethal damage (DC 20 Reflex halves). Characters can scale the pit walls (DC 20 Climb check) but every round on its go, the falling mud makes a bull rush attack (CMB +14) against climbing character. Success knocks the character back to the floor and the character takes damage as if he had fallen onto a soft surface.

Effect (Quicksand) After five rounds, the mud acts like quicksand. Characters can make a DC 10 Swim check to tread water or a DC 15 Swim check to move 5 feet in any direction. A character failing either check by 5 or more sinks below the surface and begins to drown when he can no longer hold his breath. Characters below the surface can swim back to the surface with a DC 15 (+1 per consecutive round under the surface) Swim check. The mud stops pouring into the pit when it is 40 ft. deep.

SLIDE PIT

CR 3 (800 XP)

The floor drops away dropping you into a pit with a smooth, sloped floor. You land prone and start sliding down the floor toward a steeply sloped tunnel.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch near to the pit locks the lid open or closed)

Destroy Destroying the switch (AC 4, hardness 8, hp 15, DC 20 Break) destroys the trap's mechanism.

Trigger location; **Reset** automatic (5 minutes)

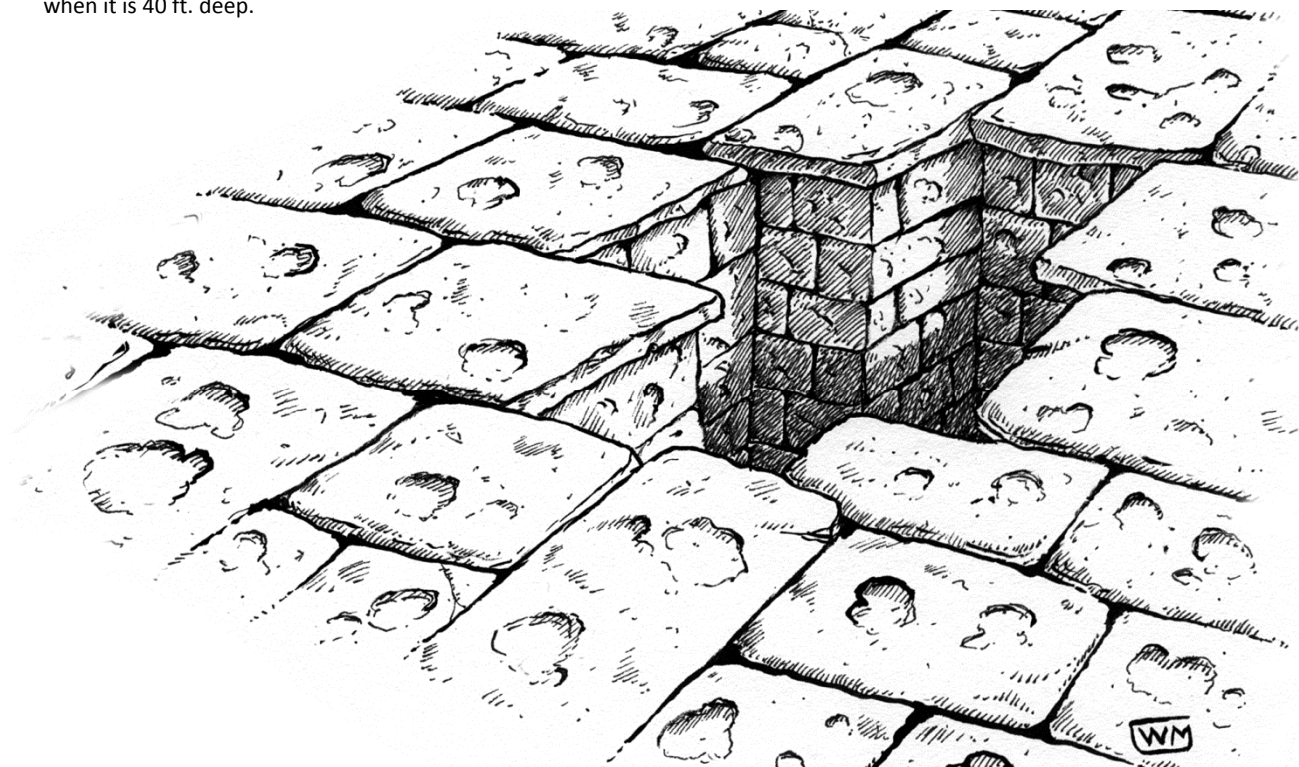
Effect When triggered, this trap has the following effects:

Effect (Fall) The pit opens; characters failing a DC 25 Reflex check fall 20 ft. and suffer 2d6 falling damage. They land prone on the sloping pit floor and slide 10 ft. along the floor.

Effect (Slide) Characters in the pit, slide 20 ft. down the sloping tunnel. A DC 20 Reflex save arrests progress while a DC 15 Reflex save reduces the distance travelled to 10 ft. Characters on the slide can climb its walls with a DC 20 Climb check. The slide is 60 ft. long.

Effect (Fall) At the slide's terminus characters must make a DC 25 Reflex save or fall 40 ft. into a deep pool of water (2d3 nonlethal damage). The walls of this pit are rough (DC 20 Climb check). The water is 20 ft. deep and calm (DC 10 Swim check). The only exit from the pool chamber is up the slide.

Variants Such pit traps often have things living in the deep pool. Constrictor snakes (CR 2) or most creatures listed in The Thing in the Pit sidebar are excellent candidates for such locations. Treat this as a separate encounter and award XP accordingly.



POOLS: CHARACTERISTICS & APPEARANCE

Pools add an element of mystery to a dungeon. In their often murky depths, they can hide both treasure and monsters or connect via a hidden passageway to elsewhere in the dungeon. Pools in dungeons can be magical or mundane. Some are naturally occurring with swiftly flowing water, while others are constructed at the dungeon architect's whim and feature elaborate fountains or other features.

Pools make an excellent addition to a dungeon, allowing the GM to create interesting encounters utilizing clues, monsters, puzzles or traps. No matter the pool type, it is only a brave adventurer who willing steps into unknown waters. Players are wise to approach a pool cautiously, even if it initially seems innocent enough.

This section presents the basic characteristics of pools:

POOL TYPES

Pools can come in many sizes and shapes. When creating a pool select one characteristic from each type listed below.

- **Depth:** Deep or shallow.
- **Water Flow:** Calm, rough or stormy.
- **Temperature:** Warm, cold or very cold.
- **Origin:** Constructed or natural.

DEPTH

Pools are either deep or shallow.

Shallow: Shallow pools have a depth of less than 10 ft. and the following characteristics:

- **Clear:** Unless the water is described as particularly murky, vision in a shallow pool is 4d8 x 10 ft.

Deep: Deep pools typically have a depth of over 10 ft. and the following characteristics:

- **Murky:** Unless the dungeon is brightly lit, deep pools are generally murky, reducing vision to 1d8 x 10 ft.

Very Deep Water: Very deep water is dangerous to swimmers:

- **Pitch Black:** It is pitch black in very deep water.
- **Water Pressure:** For every 100 ft. a swimmer is below the surface, he suffers 1d6 nonlethal damage each minute (DC 15, +1 per previous check Fortitude save negates).

WATER FLOW

Water flows swiftly in a rapid pool, either because of magic or because of a swiftly moving current entering from elsewhere.

- **Calm Water:** Calm water requires a DC 10 Swim check.
- **Rough Water:** Rough water requires a DC 15 Swim check.

- **Stormy Water:** Stormy water requires a DC 20 Swim check.

TEMPERATURE

Most underground water is cold or very cold:

- **Very Cold:** Very cold water deals 1d6 nonlethal damage from hypothermia per minute of exposure.

ORIGIN

Pools are either constructed or of natural origin and have the following characteristics:

Constructed: Built by intelligent creatures such pools are sometimes built with other exotic materials besides stone.

- **Construction:** A DC 15 Knowledge (engineering) check determine the type of creature who constructed the pool.
- **Partial Cover:** Some constructed pools have an encircling wall around them 2 ½ ft. – 4 ft. high. These walls provide partial cover (+2 AC, +1 Reflex) to creatures in the same square. Most walls are made from the same material as the pool.

Natural: Natural pools occur organically in dungeons and usually feature rough stone walls and floor. They are often fed through natural fissures in the rock or formed by water dripping down from above. The water within is often cold and pure.

CONSTRUCTION

While most pools are carved from roughly hewn stone, some constructed pools can be built from more unusual materials. The statistics below represent a pool's floor and walls.

MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	50	20
Glass	2	50	20
Iron	10	90	30
Stone (Hewn)	8	90	50
Stone (Masonry)	8	90	35
Stone (Natural)	8	90	65
Wood	5	60	20

*magically treated

RANDOM ENCOUNTERS

Not only can pools serve as a secret passageway to other parts of the dungeon, they are also great places to spring an unexpected encounter on characters as dungeon denizens are often drawn to water. The difficulty of fighting underwater creatures presents new tactical challenges to your players.

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

D%	
01-05	Small, brightly painted tiles encircle the edge of the pool. The tiles are slightly slippery, increasing Acrobatic checks by 2.
06-10	The walls of the pool slope downward, curving towards the centre.
11-12	A small 10 ft. by x 10 ft. pit rests in the pool's bottom. It is 15 ft. deep.
13-14	An underground spring makes the pool water scalding hot, dealing 1d4 fire damage per round to any immersed creature.
15-16	The floor of the pool is exceptionally rough and uneven; it does not count as firm footing.
17-18	Stalactites hang down from the ceiling, almost touching the surface of the pool.
19-20	Hewn stone steps descend into the pool.
21-22	Two <i>continual flames</i> light the pool's depths.
23-24	A DC 25 Perception check discerns perfectly aligned, tiny holes bored into the pool's walls.
25-26	The pool water is very salty, granting a +2 bonus to Swim checks made to stay afloat.
27-28	Narrow chutes sloping downwards into the pool are spaced every 3 ft. along the pool's edge.
29-30	The glittering water radiates faint conjuration magic. Once per day, a creature drinking from the pool receives the benefits of a <i>cure moderate wounds</i> spell (CL 3rd).
31-32	A fountain of a halfling spouting water from an upraised tankard stands in at pool's centre.
33-34	A small cave hollows out one of the walls.
35-36	The pool is fed by a natural underground stream.
37-38	The walls of the pool progress towards the bottom like a set of stairs
39-40	In the middle of the pool, a natural pillar of stone has formed, rising just inches about the surface.
41-42	Half of the pool's walls are of finished stone and the other half are unworked as if the builder stopped halfway through its construction.
43-44	A short, twisted tunnel leads off from the bottom of the pool and runs 90 ft. before ending in a small alcove. Traversing the winding tunnel increases the Swim DC by 5.
45-46	The water is black and oily. A creature drinking from the pool is affected by a <i>bestow curse</i> spell (-6 Con, CL 7th; DC 14 Will negates).
47-48	The dungeon's floor slopes downward steeply to the pool's edge.
49-50	Medium-sized holes in the pool's walls lead to perfectly circular chambers.
51-52	A DC 30 Knowledge (religion) check identifies hymnals written to a long forgotten deity along the pool's bottom.

53-54	Small statues of fish stand on the pool's bottom. One larger fish is depicted chasing the others.
55-56	The north and south walls of the pool are set at an angle while the east and west walls are perfectly straight.
57-58	The bottom floor of the pool has been tiled in smooth pebbles.
59-60	Stone carvings of demonic heads line the perimeter of the pool. A DC 25 Knowledge (engineering) check discerns that they once were used to fill the pool with water.
61-62	The pool's walls are lined with numerous handholds, granting a +5 bonus to Climb and Swim checks.
63-64	Four marble pillars, one at each corner of the square-shaped pool, support a domed roof.
65-66	The pool coils downwards, much like a snake.
67-68	Slippery, narrow stone archways crisscross the pool 2 ft. over its surface, requiring a DC 12 Acrobatics skill check to cross without falling in.
69-70	The pool water is very cold. Swimmers in the pool take 1d6 nonlethal damage per minute of exposure.
71-72	Small streams of water sprout from multiple fist-sized holes in one of the dungeon's walls to feed the pool.
73-74	The pool's surface acts like a mirror.
75-76	The pool water is strangely thick and heavy, increasing the DC to Swim checks by +2
77-78	Alternating shelves of rock jut randomly from the walls of the pool.
79-80	Thousands of tiny spikes cover the floor of the pool, acting like caltrops to anyone walking along the bottom.
81-82	The pool water has a greenish tinge to it and is acidic, dealing 1d3 acid damage to any creature touching it and 1d6 acid damage a round to any submerged creature.
83-84	The pool is shaped like an inverted pyramid.
85-86	The water in the pool swirls counter clockwise for 1d4 rounds and then swirl clockwise for the same length of time.
87-88	A DC 20 Perception check notices a lever that releases a metal grate that slides out to cover the surface of the pool.
89-90	At the bottom of the pool rests a small statue of a girl holding an orb. Once per year, anyone touching the statue receives the benefits of a <i>divination</i> spell (CL 7th).
91-92	The pool's water is filled with thick sediment, reducing vision to 1d4 x 10 ft.
93-94	The pool is shaped to appear as a snarling beast.
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

POOLS: DRESSING & FEATURES

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

D%	
1	A sodden, decaying goblin, or other humanoid, floats face down in the pool.
2	2,000 copper pieces line the pool's bottom.
3	The pool's water glows with a strange luminosity like torchlight that lasts for 1 hour if bottled.
4	Small white fish swim languidly in the pool.
5	The pool water is artificially dyed red.
6	Stone spouts depicting fairy creatures along the pool's perimeter spray coloured water into the pool. Any creature hit by the spray must make a DC 10 Fortitude save or be dazzled for 1 round.
7	The walls of the pools have been lined with mirrors. Some are broken (hardness 1, hp 1, Break DC 5).
8	Three humanoid skeletons lie entwined on the pool's bottom.
9	A gnawed rope dangles into the pool.
10	Garbage and waste litter the pool.
11	Anyone staring into the pool is subject to a permanent <i>silent image</i> spell (Will DC 11, CL 9th) depicting a giant kraken racing upwards.
12	Bones from many humanoids fill the pool.
13	Dozens of tiny, almost translucent fish blink from colour to colour as they swim in the pool.
14	A skeleton at the bottom of the pool wears a suit of rusty full plate.
15	The water of the pool has an oily smell and feel. It is highly flammable (treat as oil).
16	A decorative golden plaque set above the pool reads in Aquan, "Alas, here is all that remains of Aguaneos the water elemental."
17	Bloody footprints lead up to the pool's edge.
18	Any creature submerged in the pool hears beautiful, but faint, singing in Elven.
19	A single long brazier set into the ground encircles the perimeter of the pool.
20	A bloodstain smears the side of the pool.
21	Several dead fish float in the pool.
22	Fifty 10 gp gems have been set underwater into the pool's walls. Each requires a DC 20 Disable Device check to remove without breaking.
23	The bottom of the pool is painted black so that it appears deeper.
24	Statues of headless maidens dance around the pool's edge. Their heads lie in the pool.
25	A wooden shield, bitten in half, bobs ominously in the pool.
26	Giant lily pads that hold up to 50 lbs. cover the surface of the pool.

27	Parts of the pool's side has crumbled away into the water. The rubble forms a ramp of sorts into the pool.
28	Algae has turned the water blood red in colour.
29	A DC 25 Knowledge (engineering) check fixes a dragon headed spout that then starts to belch water into the pool.
30	Broken bits of armour and weapons litter the edge of the pool.
31	Foul smelling bubbles pop on the pool's surface.
32	Rubble half fills the pool.
33	Purplish slime fills the pool and adjacent squares, increasing the DC of Acrobatic and Swim checks by 4.
34	Obvious signs of recent flooding – water marks etc. – surround the pool.
35	Thousands of gold pieces appear to litter the pool's bottom. In fact, it is a <i>permanent image</i> (DC 16 Will, CL 13th). Anyone seeing through the illusion hears a faint mocking laughter.
36	A ring of demonic statues thrust pitchforks into the pool's water. Their faces wear expressions of ecstasy. One of the statue's pitchfork is missing.
37	Small, glowing stones are set in alcoves along the pool's walls. The stones immediately stop glowing if taken from the pool.
38	A series of metal hoops float in the centre of the pool, getting narrower in circumference as they descend towards the bottom.
39	A humanoid skeleton clings to pool's edge; its lower half appears to have been dissolved.
40	One wall of the pool has collapsed.
41	A DC 25 Perception check detects faint music playing beneath the pool's surface.
42	The pool is only half-full and choked with slime.
43	Thick cobwebs stretch across the pool.
44	Wooden planks have been nailed over the pool.
45	A fountain in the middle of the pool depicts two gnomes lovers. Extensive graffiti, telling crude jokes, covers the statues.
46	The pool abuts a dungeon wall carved into the likeness of a human face with exaggerated features. One eye has crumbled away.
47	Large dents mar the pool's walls.
48	A complete city, done in miniature, covers the pool's floor. Although some buildings are ruined, it is clearly a work of genius.
49	Gold fish swim lazily in the pool.
50	A dead tree sits in a pot next to the pool's edge.
51	Debris from the ceiling occasionally falls into the pool. Every 1d4 hours, a creature standing within 5 ft. of the pool must make a DC 15 Reflex save or take 1d6 damage from falling rock.
52	Old, well-used toys lie covered in dust next to the pool.

53	A silver placard just above the water line in one of the pool's walls reads in Aquan, "Beware the lurkers below."
54	The pool's walls have many small niches and recesses carved into them.
55	A DC 20 Perception check finds carved into the wall in Dwarven, "Built by Zar to commemorate the crowning of King Narganthal."
56	The pool's once pure water is fouled with rubbish and excrement.
57	A DC 25 Perception check reveals carved into a wall a small map of the dungeon, depicting the next three dungeon rooms before a missing chunk of the wall cuts it off.
58	Numerous wooden holy symbols of various gods float in the pool. Several are scorched or broken; all are essentially worthless.
59	An old wooden bucket attached to a length of sodden rope bobs in the pool.
60	A dead humanoid lies next to the pool, clutching a water skin in its hands.
61	A wooden ladder has been thrust into the pool.
62	The pool is filled with wine. It is old and vinegary. A character drinking it must make a DC 15 Fortitude save or be sickened for 1d4 hours.
63	The warm pool water relaxes the mind. A fully submerged creature is affected by <i>calm emotions</i> spell (CL 2nd; DC 13 Will save negates).
64	A horrible smell, like rotting corpses, wafts from the pool nauseating adjacent creatures for 1d4 minutes (DC 20 Fortitude save negates).
65	Extinguished tea lights bob on the surface.
66	Discarded clothing floats lazily in the pool.
67	A DC 15 Knowledge (dungeoneering) check identifies a number of moulds and algae living near a hot vent in the pool's bottom as both edible and nutritious.
68	Under a layer of slime at the pool's bottom lie 10 ancient platinum coins (DC 25 Perception check reveals).
69	A large mirror hangs above the pool; scum and algae grow on it.
70	Deep furrows left in the walls by huge claws indicate that something huge crawled from the pool.
71	Graffiti scratched into one of the walls in reads in goblinoid, "Boeg smells like a kitten."
72	The pool's walls appear to have been recently scorched with fire. In places, the heat was so intense the stone has melted.
73	The scales of a silver dragon have been crudely nailed into the walls of the pool. Its skull lies on the pool's bottom.
74	Several dead and half-eaten fish float in the pool. The water is cloudy and covered in scum.
75	A statue of a humanoid bent down to drink from the pool squats by its edge.

76	A shattered wooden barricade surrounds the pool. Piece of it float in the pool.
77	Large puddles dot the floor near the pool as if someone recently took a swim.
78	The skeleton of a humanoid sits chained to the bottom of the pool.
79	Numerous crossbow bolts lie on the pool's bottom. They are rusted and worthless.
80	A natural underground stream has broken through one of the pool's walls, polluting the water with a thick pink sludge.
81	The pool sits at an odd angle on a crumpled floor as if victim to a minor earthquake.
82	An enormous, desiccated 40 ft. tentacle coils within the pool. A DC 28 Knowledge (nature) identifies it once belonged to a kraken.
83	Discarded fishing gear sits next to the pool in a puddle of dried blood.
84	The water is muddy and obscures the pool's bottom.
85	Muddy footprints surround the pool.
86	A smashed rusty cage lies at the bottom of the pool; a rusted chain and crank link it to a gigantic hook in the ceiling.
87	A red eye of painted glass, set into the ceiling above the pool, casts a reddish glow on the water.
88	The pool smells of urine and excrement.
89	Slightly luminescent green algae covers the pool's the surface. A DC 15 Knowledge (dungeoneering) or (nature) check reveals it is safe to eat.
90	Thick, cloying 5 ft. deep mud covers the pool's bottom. The mud does not count as a firm footing. Walking through it kicks up a cloud of mud (acts as <i>obscuring mist</i> for 1d4 minutes).
91	A treacherous, underwater current moves through the pool's depths. Swimmers must make a DC 20 Swim check or be pulled underwater. A DC 20 Perception check spots the hidden danger.
92	The pool has raised walls; in two places the walls have been breached allowing much of the water to drain away.
93	A crude, dry stone wall surrounds the pool. Bleached skulls have been set atop the wall and glare at anyone approaching the pool. The rest of the skeletons choke the pool's depths.
94	An island of rubble emerges from the rough centre of the pool. Hundreds of copper and silver coins glitter enticingly from the island.
95-99	Roll twice on this table, ignoring results of 95-100.
100	Roll thrice on this table, ignoring results of 95-100.

POOLS: TRAPS & TRICKS

Of course, pools are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. Sometimes they are designed to protect great treasure but more often, they are planted as a cruel joke to harass foolhardy adventures. The traps and tricks here are examples of such features used to protect pools.

BLACK TENTACLE POOL

This trap is designed to trick explorers into believing they are fighting some monstrous creature of the depths. The *black tentacle* spell has been slightly modified to allow it to pull a grappled creature underwater. Additionally, this trap can be placed in a small cave off one of the pool's walls, furthering disguising it as a monster.

BLACK TENTACLE POOL CR 6 (2,400 XP)

Writhing tentacles reach up out of the pool to attack you.

Search DC 30; **Type** magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** DC 25 Perception (a tiny hidden switch near the pool's edge).

Destroy Destroying the hidden switch (AC 12, hardness 10, hp 10, DC 25 Break) defeats the trap.

Trigger Proximity (*alarm*; any creature touching or entering the pool water); **Reset** automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Activation) When activated, an extended *deeper darkness* spell (CL 9th) activates just under the pool's surface to hide the pool's bottom. Additionally, the trap unleashes an extended *black tentacles* spell (CL 9th; CMB +14, CMD 24) along the pool's surface in a 20 ft. radius. The inky black tentacles thrash about madly to simulate some monstrous beast hidden in the darkness of the pool.

Effect (Round 1) The tentacles attempt to grapple any creature within its area of affect. Grappled creatures suffer 1d6+4 damage and gain the grappled condition.

Effect (Subsequent Rounds) The tentacles continue to grapple any foes in its area of affect. It pulls any grappled foes into the pool, in an attempt to drown them.

Effect (End; Round 18): The tentacles disappear, but the *deeper darkness* remains (for 180 minutes).



VORTEX POOL

This trap sucks swimmers into a flooded chamber to drown.

VORTEX POOL CR 6 (2,400 XP)

The bottom of the pool suddenly slides open, a whirling vortex quickly forming around you.

Search DC 25; **Type** mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (a small switch on one of the inside walls of the pool).

Destroy Destroying the pressure plate (AC 11, hardness 8, hp 20, DC 20 Break) defeats the trap.

Trigger one pressure plate (along the pool bottom); **Reset** automatic (1 hour) or manual

Effect (Round 1) Stepping on the pressure plate causes a 10 ft. by 10 ft. section of the pool floor to slide away, creating a swirling vortex as the water begins to drain away into a shaft. Creatures within the vortex must make a DC 20 Swim check or be sucked 5 ft. toward the shaft. The vortex stretches 15 ft. downwards through a shaft, draining into an adjoining chamber the same size as the pool above.

Effect (Subsequent Rounds) The vortex spreads 5 ft. in all directions, each round. The water completely drains out of the pool 4 rounds after the vortex fills the circumference of the pool. Creatures in the vortex must make a DC 20 Swim check or be sucked 5 ft. toward the shaft. Trapped creatures can make a new Swim check as a move action to move in the turbulent water. Each round a creature remains trapped, it moves 5 ft. closer to the shaft. If the creature is in the shaft, it moves 5 ft. downwards. Creatures free of the vortex must succeed on a DC 15 Swim check to move in the pool.

Effect (End; Round Varies) Once the water drains from the pool, the shaft door slides shut. Creatures trapped in the pool's reservoir can attempt to break through the stone door (AC 4, hardness 8, hp 90, Break DC 30*). Alternatively, a DC 20 Perception check discovers a 10 ft. wide iron grate (AC 4, hardness 10, hp 20) in the reservoir's wall leading to a narrow tunnel (DC 20 Climb check) used to pump water back into the pool.

Variant (CR 7) Increase the DC of the vortex to 25.

Variant (CR 5) Decrease the DC of vortex to 15.

DROWNING

A character can hold its breath for a number of rounds equal to twice its Constitution score. If a character takes a standard or full-round action the remaining duration is reduced by 1. After this period, the character must make a DC 10 (+1 per previous check) Constitution check each round or start to drown. In the first round it falls unconscious (hp 0). In the next round, the character drops to -1 hp and is dying. In the third round, the character drowns.

POOLS: MAGIC POOLS

In the original fantasy game, magic pools went beyond mere spell effects, their powers being truly wondrous. The pools below are designed to capture that feeling of mystery and danger. The description of each pool presents different skill checks a PC can make to discern clues as to its abilities and purpose. Each entry also has the effects of drinking or immersing oneself into the pool. To emulate the pools of old, the effects have no saving throws, however, as an option for GMs, each entry at the end contains information for saving throws for more generous GMs.

NECROTIC POOL

A three-foot high wall of well-mortared brownish stone encircles a pool of smoky black water.

Perception or Heal (DC 15) The stone's unique colouring is due to copious amounts of dried blood.

Perception (DC 20) Faint writing is carved into the pool's encircling wall.

Knowledge (arcana, DC 20) The writing is arcane and deals with the school of necromancy.

Knowledge (arcana, DC 25) The spells woven into the pool deal with binding negative energy in the same way that is used to create undead.

Knowledge (arcana, DC 30) Recalls that certain cabals of necromancers create necrotic pools to aid them in the creation of undead minions. The creation of such pools is difficult and complex and requires the binding of countless souls to the pool.

Effect (Drinking) Any creature drinking from the pool suffers 3d6¹ negative energy damage. In addition, the water induces zombie rot² in the drinker. A DC 17 Heal check identifies the malady after the first day. The rot can be removed by a successful application of *remove disease*.

Effect (Immersion) A living creature in the pool takes 3d6¹ negative energy a round. As long as they do not swallow any of the water, they do not suffer from the zombie rot effect.

Effect (Immersion [corpse]) The pool animates any intact corpse placed into the pool into a zombie (*Pathfinder Bestiary*). This takes 10 minutes. Unless a creature has the Command Undead feat or other way to control undead, the zombie attacks nearby creatures. The pool can create 20 HD of zombies a week.

1: DC 14 Will save halves.

2: **Zombie Rot:** *Type* disease (ingested); *save:* Fortitude DC 17; *onset:* 1 day; *frequency* 1/day; *effect:* 1d2 Con damage, a creature whose Constitution score reaches 0 animates one day later as a zombie; *cure:* 2 saves.

POOL OF THE FORGOTTEN GODS

A small altar squats in front of this crystal clear pool. Tiles depicting human-like creatures in supplication to titanic beings surround the pool and altar. The faint smell of musky incense lingers in the air.

Perception (DC 20) The humans on the tiles appear to be offering items of value such as gems, weapons and jewellery to giant, fat human-like creatures.

Knowledge (religion, DC 20) A now extinct pantheon of fickle gods were renowned for the high level of devotion they demanded from their subjects. The gods demanded worshippers offer up their wealth on altars like the one here.

Knowledge (religion, DC 25) These gods were known to bless those who offered up large sums of wealth and they cursed those who were stingy with their offerings (which is why people eventually decided to forget them).

Effects (Drinking and Immersion) The effects of the pool are the same whether a creature drinks or immerses itself in the water. To activate the pool's power, a creature must place an object or objects of value on the altar. The object immediately disappears and the pool's water glows a golden colour. The effect the waters bestows is a function of the value of the objects sacrificed. Only the creature offering the sacrifice may gain the benefit of the pool. Each creature may gain the pool's benefits once a year.

- **0-50 gp** The forgotten gods consider the paltry sacrifice an insult. Though the water turns gold, it bestows 1 negative level¹.
 - **51-100 gp** The forgotten gods consider this a trifling award, but decide to bestow the worshipper a +1 to one d20 roll. The boon expires at the end of the day and must be used before the roll is made.
 - **101-1,000 gp** The forgotten gods are glad that someone remembers the old ways and bestows the worshipper a +2 divine bonus to attack rolls, skill checks and saving throws until sunrise the next day.
 - **1,001-2,500 gp** The forgotten gods smile upon the obviously wise worshipper and bestow on it their protection; a +4 bonus to saving throws and DR — /5 for the next three days.
 - **2,500-5,000 gp** The forgotten gods weep in joy that someone has remembered them. At any time during the next month, the worshipper may *commune* once with the forgotten gods as the cleric spell of the same name (CL 20).
 - **5,001 gp** The forgotten gods consider the worshipper to be a truly wise, noble and benevolent being. The pool's water permanently boosts one random ability score by +1.
-

1: DC 20 Will save negates

PORTCULLISES: CHARACTERISTICS & APPEARANCE

Portcullises are an imposing obstacle for adventurers. Their grid-like construction offers a glimpse of what lies beyond while giving the dungeon's defenders a powerful position from which to strike at intruders.

The following section includes the basic characteristics of portcullises.

COMMON CHARACTERISTICS

By their very nature portcullises are designed to stop or, at the very least, slow attackers so that dungeon denizens can prepare a defence.

- **Cover:** A lowered portcullis provides partial cover (+2 AC, +1 Reflex).
- **Line of Sight:** A lowered portcullis does not block line of sight.
- **"Detect" spells:** Most 'detect' spells pass through a portcullis.
- **Climbing:** Portcullis are easy (DC 10 Climb) to scale.

CONSTRUCTION

Most portcullises are built from wood, metal or a combination of the both. More exotic portcullises made from stone, crystal or even magical energy can also be encountered.

- **Bone Portcullis:** A feature of necromancer's lairs and ancient tombs, bone portcullises (AC 3, hardness 3, hp 15, DC 20 Break, DC 20 Lift) are macabre features often crafted from the remains of those meeting their doom in the dungeon.
- **Wood Portcullis:** Constructed from toughened wood, these portcullises are secured with large iron nails and leather thongs. They are a formidable (AC 3, hardness 5, hp 30, DC 25 Break, DC 25 Lift) barrier.
- **Iron Bound Wooden Portcullis:** This wooden portcullis is strengthened with iron bindings. The iron makes the portcullis difficult to damage as well as heavy to lift. Bound solely by iron rivets and nails, this is a sturdy piece (AC 3, hardness 5, hp 40, DC 25 Break, DC 25 Lift) of dungeon hardware.
- **Iron:** Imposing and unyielding the iron portcullis stands able to weather great punishment before being destroyed (AC 3, hardness 10, hp 60, DC 28 Break, DC 25 Lift).
- **Stone:** Impressive portcullises crafted from great pieces of stone are resilient and able to endure great damage (AC 3, hardness 8, hp 30, DC 28 Break, DC 25 Lift).
- **Cold Iron:** Cold iron portcullis (AC 3, hardness 10, hp 60, DC 28 Break, DC 25 Lift) often feature in subterranean strongholds and are used to keep demons and fey creatures at bay.
- **Mithral Portcullis:** These light, silvery portcullises (AC 3, hardness 15, hp 60, DC 28 Break, DC 25 Lift) are much easily worked than adamantite portcullises and are often in

themselves works of art. They are often used to keep lycanthropes or devils out of an area.

- **Adamantine Doors:** Exceedingly rare, adamantite portcullises (AC 3, hardness 20, hp 80, DC 30 Break, DC 30 Lift) are used to both awe their viewers and protect items of surpassing importance.

PORTCULLIS CONDITION

Not all portcullises are in perfect condition. Some may have been damaged by previous explorers while others are as good as new.

Use the table below to determine the portcullis' general condition:

CONDITION	PERCEPTION DC	HARDNESS	HP	BREAK DC
Dilapidated ¹	+1	-4	-50%	-4
Poor ¹	+3	-2	-25%	-2
Average	+5	—	—	—
Good ²	+7	+2	+25%	+2
Excellent ²	+9	+4	+50%	+4

1: Dilapidated portcullises – and those in a poor condition – often do not fit very well. At the GM's discretion, a character may be able to squeeze through or under such a portcullis with a DC 30 Escape Artist check.

2: Portcullises in good or excellent condition fit the archway well; they rarely have enough of a gap for an explorer to squeeze through or under. However, at the GM's discretion, a character may be able to squeeze through or under such a portcullis with a DC 35 Escape Artist check.

WINCH AND LIFTING MECHANISMS

Several common methods of operating portcullises exist:

Rope Pulleys or Chain Pulley: This method of operating a portcullis is the most labour intensive. As many individuals as can reach the rope or chain can assist in this operation.

Manual Winch: Still reliant on physical labour a winch makes operating a portcullis substantially easier (-5 modifier to Lift DC). Up to six Medium individual can operate a winch.

Weighted Mechanism: By using a counterweight this mechanism raises the portcullis with little effort from the operator (who does not need to make a Lift check to operate the portcullis).

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

D%	
01-05	The portcullis is linked to a twin further down the passageway. When one opens, the other shuts automatically.
06-10	The apertures of the portcullis are filled with intricate filigree panels depicting fauna and folia.
11-12	The portcullis is embedded with glittering crystals which affects all those within 10 ft. as <i>hypnotic pattern</i> (DC 13 Will negates).
13-14	The portcullis has many worn copper coins welded to it.
15-16	The portcullis has been made with magnetized ore (<i>GamesMastery Guide</i>) which causes metal objects to become stuck to its surface.
17-18	Semi-precious stones are mounted into the heads of the nails and rivets that bind the portcullis (total value 300 gp).
19-20	The bars of the portcullis are made from the links of thick ship's chains.
21-22	The portcullis mechanism is in reverse; when opened it sinks into the floor.
23-24	Constructed from a tropical wood the portcullis oozes sap which is poisonous to touch (DC 16 Fort 16 [1 save]; <i>onset</i> 1 min; <i>freq.</i> 1 min./6 min.; <i>effect</i> 1d4 Dex damage).
25-26	The horizontal bars of the portcullis make a concentric square which meet in the centre.
27-28	A large brass bull's head motif is mounted on the front of the portcullis.
29-30	The portcullis' mechanism has failed while it is in the down position; it cannot be raised (except by brute strength).
31-32	The lever mechanism for the portcullis is oversized and requires a special key to operate.
33-34	Each second vertical bar is shorter and topped with an eagle shaped finial.
35-36	Vicious spikes protrude from the front of the portcullis (1d4 damage).
37-38	The portcullis has solid wooden shutters.
39-40	The apertures which make the fine grid of this portcullis are filled with delicate slivers of glass which form the beautiful mosaic of a prince riding a griffon.
41-42	The portcullis is solid and has a single, large aperture through which a ballista can be fired. A loaded ballista stands beyond ready to fire.
43-44	The apertures of the portcullis are circular.
45-46	The portcullis is crafted from cold iron (hardness 10, hp 60) and is decorated with flame-like engravings.
47-48	The portcullis does not make a sound when raised or dropped.

49-50	The portcullis is constructed from living wood and the flowers of a yellow musk creeper grow upon it.
51-52	The bottom of the portcullis ends in a single scythe-like blade instead of spikes.
53-54	Riveted with finely crafted eyes, this bone portcullis allows its owner to see the area as if using a <i>scrying</i> spell.
55-56	The portcullis is painted a deep, lurid red. In places, the paint is flaking off.
57-58	The portcullis is an intricate weave of metal strands which resemble a spider's web.
59-60	Incorporated into the iron work is an eye of brass from which fall three silver tears.
61-62	The spikes of the portcullis are made from large uncut shards of quartz.
63-64	Thick veins of emerald run through the stone portcullis and it glows with an emerald aura. The portcullis is imbued with a <i>dimensional lock</i> .
65-66	In the centre of the portcullis is an embossed shield crossed with two warhammers.
67-68	Iron wrought ivy wraps itself around the portcullis and acts as barbed wire (1d4 damage).
69-70	The portcullis is chased in silver (total worth 200 gp, four hours to scrape all the silver off).
71-72	The portcullis opens from left to right.
73-74	The portcullis bars have been elaborately inlaid with various soft and hard woods to create a chequer board effect.
75-76	The surrounding stone work resembles the large maw of a demonic creature and the portcullis is its teeth. Continual flames in the demon's eye sockets cast lurid light over the surrounds.
77-78	The bars of the portcullis are diagonal making the apertures diamond shaped.
79-80	The portcullis' mechanism is crafted from ornately engraved dragon bone.
81-82	Fashioned from volcanic glass the portcullis is immune to fire but has vulnerability to sonic energy.
83-84	The bars of the portcullis are engraved with gothic images of skulls and skeletons.
85-86	The entire length of the portcullis is inscribed with holy psalms which act as a <i>consecrate</i> spell.
87-88	The portcullis is wreathed in phosphorescent fungus which illuminates the area as a <i>light</i> spell.
89-90	The portcullis has deadbolts which help secure it in place (+5 DC Break).
91-92	The lever for the portcullis is detachable and takes the form of an ornate masterwork longsword.
93-94	The portcullis has a small, locked (DC 25 Disable Device) access gate within it.
95-99	The portcullis' mechanism chimes like a child's lullaby when it is raised.
100	The portcullis is trapped (page 8).

PORTCULLISES: DRESSING & FEATURES

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

D%	
1	Thick virulent ivy covers the portcullis.
2	This unfinished bone portcullis hangs about 1 ft. off the ground.
3	Two sets of manacles and chains have been attached to the portcullis.
4	A knight in crumpled armour and dented helmet has his head stuck between the portcullis' bars.
5	This partially raised portcullis is wedged open by the body of someone who has tried to crawl underneath it.
6	A pair of spiked gauntlets grasps the bars of the portcullis; bony hands yet remain within.
7	Lying sundered and smashed, the portcullis has been torn from its housing and left crumpled in front of where it once stood.
8	A hole has been burrowed through the wall to the side of the portcullis.
9	This portcullis' lifting mechanism has been sabotaged and no longer functions. A DC 20 Knowledge (engineering) detects the fault.
10	The portcullis is half lowered.
11	Several severely maimed corpses lie crushed beneath the portcullis.
12	A porcelain and glass wind chime hangs from the portcullis.
13	The acrid odour of troll stench billows through the portcullis bars.
14	A dead ogre lies in front of the gate with a yolk connected to the portcullis. He has been hit by numerous arrows.
15	The portcullis is dripping with an ooze-like substance.
16	Parts of the portcullis are encrusted with mineral salts and calcium deposits.
17	The portcullis is breached in the centre; Small and larger creatures may squeeze through the gap.
18	A <i>phantom trap</i> spell wards the portcullis.
19	The portcullis is partially raised and is propped open by two large (but sadly empty) metal bound chests.
20	A set of Tiny footprints and the drag marks of a large object (DC 21 Perception or Survival check) lead up to the portcullis.
21	A makeshift battering ram lies in front of this rent portcullis.
22	The portcullis appears eroded as subjected to strong acid (-3 hardness and -20% hp).

23	The shredded clothes of a humanoid lie in front of the portcullis.
24	A wreath of red flowers and green foliage hangs from the portcullis.
25	A dismembered arm is impaled by the portcullis.
26	Numerous protective sigils have been drawn, beneath the portcullis in chalk.
27	Metal buckled and wood burnt, this portcullis has been struck by intense heat (-4 hardness and -30% hp).
28	A paint pot and brush lay next to this freshly painted portcullis.
29	In front of the portcullis is a half-empty barrel of dwarven spirits.
30	A flag bearing a gold lion rampant on a red field is tied to the portcullis.
31	A warrior is impaled on spikes which protrude horizontally from the portcullis.
32	Thick mould grows upon the portcullis.
33	Burning oil still smoulders on the portcullis giving off thick black smoke which reduces normal vision to 10 ft. within 50 ft. of the portcullis.
34	A small anvil and metalworking tools have been left scattered across the floor.
35	A stained blanket has been hung over the portcullis.
36	A hole has been dug that begins on one side of the portcullis and appears on the other side.
37	This wooden portcullis has stood so long that it has taken root into the ground (+5 DC Break).
38	A section of the portcullis bares deep gnaw marks as if it has been chewed upon by a large creature.
39	Muddy canine paw prints walk up to the closed portcullis but on the other side they change to humanoid footprints.
40	A large bloodstain – directly under the portcullis – mars the floor.
41	Several large spider webs span the apertures and bars of the portcullis.
42	A very elaborate robe hangs from the portcullis.
43	This metal portcullis has been reduced to smouldering metal slag.
44	A section of this metal portcullis is broken into thousands of icy shards and the rest is covered in thick frost (-4 hardness and -25% hp).
45	From the portcullis hangs a small bag containing 5 gp.
46	This metal portcullis is buckled and is still crackling from a large electrical discharge. The area smells of burnt ozone.
47	The portcullis shows signs of water damage as if it has been submerged.
48	The bars of the portcullis have been bent to allow a Small humanoid to pass through.

49	The smell of sulphur and brimstone wafts through the portcullis, from the area beyond.
50	Attached to the portcullis is a large open scroll written in blood with the words "Only death awaits you, turn back lest you seek death."
51	The end of a lasso is one side of the closed portcullis while the other end is looped over the lever the other side.
52	A humanoid is stuck to the portcullis by a sticky alchemical adhesive.
53	Perched on the bars of the portcullis is a raven.
54	The face of the portcullis is covered in abstract graffiti depicting the stars and the moon.
55	Something has attempted to dig beneath the portcullis and has left large scratches in the floor.
56	The portcullis hasn't been moved for a very long time and is thick with dust.
57	Shields of different sizes, types and heraldry have been hung from the portcullis.
58	The portcullis is poorly maintained and hangs loose. It rattles from a stiff breeze which passes along the corridor.
59	This magically shrunk portcullis rests against a nearby wall.
60	A rough wooden plaque which reads "No Entry" hangs from the portcullis.
61	The portcullis' spikes are embedded in the ground (+10 DC Lift).
62	The portcullis is partially raised and is floating under the effect of a <i>telekinesis</i> spell.
63	A crumpled note lies by the portcullis. It reads "Push the lever, don't pull it."
64	The decomposing remains of a corpse are crucified on the portcullis.
65	The smell of excrement is thick in the air and clumps of organic matter cling to the portcullis.
66	The centre of the portcullis has been disintegrated; Medium and smaller creatures can easily pass through.
67	A still lit torch lies close to the portcullis.
68	Severed heads have been tied to the bars of the portcullis as grisly trophies.
69	Bloodied hand prints cover the portcullis and nearby walls.
70	A section of the portcullis has been removed and is leaning against a nearby wall.
71	The coiled body of a constrictor snake is wrapped through the bars of the portcullis.
72	Arrows and javelins are embedded in the bars of the portcullis (-2 Climb DC). Several lie on the ground both sides of the portcullis.
73	Several broken makeshift battering rams lie in front of the unbroken portcullis. The portcullis has a few minor dents.
74	Several empty potion vials lie near the portcullis.
75	A large stone ball is embedded in the portcullis leaving it bowed and cracked (-25% hp).

76	Coins of various denominations create a trail which passes through the portcullis.
77	A once heavily embellished portcullis is now bare of its semi-precious stones and precious furnishings.
78	Thick moss and lichen grow upon the portcullis.
79	The desiccated remains of a dire bat are cocooned in gigantic spider webs.
80	A vivid blue luminescence emanates from fungus growing on the portcullis.
81	Some of the portcullis bars have been bent together and wind whistles as it passes down the corridor.
82	The lower part of the portcullis has been bent back upon itself (-25% hp and cannot be fully raised).
83	A backpack, an open book and a waterskin lie on the other side of the portcullis.
84	The portcullis is sundered where a dwarf made his last stand. Numerous orcs and goblins lie dead at his feet.
85	The portcullis has a large humanoid-shaped dent in the bars.
86	This iron portcullis is rusty and flakes of eroded metal litter the floor (-5 hardness and -25% hp).
87	An animal skull has been wedged between the portcullis' bars and on top flickers a lit candle.
88	This portcullis has been barricaded with bits of furniture making it hard to see what lies beyond.
89	A lifelike stone statue of a human stands motionless looking through the portcullis' bars.
90	One end of a thick length of rope is tied to the portcullis while the other lies coiled in a heap.
91	Blood and gore stain the front of the portcullis.
92	Two humanoids joined by a chain lay prone one either side of the portcullis.
93	The portcullis is haunted by a spectre which manifests when it is opened.
94	A strip of silk is caught on one of the bars.
95	Flowers, silk handkerchiefs and other small mementos have been attached to the portcullis.
96	Red, blue and white bunting hang from the portcullis.
97	The portcullis has been lifted from its housing and lies on the ground crushing an incredibly strong looking individual beneath.
98	Hanging from the portcullis is a large white sheet with a red cross daubed upon it.
99	This portcullis is down; a broken crowbar lies on the floor nearby
100	The portcullis falls (or opens) as the party approach.

PORTCULLISES: TRAPS & TRICKS

Of course, portcullises 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 portcullises.

A GM should also note that the sound of a falling portcullis could potentially alert nearby dungeon denizens to the presence of intruders. A character making a DC -10 Perception hears the sound of a portcullis slamming into the ground. Characters trapped below or on the wrong side of the portcullis when the dungeon denizens arrive could be in for a very hard time.

BASIC FALLING PORTCULLIS

Used to both defend areas and seriously injure or kill intruders, basic falling portcullis traps are often used in pairs to split up groups of intruders.

BASIC FALLING PORTCULLIS CR 4 (1,200 XP)

Suddenly a portcullis falls from the archway's lintel!

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** A hidden switch deactivates the portcullis (DC 25 Perception locates); once the trap has activated a character making a DC 25 Strength check can lift the portcullis; **Destroy** Destroying the lever (AC 3, hardness 5, hit points 40, DC 25 Break) renders the portcullis inoperable.

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Falling Portcullis) The portcullis falls on the first person passing beneath (6d6 damage; DC 20 Reflex negates).

Variation (CR 4) The portcullis does not fall immediately; instead it falls on the third person to pass beneath.

Variation (CR 5) The portcullis is poisoned with black adder venom (DC 11 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d2 Con).

Variation (CR 11) The portcullis is poisoned with deathblade (DC 20 Fort [2 saves]; *freq.* 1 rd./6 rds.; *effect* 1d3 Con). Characters require a DC 28 Perception check to notice the portcullis and a DC 25 Reflex save to avoid it as it falls.

TOPPLING PORTCULLIS

Toppling portcullises can come about as the result of deliberate design, poor engineering, accidental damage or battle damage. Once sprung, the portcullis acts initially as a normal falling portcullis, but subsequently it topples to the ground, possibly crushing more intruders. However, once it has fallen, it does not bar access to the area beyond. Thus, this kind of trap is rarely used to protect areas of great importance.

TOPPLING PORTCULLIS CR 5 (1,600 XP)

Suddenly a portcullis falls from the archway's lintel!

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** A hidden switch deactivates the portcullis (DC

25 Perception locates); once the trap has activated a character making a DC 25 Strength check can lift the portcullis; **Destroy** Destroying the lever (AC 3, hardness 5, hit points 40, DC 25 Break) renders the portcullis inoperable.

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Falling Portcullis [Round 1]) The portcullis falls on the first person passing beneath (6d6 damage; DC 20 Reflex negates).

Effect (Falling Portcullis [Round 3]) The portcullis slowly topples over possibly crushing those engaged in lifting the portcullis or freeing a trapped companion. Characters closer than the height of the portcullis must make a DC 20 Reflex save or be crushed (3d6 damage) and pinned (a DC 20 Strength check enables a character trapped under the portcullis to crawl 5 ft. as a full round action). A character that makes his saving throw to avoid the toppling portcullis manages to escape the area before it falls to the ground.

Variation (CR 5) The portcullis does not fall immediately; instead it falls on the third person to pass beneath. Additionally, the portcullis has an equal chance to fall into or away from the area it is protecting.

Variation (CR +3) The round after it falls, the toppling portcullis is affected by a *heat metal* spell. Treat this effect as a separate CR 3 trap.

ATTACKING WITH A PORTCULLIS

Dropping a raised portcullis on would-be attackers can both cause massive injuries and make further attempts to raise the portcullis more difficult as the spikes impale those beneath.

A character dropping a portcullis on a foe makes a ranged attack. Success indicates the portcullis has hit the target; a confirmed critical hit indicates the target has been impaled. Impaled characters must make an Escape Artist check or Lift check of the appropriate DC (page 4). Impaled characters attempting to free themselves suffer 2d4 damage whether they succeed or fail in their efforts.

SIZE ¹	DAMAGE ²	LIFTING DC MODIFIER ³
Small	2d6	-4
Medium	3d6	-2
Large	4d6	+0
Huge	6d6	+2
Gargantuan	8d6	+4
Colossal	10d6	+6

1: Assumes heavy material such as iron or stone. Wooden portcullises deal damage as one size smaller.

2: If the portcullis falls less than 30 ft., halve this damage.

3: Assumes heavy material such as iron or stone. Lighter portcullises are treated as one size smaller.

WAILING PORTCULLIS

This portcullis of magically enchanted bone is perfectly suited to a powerful necromancer's lair or as a defence for a crypt, other place of burial or an undead spellcaster's sanctum. Through terrible and dangerous binding magic a necromancer has bound the spirit of a banshee (*Bestiary 2*) to this portcullis. The resultant trap has two distinct phases. First the PCs must deal with the wailing portcullis. If they destroy that, they release the bound banshee!

WAILING PORTCULLIS CR 15 (25,600 XP)
Suddenly, the eye sockets of the skulls fused into this bone portcullis start to glow red and black.

Search DC 30 Perception; **Type** Magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** A hidden switch deactivates the portcullis (DC 30 Perception locates); once the trap has activated a



character making a DC 25 Strength check can lift the portcullis; **Destroy** Destroying the portcullis (AC 3, hardness 10, hit points 60, DC 28 Break, DC 25 Lift) ends the trap's effect but releases the trapped banshee.

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Falling Portcullis) The portcullis falls on the first person passing beneath (6d6 damage [DC 30 Reflex negates] and target is impaled).

Effect (Terror [Round 2]) A victim impaled by the trap suffers 14d6 negative energy and must make a DC 23 Will save or cower in fear for 1d3 rounds. If the target is protected against fear by a dispellable effect, the portcullis attempts to dispel one such effect with a *greater dispel magic* (CL 14th). This is a mind-affecting fear effect.

Effect (Wail [Round 3, 13, 23 etc.]) Every minute, the portcullis lets out a grief-laden wail as a full-round action. The wail lasts until the beginning of the next turn. All creatures within 40 feet of the portcullis when it begins to wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 damage (as if affected by a CL 14 *wail of the banshee*). If the portcullis is damaged during a wail, the trapped banshee must make a Will save (+18 modifier, DC 15 + damage taken) to maintain the wail. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd-level or lower that creates silence. The save DC is Charisma-based.

Effect (Damaging The Portcullis [Any Round]) Any time a character damages the portcullis with a melee weapon (which does not have reach) the skulls infused into the portcullis attack (+16 melee, 8d6 negative energy). The skulls can make 11 such attacks a round. Treat these attacks as attacks of opportunity. Additionally, the portcullis has none of the bound banshee's special immunities and it is damaged as a normal physical object (albeit a very tough one).

Effect (Freed Banshee [Any Round]) If the PCs destroy the portcullis, the bindings ensnaring the banshee are destroyed and it escapes into the chamber in the next round. Maddened, it attacks the intruders.

SARCOPHAGI: CHARACTERISTICS & APPEARANCE

Sarcophagi are the focal point of tomb complexes, built to contain and preserve the revered dead. Builders, seeking to ensure eternal rest for the mortal remains, typically build sarcophagi from durable materials to enclose the body and isolate it from the elements and carrion feeders.

Wealthy or powerful individuals may have elaborately decorated sarcophagi dripping with gemstones and precious metals. These treasure-filled tombs are certain to be guarded with fiendish traps or deadly guardians to keep out would-be grave robbers.

Due to the robust nature of sarcophagi and the predilection of tomb builders to espouse the virtues and achievements of the dead, they are perfect places for a GM to place hints, clues and other historical snippets that provide insight into the nature of the dungeon or point towards further adventures.

This section presents the basic characteristics of different kinds of sarcophagi; use the information here in conjunction with that in later sections to breathe life into your dungeon's sarcophagi.

TYPES OF SARCOPHAGI

There are many different kinds of burial receptacles which can be encountered in tombs, catacombs or dungeons. The following are the most common:

Sarcophagus: A funerary repository for a corpse, typically constructed or carved from stone and often bearing decorative sculpture and inscriptions. The sarcophagus is usually sealed with a heavy stone lid. A sarcophagus is often displayed as a stand-alone monument, but can also be designed for placement in a crypt. The walls of a stone sarcophagus are typically between 3 inches to 1-foot thick.

Coffin or Casket: A wooden funerary box for a corpse, which may be rectangular (casket), hexagonal (coffin) or octagonal (coffin). The inside of a coffin may be lined. Handles are often affixed to the coffin to assist in carrying the dead to their final place of rest, be that buried underground, in a tomb or cremated. A wooden coffin's walls are typically 3 inches thick.

Cenotaph: A sepulchral monument erected to the dead, whose body is buried elsewhere. A cenotaph can be dedicated to an individual or to a group. The monument can be of any size and shape.

Ossuary: A receptacle for the bones of the dead. Bones from multiple bodies may be stored in an ossuary, which may take the form of a sarcophagus, coffin or merely a burial niche.

Cairn: A pile of stones heaped on top of a corpse. The height of a cairn is typically 3 feet.

TERRAIN EFFECTS

In battle, sarcophagi have the following features:

- **Climbing:** Characters wishing to climb atop a sarcophagus can do so with a DC 5 Climb check. A character can drop down from a sarcophagus without penalty.
- **Jumping:** A character can leap atop a sarcophagus with a DC 12 Acrobatics check.
- **Higher Ground:** Characters on a sarcophagus gain a +1 bonus on melee attacks made against opponents on the ground
- **Cover:** A sarcophagus provides cover (+4 AC, +2 Reflex) from attacks originating across the sarcophagus.

CONSTRUCTION

In dungeons, sarcophagi are most commonly constructed of stone but on occasion, adventurers may discover sarcophagi of other mundane or magical materials. The statistics below represent sarcophagi, cenotaphs and coffins.

MATERIAL	TYPICAL THICKNESS	HARDNESS	HIT POINTS	BREAK / OPEN DC
Bone	3 in.	3	25	20
Glass*	3 in.	2	25	20
Iron	3 in.	10	90	30
Stone (hewn)	6 in.	8	90	30
Stone (masonry)	6 in.	8	90	30
Stone (decorative)**	1 ft.	4	30	20
Wood	3 in.	5	30	15

*magically treated or obsidian

**including soft stones such as alabaster, chalk, clay and plaster

CAIRNS

Opening a cairn merely requires characters to remove the stones. In 1 minute, using only her hands, a character can clear rocks equal to five times her heavy load limit. The amount of rocks that covered a typical corpse weighs 1/2 ton (1,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear the rocks twice as quickly as by hand.

RANDOM ENCOUNTERS

Due to the isolated nature of tombs and sarcophagi, random encounters with creatures are extremely uncommon, but the instances of encountering traps and haunts are increased. If you roll a random encounter during the exploration of a tomb, replace the rolled monster with a trap or haunt.

RANDOM CHARACTERISTICS

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

D%	
01-02	The sarcophagus is aligned directly in a cardinal direction.
03-04	The sarcophagus is aligned towards a significant site such as a religious site, secret city or unimaginable treasure.
05-06	The corpse inside is buried face-down.
07-08	The sarcophagus stands on end.
09-10	A secret door is linked to the sarcophagus' friezes and can be discovered with a DC 20 Perception check.
11-12	The sarcophagus is sealed with a <i>stone shape</i> spell.
13-14	The sarcophagus radiates a <i>sanctuary</i> spell (DC 11 Will resists).
15-16	The room holding the sarcophagus is <i>hallowed</i>
17-18	The room holding the sarcophagus is <i>unhallowed</i>
19-20	The sarcophagus appears to be occupied by an unadorned skeleton. A DC 25 Perception check reveals a false bottom which leads to the real burial place of the tomb's owner.
21-22	The inside of the lid is marred by scratches made by the interred individual's fingernails.
23-24	The sarcophagus is raised on a 20-foot high plinth.
25-26	A likeness of the buried creature is carved on the sarcophagus' lid.
27-28	The sarcophagus is plated in precious metals worth 500 gp. It takes 1 hour to scrape it all off.
29-30	The sarcophagus is covered with gemstones worth 2,000 gp. It takes 1 hour to remove them.
31-32	A statue of a horse and rider stand atop the sarcophagus.
33-34	The Aklo carvings on the sarcophagus list a series of trite, hackneyed riddles.
35-36	Carvings on the sarcophagus depict bloody battles between elves and goblins. The goblins are winning.
37-38	The sarcophagus is jammed unceremoniously at an angle into a burial niche.
39-40	Several gutted candles have dribbled over the lid.
41-42	The lid is ajar and the sarcophagus is empty.
43-44	Coloured mosaics on the floor create concentric circles around the sarcophagus.
45-46	The sarcophagus is bound with iron bands. The lid has cracked in places. The DC to open the sarcophagus is increased by 5.
47-48	The sarcophagus is constructed of opaque <i>walls of force</i> .
49-50	The sarcophagus is covered with carvings of coiled snakes.
51-52	The false lid on this sarcophagus can be discovered with a DC 30 Perception check. It reveals a 10-foot x 10-foot extradimensional space containing the corpse's treasure.
53-54	The runes on this sarcophagus are read aloud by a <i>magic mouth</i> when a living creature approaches within 60 feet.
55-56	The runes on this sarcophagus, detailing the dead creature's exploits, are read telepathically to living creatures within 60 feet.
57-58	The interred creature's pristine weapons and armour are laid atop the sarcophagus.
59-60	The sarcophagus is covered with a red silk cloth worth 50 gp.
61-62	The casket levitates 30 feet above the floor.
63-64	The sarcophagus is empty – the detailed statue of the corpse on the lid is the actual cadaver courtesy of a <i>flesh to stone</i> spell (CL 11).
65-66	Drops of fresh blood lead to the coffin.
67-68	A 5-foot wide moat of holy water surrounds the sarcophagus. The holy water reverts to normal water if removed from the moat.
69-70	The coffin is encased in a thick layer of webs.
71-72	A well-worn pair of soft leather boots sits neatly next to the sarcophagus.
73-74	A dead tomb robber sits at the base of the casket.
75-76	Holy symbols of a hundred current and forgotten gods cover every surface of the sarcophagus.
77-78	The sarcophagus is surrounded by 12 gold-framed mirrors, each facing inwards.
79-80	An honour guard of inanimate statues flank the approach to the coffin.
81-82	The sound of footsteps, created by <i>ghost sound</i> (Will DC 11 reveals), walk continuously around the room.
83-84	The sarcophagus is decorated with carvings of angels, archons, azata, daemons, demons or devils as appropriate.
85-86	Jars containing the interred individual's internal organs line a nearby shelf.
87-88	The statues decorating the sarcophagus are animated by crude clockwork every hour.
89-90	The sarcophagus is filled with brackish water.
91-92	The sarcophagus is lined with a layer of grave dust.
93-94	The coffin is filled with the toys and clothing of a child.
95-96	The sarcophagus appears as an everburning funeral pyre lit with a <i>continual flame</i> .
97-98	The casket is in the shape of a sailing ship.
99-100	The coffin is illuminated with <i>dancing lights</i> .

SARCOPHAGI: DRESSING & FEATURES

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

D%		
01-02	The sarcophagus is a Large animated object with the grab and stone abilities, which attempts to eat anyone opening the lid. It contains the crush remains of several victims.	21-22
03-04	1d3 lillend azatas have been summoned here as perpetual mourners over the coffin. The lillends play funerary dirges and weep continuously. Treat this effect as <i>summon monster VII</i> (CL 13).	23-24
05-06	This line of lidless stone coffins appears to contain perfectly preserved cadavers. These creatures are, in fact, preserved survivors of an ancient civilisation saved by a <i>temporal status</i> spell (CL 20).	25-26
07-08	As 05-06 above, but degenerate moorlock descendants of the ancient civilisation have worked out the command word to unlock the <i>temporal status</i> effect, and have been using the ancients as convenient, fresh snacks.	27-28
09-10	This sarcophagus is the phylactery of a newly risen-lich. It radiates a strong necromantic (DC 21 Knowledge [arcana] reveals) and evil aura if subjected to <i>detect magic</i> or <i>detect evil</i> .	29-30
11-12	As 09-10 above, except the phylactery does not belong to the resident lich, but has been stolen from a rival and used as a diversion in the creature's lair.	31-32
13-14	This cairn is constructed from a mass of swords, spears and other weapons. Creatures clearing the cairn must make a DC 15 Reflex save each round or suffer 1d8 points of damage from the blades.	33-34
15-16	This diamond-encrusted sarcophagus casts <i>true resurrection</i> on the body within when a certain prophesy is completed. The sarcophagus radiates strong conjuration magic (DC 24 Knowledge [arcana] reveals). This effect works only once. The diamonds crumble to dust if removed from the sarcophagus.	35-36
17-18	This onyx-encrusted sarcophagus casts <i>create greater undead</i> on the body within to create a devourer when a certain prophesy is completed. This effect works once before the sarcophagus' magic is consumed. The onyx crumbles to dust if removed from the sarcophagus.	37-38
19-20	This sarcophagus is submerged 30 feet beneath a pool of surging water. A DC 20 Swim check allows a creature to swim in the pool. The water pressure adds 5 to the DC to open the sarcophagus' lid.	39-40
		41-42
		43-44
		45-46
		47-48

49-50	This sarcophagus resembles a pulsing muscular organ. The casket is covered with a layer of viscous, acidic slime which deals 1d4 acid damage per round to any exposed flesh. The sarcophagus can be cut open by dealing 60 points of damage with a slashing weapon. Damage to the sarcophagus causes acid to spurt over creatures within 10 feet, inflicting 2d4 acid damage. The sarcophagus heals at the rate of 1 hit point per round.	71-72	This cenotaph glorifies a bloody battle between an army of hobgoblin samurai and a gigantic rampaging linnorm. Three hobgoblin heroes are mortally wounding the great beast.
51-52	This alien-looking sarcophagus is surrounded by a ring of six perfectly-preserved humanoid corpses. The corpses each have a fist-sized hole in the back of their heads and their cranial cavities are empty. Inside the sarcophagus are the remains of an intellect devourer. The humanoids corpses were its favourite host bodies in life.	73-74	Some huge creature has torn apart his stone sarcophagus, leaving its remains strewn around the chamber. There is no sign of the body or grave goods.
53-54	Six <i>telekinetic spheres</i> , each filled with the remains of a single family, float serenely about this chamber, illuminated with <i>continual flame</i> spells.	75-76	This ossuary, hiding a 30 foot x 30 foot extradimensional space, contains over four thousand complete human skeletons. Each of the individuals was killed by an identical bludgeoning wound to the skull.
55-56	One at a time, the nails holding this makeshift coffin start working their way loose while the PCs watch. Once free, they fall to the floor with an audible “plink.”	77-78	A verdant layer of grass and flowers grows over this casket, magically germinating, growing, blossoming and dying in 3-minute cycles. Each cycle displays a different species of flower.
57-58	This vile cenotaph is forged from the imprisoned wailing souls of those vanquished by the creature glorified by the monument. The souls can be freed by destroying the monument, or with a targeted <i>dispel magic</i> spell to defeat a 17th-level caster.	79-80	The perfectly preserved corpse in this sarcophagus is actually a duplicate body ready for activation by a <i>clone</i> spell. A character can determine the use of the body with a DC 23 Spellcraft check.
59-60	This sarcophagus is constructed of a cubic mesh of spider webs. The webs have no hardness, 40 hit points and burn away in 1 minute if exposed to fire. A fire incinerates the cadaver and any grave goods held within.	81-82	Any creature who touches this tomb takes on the appearance of the person who is interred within for 10 minutes. This effect functions as <i>disguise self</i> and provides a +10 bonus to Disguise checks.
61-62	A pair of identical tombs lies here. Both of the tombs are trapped. A third, <i>invisible</i> tomb stands in a forgotten corner of the chamber, holding the buried creature’s remains.	83-84	This simple pine coffin contains a 1-foot deep layer of soil, and is owned by a vampire.
63-64	This sarcophagus is covered with elaborate gears and wheels. The lid can be opened with a DC 20 Disable Device check.	85-86	Thirty empty, recently completed coffins line the walls. A sheaf of paper sitting on top of one of the coffins contains a detailed delivery manifest.
65-66	This knight’s corpse is buried within the exposed ribcage of a dead red dragon. Both the knight and the dragon are preserved with a permanent <i>gentle repose</i> , and the wounds on both appear fresh; the pool of dragon blood in which the knight’s body bathes is not yet coagulated.	87-88	This marble sarcophagus is shot with red veins. If the marble is damaged, the stone bleeds blood.
67-68	This goblin cairn is built from dog and horse bones. The a giant goblin entombed inside has several bites taken from it with goblin teeth.	89-90	A single 1-inch high jade statuette of a jaguar sits atop this otherwise plain stone coffer.
69-70	This sarcophagus is a burial niche carved into the floor and covered with a sheet of magically hardened glass.	91-92	This corpse is entirely encased in a rough lump of amber.
		93-94	This tomb is filled with shiny blue gewgaws and baubles, and may belong to a tengu.
		95-96	This seven-foot high sarcophagus is filled with thirty standing warriors, each preserved under a thick layer of wax.
		97-98	Opening the lid to this sarcophagus reveals a yawning, cold starlit infinity dropping away forever. The sarcophagus acts as a <i>gate</i> to an distant, empty void between the stars .
		99-100	This casket is filled with ninety-four severed humanoid feet, each apparently from the same creature’s left leg.

SARCOPHAGI: TRAPS & TRICKS

GLISTENING QUARTZ (CR 3)

This sarcophagus is actually a petrified gelatinous cube, which had swallowed the occupant alive. The stone of the gelatinous cube's petrified body retains its paralysis ability (DC 20 Fortitude resists; paralysed 3d6 rounds).

LITANY OF FOOLS

The walls of the passageway which lead to this tomb are inscribed with lists of names and dates in many different scripts. Above the graven names, great celestial runes flare to life, spelling out "A Litany of Fools." The list is of the dozens of tomb robbers slain by the trapped sarcophagus ahead, a fair warning to leave the dead alone. As the PCs travel down the corridor, a faint scratching sound can be heard with a DC 15 Perception check. The sound comes from the rock being engraved with the PCs' names in their native language.

LITANY OF FOOLS CR 10 (XP 9,600)

A simple rectangular sarcophagus sits on a raised plinth in this small chamber. Statues of angels ring the room, some raising their eyes to the heavens, the others watching the room with hard-eyed stares.

Perception DC 28; **Type** Magic

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Touch; **Reset** Automatic (1 minute)

Effect Anything which touches the sarcophagus causes a 10 ft. x 10 ft. x 10 ft. cube of stonework to fall from the ceiling directly over the sarcophagus (multiple creatures, all in a 10 ft. x 10 ft. area; 12d6 damage; DC 25 Reflex halves).

Effect Touching the sarcophagus causes the body and the grave goods to be *teleported* to a raised niche adjacent to the starting point of the falling block.

Effect One minute after the stone block falls, it is transformed by a *fabricate* effect (CL 11) into a replica of the now-shattered sarcophagus.

Effect One minute after the stone block falls, the void in the ceiling is filled with a replacement stone block created by a *major creation* (CL 11) effect.

Effect One minute after the stone block falls, the body and the grave goods are *teleported* back inside the newly created sarcophagus.

TEARS OF THE DEAD

This sarcophagus sits atop a 200-foot high rectangular marble column. A spiralling stairway rings the column, winding around six times before it reaches the summit. The top of the column is magically supported by a permanent *levitate* spell, and the false column is filled with pressurised water, which pushes intruders off the stairway to plummet to their deaths.

TEARS OF THE DEAD CR 9 (XP 6,400)

A golden casket lies atop this shimmering tower of white marble. Stairs of matching stonework wind around the column, gradually rising to the summit.

Perception DC 25; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less

Trigger Location (footplate 160 feet up the tower); **Reset** Automatic (10 minutes)

Effect Triggering the footplate causes the false walls of the column to whirl downwards, releasing a flood of pressurised water hidden inside. The water pushes creatures off the 5-foot wide stairway (multiple creatures, all standing on the stairway; bull rush CMB +16; 16d6 falling damage). The walls rise again after 1 minute, but it takes 10 minutes for lethal water pressure to build up again within the column.

Variants (CR 10) The water is boiling hot and inflicts 2d6 fire damage (DC 18 Reflex halves) to creatures on the stairway.

Variants (CR 11) Replace the water with incandescent magma which inflicts 10d6 fire damage (DC 22 Reflex halves) to creatures on the stairway.

THE SLEEP OF THE DEAD

This sarcophagus places a dread curse on any looters who disturbs the dead's rest. The curse manifests by temporarily killing the tomb robber while he sleeps.

THE SLEEP OF THE DEAD CR 10 (XP 9,600)

This ancient sarcophagus is constructed of black granite. The casket is decorated with elaborate spirals and sinuous curves.

Perception DC 34; **Type** Magic

Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less

Trigger Touch; **Reset** Automatic (1 round)

Effect Creatures opening the sarcophagus are cursed with Dead Sleep (curse; DC 23 Will; 1/day; *effect* 1 Con; 2 consecutive saves).

Dead Sleep Creatures afflicted with Dead Sleep temporarily die when they fall asleep. To all appearances the creature is dead, and does not breathe, have a heartbeat or any other bodily functions while sleeping. Unless precautions are taken, carrion insects may swarm the character and attempt to lay eggs in its necrotic flesh.

A cursed creature does not recover hit points or ability damage from natural rest and can never be awakened (automatically fails Perception checks while asleep) even if subjected to damage. A creature can only benefit from healing spells if they would also affect a corpse, such as *breath of life* or *resurrection*.

The creature still requires rest to function, and becomes exhausted if no sleep is taken within a 24 hour period. At the end of eight hours, the creature awakens alive again.

SARCOPHAGI: HAUNTS

THE SPIRIT OF YOUTH CR 1 (XP 400)

Six small sarcophagi rest in this room, each covered with mournful dwarven runes.

NG haunt (20 ft. by 20 ft. tomb)

Caster Level 1st

Notice DC 15 Perception (to hear children's laughter)

hp 2; Trigger Proximity; **Reset** 1 day

Effect When this haunt is triggered, the creature closest to the sarcophagi sees six stout dwarflings scurry between his legs, giggling uncontrollably. The last one in the line bumps softly against his leg before landing softly on her rear end, pigtailed flying. She grins, showing her missing front teeth, and continues on after the others. The phantasm of dwarflings fades from view, but the smile on the target's face remains for some time. The creature is targeted with a *calm emotions* spell (DC 13 Will resists). If the target makes this saving throw, he receives a +4 morale bonus against fear effects for 24 hours.

Destruction A well-constructed toy must be placed on each of the children's sarcophagi.

A LIFE OF LOVE CR 3 (XP 400)

Two sarcophagi of matching design, featuring male and female statues, lie together here.

LG haunt (20 ft. by 20 ft. tomb)

Caster Level 3rd

Notice DC 15 Perception (to hear the voice of romantic interest to the character)

hp 6; Trigger Proximity; **Reset** 1 day

Effect When this haunt is triggered, the creature closest to the sarcophagi sees the room fill with portraits, flowers and other keepsakes of love. The portraits blur into images of the target and one creature of romantic interest to the target. Dozens of memories, filled with kindness and love, race through the target's mind, remnants of all of the good times shared.

As the memories build momentum, they become increasingly infused with a sense of contentment and joy, and the target becomes increasingly aware that these are memories that never were. Memories that that would have been, built together over the glorious years as husband and wife.

The last memory is of the target sitting at her love's deathbed, placing a last kiss on his wrinkled brow as he passes.

The target feels weakened, as if the age from the last vision had caught up with her. Unless the target make a DC 16 Will saving throw, this inflicts 2 Strength, Dexterity and Constitution damage. A creature who makes this saving throw gains a +1 bonus to Intelligence, Wisdom and Charisma for 24 hours.

Destruction Two creatures in a romantic relationship must kiss at the site.

REFLECTED HORROR CR 9 (XP 6,400)

This silvered sarcophagus reflects light around the room, casting strange shadows across every surface.

CE haunt (20 ft. by 20 ft. tomb); persistent

Caster Level 10th

Notice DC 28 Perception (to notice the menacing look of the character's reflection)

hp 45 Trigger Proximity; **Reset** 1 hour

Weakness Sonic damage

Effect When this haunt is triggered, the creature closest to the sarcophagus sees a corrupted vision of himself in the silvery reflection. In a split-second, the character's consciousness is transferred to the mirror, looking out at his body, now controlled by a malevolent version of himself. Treat the character as if affected by a *helm of alignment change*. A DC 17 Will saving throw avoids this effect.

Destruction The body of a creature with the natural ability to change shape (such as a doppelganger) must be placed within the sarcophagus.

DARK REJUVENATION CR 19 (XP 204,800)

This thick granite sarcophagus is bound with adamantine chains set with byzantine locks. A suit of dreadful spined armour sits astride the tomb, bound tightly by the chains.

CE haunt (20 ft. by 20 ft. tomb); persistent

Caster Level 19th

Notice DC 34 Perception (to notice the feel of chains sliding over flesh)

hp 85 Trigger Touch (donning the armour); **Reset** 1 hour

Effect The armour is potent, being the death-raiment of a slaughtered demi-god, and is +4 moderate fortification adamantine full-plate armour. When this haunt is triggered, the creature wearing the armour hears whispers. Read:

You feel a rumbling, twisting agony inside you. It burns like the dark fires of the Hells. The armour begins laughing hysterically, in the voice of some long-dead being. Your eyes are filled with a brilliant green haze as you feel a dead presence attempting to burst from you and claw itself back to life.

The target is immediately targeted by *finger of death* (DC 23 Fortitude, CL 19). If the target survives this attack, it is subject to a heightened *trap the soul* (DC 22 Will, CL 19) effect. The keening of the demi-god's spirit acts as *wail of the banshee* (DC 23 Fortitude, CL 19th) against all creatures within 30 feet.

The armour is cursed to bond inexorably with the wearer's bones. Any attempt to remove the armour results in the wearer's death (DC 24 Fortitude resists), and the armour remaining attached). The caster level to remove the curse is 19. The armour does not allow the wearer to sleep, causing fatigue after 24 hours and exhaustion after 48 hours. *Restoration* delays this effect by 24 hours.

Destruction The demi-god's sire, the deity of suffering, must be forever and inexorably slain on his home plane.

SECRET DOORS: CHARACTERISTICS & APPEARANCE

Secret doors have become 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 problem 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.

This section presents the basic characteristics of many different kinds of secret doors; use the information here in conjunction with that presented in later sections to breathe life into your dungeon's secret doors.

COMMON CHARACTERISTICS

Secret doors share some common characteristics.

- Being objects, all secret doors have hardness and hit points that depend on the material it is made of (see "Construction"). Most secret doors are made of wood, stone or iron, though exceptions exist; particularly in fantastic settings.
- As points of interest, it is not uncommon for fights to occur near or behind secret doors. Like any other door, a secret door provides cover, unless both the attacker and the defender are directly across from each other on opposite sides of the door. Smaller doors may still provide cover, even in this situation.
- Secret doors are secret. This means that unlike other doors, they are not automatically found and require an explorer to actively search for them (see "Searching for Secret Doors").
- The construction of a secret door is a costly and time consuming process and so secret doors are placed with a purpose. While that purpose may no longer exist due to time or changes subsequent dungeon denizens have made, secret doors should not be placed on a whim. A bolt hole to hide from enemies stocked with food and arms, a hidden treasure room, an alternate route bypassing a difficult trail 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.

CONSTRUCTION

In dungeons, secret doors can be constructed out of just about anything, though metal, stone or wood are the most common such materials. The table presents the average two-inch thick secret door that takes up a five foot square. If the door has been damaged and reduced to half hit points or lower, it is considered broken and its Break DC falls by 2.

Doors can be reinforced by bars. A wooden bar requires DC 25 Strength check to break, while an iron bar requires a DC 30 Strength check to break. Additionally, doors may also be magically reinforced. Beyond spells such as *arcane lock* (which creates a DC 20 lock and adds 10 to the door's Break DC) or *hold portal* (which closes a door, locks it and adds 5 to the DC to

break a door down), doors might be enchanted to help them resist damage. Add 5 hit points to the door for every +1 hardness that the door gains. In addition, enchanted doors add +1 to their saving throws against spells for every point of extra hardness it has. This is common for doors made of unusual but fragile substances such as bone, glass or paper.

DOOR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Adamantine	20	80	35
Bone	3	35	13
Glass	1	2	8
Ice*	1	6	15
Iron	10	60	28
Mithral	15	60	30
Paper	0	4	5
Stone	8	30	28
Wood	5	20	18

*magically treated to not melt

SEARCHING FOR SECRET DOORS

Searching for a secret door requires a move action and a successful Perception check (DC 20 for an average secret door). This process could easily bog down any game if you require the players to say they are searching every time they advance a square. In order to speed up your game, a convenient mechanic is to simply note the PCs' highest bonus and roll secretly when appropriate. Of course if the PCs are distracted by other things, the difficulty to notice a secret door increases the DC by +5.

PLACING TRAPS

Having found a secret door, the standard response from most PCs 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 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 the places other than the secret door. Not every door needs to have the trap directly on the door. 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 to often however, or your players will quickly become frustrated with their inability to use their skills and abilities.

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

D%	
01-04	The secret door is made out of a pivoting bookcase which noiselessly spins about a central axis and partially blocks the entrance. Creatures that are Medium-sized or larger must squeeze to get past the bookcase. The bookcase blocks line of sight, meaning it is possible someone might be going through the door on one side, while someone (or something) is coming out the other.
05-07	The secret door is hidden inside a large cupboard, set into its back wall behind several hanging cloaks and coats.
08-10	A <i>permanent image</i> (CL 11, DC 19 Will) covers the secret door so that it appears the same as the wall in which it is set.
11-13	The secret door is one way. There is no way to open the door from one side.
14-16	The secret door is oddly shaped, being wider at the bottom than at the top.
17-20	The secret door is underneath an elaborately woven tapestry depicting a knight in full armour astride a galloping white stallion (or other thematically correct scene).
21-25	The secret door has been well oiled and opens soundlessly, sliding into the floor without making a sound to alert anyone on the other side.
26-28	Immediately behind the secret door is a locked (DC 25 Disable Device) iron portcullis (hardness 10, hp 30, DC 28 Break).
29-31	Opening the secret door releases a strong gust of wind that blows out torches, lanterns and other natural light sources.
32-34	The secret door is hidden behind natural foliage (vines, bushes, fungus, lichen etc.) grown specifically to conceal it. The first time the door is used, the foliage must be cleared away.
35-37	This hallway or room is lined with decorative, false stained glass windows that appear to have only walls behind them. One of the windows, however, can be opened as a secret door.
38-40	A hidden flight of stairs that lead up to another level can be triggered by a secret catch to rise up from the floor.
41-44	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.
45-47	The secret door is through a giant tun, that opens by twisting the tap that protrudes from the cask.
48-50	The secret door is hidden halfway up the wall. Characters must scale the wall to be able to reach the opening mechanism.

51-53	A massive grandfather clock tick tocks as normal, but its hands never advance. If set to a specific time (hour, minute and second), the body swings open revealing a passageway.
54-56	A peephole is inconspicuously drilled through the secret door allowing someone to spy on the other side when a plug is removed.
57-60	The secret door is in the middle of a large fresco on the wall. 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.
61-63	The secret door is tied to another nearby door. GM's choice of whether that door is secret or normal. Both cannot be open at the same and if one is ajar when the other opened, it slams shut.
64-67	The secret door is protected by a good quality lock (DC 30 Disable Device) that is hidden under a flagstone in the floor (DC 20 Perception locates).
68-70	There is a hole in the door covered over with paper painted to appear as the rest of the door. A loaded heavy crossbow is mounted in front of the small hole allowing someone to fire on anyone opening the door (but with a 20% miss chance). The DC to find the hidden arrow slit is 5 higher than the DC to locate the secret door.
71-73	The secret door is behind a pile of rubble, placed there on purpose to appear as though there has been a cave-in.
74-77	The secret door slides into the wall rather than opening like a standard door.
78-80	The secret door is underneath a large potted plant. GM's choice as to whether the plant is alive or long since dead from lack of care.
81-83	The secret door is part of a large bas relief on the wall depicting a deity or holy symbol.
84-85	The secret door is designed to make noise when triggered, decreasing Stealth checks made to open it quietly by 4.
86-87	The secret door is only 3 ft. high. Medium or larger characters must squeeze to get through the door.
88-90	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."
91-93	The secret door is hidden in the floor of a fountain. Opening the door causes a few gallons of water to momentarily flood down the stairs underneath, but it quickly stops.
94-96	The secret door is in the ceiling, and opens by pulling down on a chandelier which is mounted in the middle of the door (DC 15 Climb to scale the chandelier).
97-100	The secret door is trapped. Refer to Table C to pick an appropriate trap.

SECRET DOORS: DRESSING & FEATURES

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

D%	
1-2	The door is in pristine condition.
3	There are crates piled against the secret door. GM's choice as to what is in them.
4	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.
5-6	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.
7	A yellow chalk mark has been left on the door by a previous adventurer.
8	The secret door has been left open.
9-10	A rusty broken sword lies in front of the secret door in a puddle of dried blood. The longsword has the broken condition.
11	A male human's corpse is pinned to the secret door by a spear. It is rotten and several days old. A DC 20 Strength check wrenches the spear free.
12	The sound of dripping water echoes nearby, possibly from the other side of the secret door.
13-14	A skeleton lies on the floor in front of the secret door, its skull caved in by an ancient injury.
15	The door is smeared with droppings from an animal, long since dried.
16	The secret door is covered in a sticky residue. Its source is not readily apparent, but it tastes sweet if anyone is brave enough to try it.
17-18	Faint drag marks on the floor show the arc of the secret door when it is opened. These marks lower the DC to locate the door by 2.
19	The hinges on the door have become rusty and stiff with time.
20	The secret door has not been used in some time and it has been covered in cobwebs.
21-22	A splash of red paint splatters the secret door.
23	A bottle of wine has been smashed upon the secret door. The stain is still damp.
24	When the door is opened, a cloud of moths fly out. They are harmless, but are attracted to light.
25-26	The secret door is broken and when an attempt is made to open it, it falls loose from its frame.
27	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.

28	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 PCs are to use the door.
29-30	The body of a decapitated orc is slumped in front of the door. Its head lies in its lap.
31	Once opened, the door shows obvious signs of having been broken down and repaired; it is reinforced with timber planks on the inside. (Reduce the Break DC to open this door by 2).
32	The door smells strongly of sweat or musk.
33-34	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.
35	Someone has used a <i>stone shape</i> spell (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.
36	The secret door's frame has scratch marks from a previous explorer who suspected the presence of the door and tried (but failed) to get it open with a dagger. (Reduce the Perception check to locate the secret door by 5).
37-38	The door no longer seals completely and a breeze can be felt blowing through a faint crack. This breeze lowers the Perception DC needed to locate the door by 2.
39	The room behind the airtight secret door is flooded. Anyone standing within ten feet of the door when it is opened is subject to a bull rush (+11 CMB) attack as the water rushes outward. Creatures who are pushed by the wave are knocked prone at the end of the movement.
40	A burrowing animal has made a Tiny hole through the wall into the room, niche or hallway behind the secret door, making it obvious that there is a space on the other side.
41-42	In the years since the secret door was created, 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.
43	As above, but the false door is not directly over the secret door. Rather it partially occludes the secret door and either requires creatures larger than Tiny to squeeze in order move through or remove the false door (DC 15 Strength check).
44	There is a stained and beat-up green chair in front of the secret door. It smells of mildew and lies on its side.
45-46	About two feet off the ground, the words "Secret Door" in Halfling have been painted on the secret door in bright blue paint. The paint is old and faded.

47	A crude noise-making trap has been set up on the other side of the door, designed more to alert nearby foes to the opening of the door by knocking over some metal objects, rather than to harm anyone passing through the door.
48	A pair of bloody handprints are on the wall opposite the door.
49-50	The ceiling of the room or passage behind the door has collapsed, and due to the large amount of rubble, the door cannot be opened more than a few inches.
51	A banner decorated with the symbol of a chivalrous order of knights hides the secret door.
52	A copper coin lies on the floor, partially wedged under the door.
53-54	A mirror in a wooden frame hangs on the door.
55	A shattered, old femur lies in front of the door.
56	There has been a fire on the other side of the secret door, causing escaping smoke to stain the secret door's outline, lowering the Perception DC needed to locate the door by 5.
57-58	A small shelf is nailed to the door.
59	A large rusty spike impales a ragdoll to the middle of the secret door.
60	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.
61-62	A set rat trap is in a niche in the door.
63	A trail of blood, slime or dirt leads under the door.
64	A noose hangs from a ceiling beam right in front of the door.
65-66	A torch sconce has been affixed to the door.
67	Something has been scrapped off the door. Flecks of black paint and deep scratches remain.
68	Melted wax is dripped on the opposite wall.
69-70	A colony of bats roost on the other side of the door. Any noise or light disturbs them.
71	Three wooden pegs for hanging cloaks are embedded in the door.
72	The long decayed corpse of a dungeon delver lies near the secret door. It has been partially eaten by local fauna making impossible to tell how he died, but in his hand are detailed directions on how to find and disarm a trap that is supposed to be on a secret door in this complex. GM's choice as to whether those directions are true (giving a +5 circumstance to Perception and Disable Device checks related to that door and its trap), a clever trick or simply an outright lie.
73-74	Ash is smeared on the door.
75	The room beyond the air tight secret door is filled with foul air. When opened, the gases have a 75% chance of extinguishing unprotected flames and all breathing creatures must succeed in a DC 15 Fortitude save or become nauseated for one round.

76	The door has been barred from the other side and requires a DC 25 Strength check to break down.
77-78	A stain radiates across the door in a sunburst pattern from where an whiskey bottle was thrown against it. Shards of glass and a cork are spread across the floor.
79	Due to the hollow space behind it, the door is colder than the surrounding walls. This grants a +2 circumstance bonus to Perception checks made to find the secret door.
80	A shield painted with the heraldry of a now lost ancient nation hangs on the door.
81-82	Moss grows along the bottom of the door.
83	A howling wind echoes on the other side of the secret door that eerily sounds like the screams of some foul beast.
84	A trace of lavender perfume lingers near the door.
85-86	A decorative frieze of a pack of dogs chasing a fox through the wood has crumbled and fallen from above the door.
87	A tiny "X," no larger than a human child's fingernail, has been faintly scratched into the door just above the floor.
88	Someone has cast a <i>continual flame</i> on the secret door (CL 3).
89-90	The secret door has been carefully removed by previous explorers and is propped up in a corner on the other side of the doorway.
91	The secret door has aged poorly, warping and its hinges growing stiff. Once opened, the secret door cannot be reclosed without repairs.
92	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.
93-94	A dented pewter goblet lies in front of the door.
95	A directional sign is mounted on the secret door (showing a map, giving a floor name, warning against proceeding in some direction, or stating the name and purpose of the area).
96	An unlit lantern hangs from an iron hook mounted in the door.
97-98	The secret door is covered in heavy wooden planks that have been nailed to the wall to prevent the door from opening from the other (non-secret) side. Some of the planks are splintered as if something very strong tried to force its way through.
99	"Help Me" is written on the door in dried blood.
100	There are claw marks on the lower right side of the door.

SECRET DOORS: TRAPS & TRICKS

Of course, secret doors are not 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.

Other versions of this trap could feature buckets of green slime, brown mould or alchemist's fire.

BUCKET OF ACID CR 4 (1,200 XP)

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

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less.

Destroy Destroying the door (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap but causes the acid to spill on the wrong side of the door, leaving a puddle of dangerous acid on the floor.

Trigger Touch (opening the door); **Reset** None

Effect (Round 1) Acid pours on whomever is passing through the door (3d6 acid damage; DC 20 Reflex save halves).

Effect (Subsequent Rounds) Any victim that failed their Reflex saving throw takes an additional 1d6 acid damage during rounds two and three unless the acids is washed or scrapped off with a DC 15 Reflex saving throw. Spending a full round removing the acid provides the target a +2 bonus on the save.

Variant (CR 5) Some variations of this trap have particularly large volumes of acid and are designed to splash. Instead of simply targeting the victim passing through the door, it splashes all within 10 feet.

Variant (CR 4) The acid can easily be replaced with flammable oil that is ignited by a spark from flint and steel that are struck by opening the door.

CRUSHING DOOR

The secret door is designed to pivot about a horizontal axel at its base, and due to its connection to a very heavy counter weight the door slams down on top of the victim opening the door, crushing them.

CRUSHING DOOR CR 7 (3,200 XP)

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

Search DC 22 Perception; **Type** Mechanical

Disarm DC 24 Disable Device (2d4 rounds); activates on DC 19 or less.

Destroy Destroying the door (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap by causing only a small portion of it still connected to the counterweight to pivot.

Trigger Touch; **Reset** None

Effect When the handle is turned, the door slams down with great force catching the victim between the door and the floor, pinning them. The victim can avoid the door with a DC 28 Reflex save. If he fails, he takes 7d8 and is knocked prone. If the door succeeds on a grapple check (+10 CMB) the target is unable to stand until he or she is freed from the grapple.

Variant (CR 9) The crushing door can be modified to make it more likely to pin its victims. Such doors sprout spikes to impale its target, doing an additional 1d8 damage (for a total of 8d8 damage) and increasing the grapple's CMB to +20.

DOOR MOUNTED CROSSBOW

Particularly useful for secret guard rooms or similar places where a response beyond the initial trap is possible, this trap utilizes a heavy crossbow mounted on the other side of the secret door that is 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.

DOOR MOUNTED CROSSBOW CR 1 (400 XP)

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

Search DC 25 Perception; **Type** Mechanical

Disarm DC 15 Disable Device (1d4 rounds); activates on DC 10 or less.

Destroy Destroying the crossbow (AC 7, hardness 5, hp 5) defeats the trap.

Trigger Touch (opening the door); **Reset** Manual (1 round)

Effect Atk +10 (20% miss chance) ranged (bolt; 1d10+4/19-20)

Variant (CR varies) The heavy crossbow can be reloaded and manually fired blindly at those in front of the door. If so, use the firing creature's ranged attack bonus.

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 PCs 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 and seal while poison gas is pumped in. Sadly, the long hallway is simply a *permanent image* of a hallway cast on top of the wall twenty-five feet from the door.

FALSE HALLWAY LURE CR 9 (6,400 XP)

Halfway down the hallway the door slams shut behind you and you hear the hiss of escaping gas.

Search DC 26 Perception; **Type** Magic and mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less.

Destroy Destroying the door (AC 4, hardness 10, hp 60, DC 30 Break) defeats the trap.

Trigger Touch; **Reset** None

Effect When triggered, the secret door slams shut and the sound of heavy bars embedding in the wall can be heard. The hiss of gas follows almost immediately after. The room quickly fills with burnt othur fumes (inhaled poison; DC 18 Fortitude 1/round for 6 rounds; initial 1 Con drain and secondary 1d3 Con damage; cure 2 consecutive saves). The *permanent image* can be disbelieved by those interacting with (DC 19 Will save).

Variants (CR 5) Sometimes it may be useful to take prisoners rather than killing every nosey intruder. A variant of the False Hallway Lure replaces the burnt othur fumes with aerosolized oil of taggit poison (ingested poison; DC 15 Fortitude; initial unconscious for 1d3 hours and secondary none; cure 1 save). These traps are also frequently connected to a bell somewhere else in the dungeon to alert guards that they have caught something in their trap. Clever adventurers might use this alarm system to summon and thin the guards' ranks, if they are capable of avoiding the 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 its victims in. The first secret door encountered is trapped with a collapsing ceiling, but that trap is quite easy to detect. What is not as easy to notice is that disabling that first trap is the trigger to arm 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, offering a potentially lethal response when the PCs try to leave, from a trap the PCs already thought had already been disarmed.

MISDIRECTING COLLAPSING CEILING

CR 4 (1,200 XP)

The path must be safe... you disarmed that trap already.

Search DC 20 (25 to realize it can rearm) Perception; **Type** Mechanical

Disarm DC 15 (first door) and DC 20 (second door) Disable Device (1d4 rounds); activates on DC 10 (first door) 15 (second door) or less.

Destroy Destroying the door mechanism (AC 4, hardness 8, hp 30, DC 25 Break) prevents the trap from rearming

Trigger Touch; **Reset** Special

Effect (First Door) If not disarmed, the ceiling collapses in a 10 ft. by 10 ft. area (5 ft. on either side of the door) for 3d6 damage. A DC 20 Reflex saving throw avoids 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.

Effect (Second Door) If not disarmed, the ceiling collapses in a 10 ft. by 10 ft. area (5 ft. on either side of the door) for 3d6 damage. A DC 20 Reflex saving throw avoids 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.

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 secret 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 located in each cell triggers one round after anyone teleports into the cell, covering the area with a *dimensional anchor*.

TELEPORT SPLITTER CR 8 (4,800 XP)

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, it is lit by a green radiance a few seconds after you arrive.

Search DC 32 Perception; **Type** Magic

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less; **Bypass** Carrying a unique token protects against the teleportation effect.

Destroy Destroying the brick with the teleportation glyph (AC 7, hardness 8, hp 5) defeats the trap.

Trigger Proximity (15 ft. of the open door); **Reset** None

Effect (Round 1) When triggered, this trap targets all creatures within 15 ft. of the open door with a teleportation-like effect (DC 20 Will resists) that transports them into separate locked cells. Treat the effect as a 7th-level spell (CL 15th). Those that do not resist the trap find themselves in a lightless 10 ft. by 10 ft. cell with an iron door (AC 4, hardness 10, hp 60, DC 28 Break; DC 30 Disable Device).

Effect (Round 2) One round after arriving in the cell, a glyph in the cell fills the room with a *dimensional anchor* (CL 15).

Variants (CR varies) Particularly appropriate to mad wizard's towers or ruined temples of chaotic deities, another option is have the PCs teleported to completely random places throughout the complex. Be aware however, that this potentially increases the danger of the trap significantly if the PCs are widely separated by several encounters (and increases the amount of play time the party remains split).

Variants (CR varies) There are a number of ways to increase the potential lethality of this trap. Perhaps each cell contains a hungry monster, is filled with water, alerts a group of guards or has another death trap of its own. To add a second trap, determine the CR of the second trap independently of the teleportation trap.

SIMPLE MAGIC TRAPS: ALARM TRAPS

The primary purpose of an alarm trap is to alert a dungeon's defenders to the presence of intruders. Most do this through sound and light while others also inflict damage to intruders.

GHOST SOUND TRAP CR 1 (400 XP)
Noise suddenly fills the room.

Search DC 25; **Type** Magic (*ghost sound*)

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less

Trigger Proximity (*alarm*); **Reset** Automatic (10 minutes)

Effect The trap activates a *ghost sound* spell (CL 1; duration 1 round [DC 11 Will disbelieves) on a warded object or location.

LIGHT TRAP CR 1 (400 XP)
Magical light suddenly fills the room.

Search DC 25; **Type** Magic (*light*)

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less

Trigger Proximity (*alarm*); **Reset** Automatic (10 minutes)

Effect The trap casts a *light* spell (CL 1; duration 10 minutes) on the ceiling in the centre of the room.

MAGIC MOUTH TRAP CR 3 (800 XP)
A mouth appears on the opposite wall and speaks.

Search DC 27; **Type** Magic (*magic mouth*)

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less

Trigger Proximity (*alarm*); **Reset** Automatic (10 minutes)

Effect The trap activates a *magic mouth* spell (CL 3;) on a warded object or location.

SOUND BURST TRAP CR 3 (800 XP)
A loud clamour stuns you.

Search DC 27; **Type** Magic (*sound burst*)

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less

Trigger Proximity (*alarm*); **Reset** Automatic (10 minutes)

Effect The trap casts a *sound burst* spell (CL 3; 1d8 sonic damage and targets stunned for 1 round [DC 13 Fortitude negates stun]) on a warded object or location.

SHOUT TRAP CR 5 (1,600 XP)
A loud shout rips through the silence

Search DC 29; **Type** Magic (*shout*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger Proximity (*alarm*); **Reset** Automatic (10 minutes)

Effect The trap casts a *shout* spell (CL 7; 5d6 sonic damage and targets deafened for 2d6 round [DC 16 Fortitude halves and negates the deafness]) on a warded object or location.

GUARDS AND WARDS TRAP CR 7 (3,200 XP)
Thick, cloying fog suddenly surrounds you.

Search DC 31; **Type** Magic (*guards and wards*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 day)

Effect The trap casts a *guards and wards* spell (CL 12; duration 24 hours) in an area of effect up to 2,400 sq. ft.

BLASPHEMY TRAP CR 8 (4,800 XP)
A single shouted fell word spoken in some blasphemous tongue shatters the silence.

Search DC 32; **Type** Magic (*blasphemy*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 31 or less

Trigger Proximity (*detect good*); **Reset** Automatic (1 round)

Effect The trap casts *blasphemy* (CL 14; DC 20 Will partial) on multiple targets in a 40-ft.-radius spread, centred on the trap.

Note Activates when the trap detects good creatures within its area of effect.

EARTHQUAKE TRAP CR 9 (6,400 XP)
The ground suddenly starts to shake and dust sifts down from the ceiling.

Search DC 33; **Type** Magic (*earthquake*)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less

Trigger Proximity (*alarm*); **Reset** —

Effect The trap casts an *earthquake* spell (CL 15; range 1,000 ft., 80 ft.-radius spread).

Note If placed underground, this trap could result in the PCs being unable to return the way they came.



SIMPLE MAGIC TRAPS: BOONS

Boons are a new kind of trap. Instead of inflicting harm or hindering, boons cast beneficial spell effects. They are intended to benefit opponents in adventures, or to provide handy story elements, rather than to benefit PCs. As such, they should benefit evil creatures, creatures of a particular (evil) race, and so on. PCs should not gain XP if they benefit from a boon, but should if they disarm or destroy a boon.

By adding *detect evil* to an object, a boon benefits only evil creatures; by adding *locate creature*, a boon benefits only creatures of a particular type/subtype etc. It should be easy to decide which group of creatures a boon helps. Various examples are provided below. A boon could also have *locate object* added to the trigger, so that it benefits people wearing a particular uniform, badge or ring, or even something as simple as having a candle or bell in their possession.

On the other hand, it is easy to imagine some good-aligned temples or shrines also have boons, and some examples are provided. Perhaps the temple has been built above an ancient necropolis and the boons help the clergy defeat the occasional undead horror emerging from the darkness below.

Alternatively, instead of having to touch a specific object or speak a certain word to activate this ability, the NPC may have to bathe in the waters of a certain fountain, clasp a sacred object and so on.

ENDURE ELEMENTS BOON CR 2 (600 XP)

After touching the object, you feel neither warmth or cold.

Search DC 26; **Type** Magic (*endure elements*)

Disarm DC 26 Disable Device (2d4 rounds); activates on DC 21 or less

Trigger Touch; **Reset** Automatic (1 round)

Effect The boon casts an *endure elements* spell (DC 11 Will negates) on the target.

CURE MODERATE WOUNDS BOON

CR 3 (800 XP)

As you touch the object, healing magic flows through your body.

Search DC 27; **Type** Magic (*cure moderate wounds*)

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less

Trigger Touch (*detect evil*); **Reset** Automatic (1 round)

Effect The boon casts a *cure moderate wounds* spell (CL 4; 2d8+4 healing) on the target.

Note Only evil creatures can benefit from the boon.

Variant In a dungeon filled with undead, an *inflict moderate wounds* spell is far more appropriate.

REMOVE DISEASE BOON CR 4 (1,200 XP)

As you touch the objects, the symptoms of the disease that has infested you start to fade away.

Search DC 28; **Type** Magic (*remove disease*)

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Touch; **Reset** Automatic (1 round)

Effect The boon casts a *remove disease* spell (CL 5; 14 Will negates) on the target.

HASTE BOON CR 4 (1,200 XP)

You start to move faster and faster.

Search DC 28; **Type** Magic (*haste*)

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Touch (*locate creature*); **Reset** Automatic (1 minute)

Effect The boon casts a *haste* spell (CL 6; DC 14 Will negates, duration 6 rounds) on the target and up to 5 other allies no two of which can be more than 30 ft. apart.

HEROISM BOON CR 4 (1,200 XP)

The skill and confidence of heroes fills your veins.

Search DC 28; **Type** Magic (*heroism*)

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Touch (*locate creature*); **Reset** Automatic (1 minute)

Effect The boon casts a *heroism* spell (CL 5; duration 50 minutes) on the target.

HEROES' FEAST BOON CR 7 (3,200 XP)

At your command, a sumptuous banquet appears.

Search DC 31; **Type** Magic (*heroes' feast*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm, detect good*); **Reset** Automatic (1 day)

Effect The boon casts a *heroes' feast* for 11 people [CL 11].

Note This boon activates only if a good-aligned person speaks the command word whilst in the area.

HEROIC INVOCATION BOON CR 11 (12,800 XP)

At you approach, ancient words of power ring out.

Search DC 34; **Type** Magic (*heroic invocation*)

Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less

Trigger Proximity (*alarm, detect evil*); **Reset** Automatic (1 day)

Effect The boon casts a *heroic invocation* (CL 18; duration 3 hours) on up to 18 targets, no two of which can be more than 30 ft. apart.

Note This boon activates only if an evil-aligned person speaks the command word whilst in the area. Only evil creatures benefit from the *heroic invocation*.

SIMPLE MAGIC TRAPS: HARMING TRAPS

Harming traps are those that do not inflict direct hit point damage to a target, but otherwise harm or trouble invaders.

BESTOW CURSE TRAP CR 4 (1,200 XP)

Suddenly the object you touched crackles with necrotic energy.

Search DC 28; **Type** Magic (*bestow curse*)

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Touch; **Reset** —

Effect The trap casts a *bestow curse* spell (Will DC 14 negates) on the target.

ENERVATION TRAP CR 4 (1,200 XP)

A bolt of black energy leaps forth toward you.

Search DC 29; **Type** Magic (*enervation*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger Proximity (*alarm*); **Reset** —

Effect The trap casts an *enervation* spell (CL 7; +8 ranged touch [range 40 ft.], 1d4 temporary negative levels, duration 7 hours) at the target.

TOUCH OF SLIME TRAP CR 5 (1,600 XP)

Green slime suddenly coats your hand.

Search DC 29; **Type** Magic (*touch of slime*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger Touch; **Reset** Automatic (1 round)

Effect The trap casts *touch of slime* (DC 16 Fortitude negates) on the target.

BALEFUL POLYMORPH TRAP CR 6 (2,400 XP)

A magical affect begins to warp and shrink your body.

Search DC 30; **Type** Magic (*baleful polymorph*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 round)

Effect The trap casts a *baleful polymorph* spell (CL 10; range 50 ft., DC 17 Fort negates, DC 17 Will partial) to transform the target into rat.



SIMPLE MAGIC TRAPS: IMPEDING TRAPS

Impeding traps are those that slow down invaders' progress through a location.

GREASE TRAP CR 2 (600 XP)

Suddenly, the floor beneath your feet becomes wet and slippery.

Search DC 26; **Type** Magic (*grease*)

Disarm DC 26 Disable Device (2d4 rounds); activates on DC 21 or less

Trigger Proximity (*alarm*); **Reset** —

Effect The trap casts a *grease* spell (CL 2; range 30 ft.; duration 2 minutes); on all targets in a 10-ft. square.

LITANY OF SLOTH TRAP CR 2 (600 XP)

A malign feeling of lethargy overcomes you.

Search DC 26; **Type** Magic (*litany of sloth*)

Disarm DC 26 Disable Device (2d4 rounds); activates on DC 21 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 round)

Effect The trap casts a *litany of sloth* spell (CL 2; range 30 ft., duration 1 round) on a random target.

Note This trap is best used in conjunction with opponents, it is pointless otherwise.

CONFUSION TRAP CR 5 (1,600 XP)

Confusion suddenly clouds your mind.

Search DC 29; **Type** Magic (*confusion*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *confusion* spell (CL 8; duration 8 round, DC 16 Will negates) on all targets in a 15-ft. radius burst, centred on the trap.

HEIGHTENED ENTANGLE TRAP CR 5 (1,600 XP)

The plants around your feet begin to writhe and curl about your legs.

Search DC 27; **Type** Magic (*entangle*)

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less

Trigger Proximity (*alarm*); **Reset** Automatic (4 minutes)

Effect The trap casts an *entangle* spell (CL 7; range 35 ft., duration 7 minutes, DC 16 Reflex partial) against multiple targets in a 40-ft. radius spread, centred on the trap.

BLACK TENTACLES TRAP CR 5 (1,600 XP)

A field of rubbery black tentacles bursts forth from the floor.

Search DC 29; **Type** Magic (*black tentacles*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *black tentacles* spell (CL 10; CMB +15, CMD +20, duration 10 rounds); multiple targets (all targets in a 20-ft. radius spread) centred on the trap.

HEIGHTENED SLOW TRAP CR 7 (3,200 XP)

A strange lethargy begins to creep over your limbs.

Search DC 31; **Type** Magic (*slow*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** Automatic (2 minutes)

Effect The trap casts a *slow* spell (CL 12; range 85 ft., duration 12 rounds; DC 19 Will negates) against multiple targets (up to 12 creatures, no two of which can be more than 30 ft. apart), centred on the trap.

TAR POOL TRAP CR 7 (3,200 XP)

The ground beneath your feet transforms into sticky, black tar.

Search DC 31; **Type** Magic (*tar pool*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *tar pool* spell (CL 12, range 55 ft., duration 12 rounds, DC 19 Reflex partial); multiple targets (all targets in a 20-ft. radius burst) centred on the trap.

MASS HOLD PERSON TRAP CR 8 (4,800 XP)

A magical immobility sweeps over you.

Search DC 32; **Type** Magic (*mass hold person*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *mass hold person* spell (CL 13; range 230 ft., duration 13 rounds; DC 20 Will negates); multiple targets (up to 13 creatures, no two of which can be more than 30 ft. apart) centred on the trap.

MAZE TRAP CR 9 (6,400 XP)

Suddenly you are somewhere else. Corridors of obvious magical construct lead away in all directions.

Search DC 33; **Type** Magic (*maze*)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 round)

Effect The trap casts a *maze* spell (C 16; range 105 ft.)

MAGE'S DISJUNCTION TRAP CR 10 (9,600 XP)

Your wards and other extant magic mysteriously fail.

Search DC 34; **Type** Magic (*mage's disjunction*)

Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less

Trigger Proximity (*detect good*); **Reset** —

Effect The trap casts *mage's disjunction* (CL 18; range 115 ft., DC 23 Will negates; duration 18 minutes) on all targets (all magical effects and magic items) in a 40-ft. radius burst.

Note Activates when the trap detects good creatures within its area of effect.

SIMPLE MAGIC TRAPS: PROTECTIVE TRAPS

Protective traps are those that either create effects that protect the location or object, or simply block movement. Note that *forbiddance* also achieves this, but does not have to be created as a trap.

SPIKED PIT TRAP CR 4 (1,200 XP)

A pit – its bottom lined with spikes – appears beneath you.

Search DC 28; **Type** Magic (*spiked pit*)

Disarm DC 28 Disable Device (2d4 rounds); activates on DC 23 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *spiked pit* spell (CL 7; range 170 ft., duration 8 rounds; DC 13 Reflex negates) under multiple targets (10-ft.-by-10 ft. hole, 30 ft. deep).

WALL OF STONE TRAP CR 6 (2,400 XP)

A wall of stone suddenly appears.

Search DC 30; **Type** Magic (*wall of stone*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Proximity (*alarm*); **Reset** —

Effect The trap casts a *wall of stone* spell (CL 9; range 190 ft.) which creates a stone wall whose area is up to nine 5-ft. squares.

ANTILIFE SHELL TRAP CR 7 (3,200 XP)

A faintly glowing hemispherical shield sudden fills the area.

Search DC 31; **Type** Magic (*antilife shell*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** —

Effect The trap casts an *antilife shell* spell (CL 12; duration 12 minutes, 10 ft. radius emanation) centred on the trap.

WALL OF THORNS TRAP CR 7 (3,200 XP)

A spiky wall of thorns springs into existence.

Search DC 30; **Type** Magic (*wall of thorns*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Proximity (*alarm*); **Reset** Automatic (90 minutes)

Effect The trap casts a *wall of thorns* spell (CL 9; range 190 ft., duration 90 minutes); whose area is nine 10-ft. cubes, centred on trap.

ANTIMAGIC FIELD TRAP CR 8 (4,800 XP)

As you walk forward, your magical protections suddenly fail.

Search DC 31; **Type** Magic (*antimagic field*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** Automatic (2 hours)

Effect The trap casts an *antimagic field* spell (CL 12; range 10 ft., duration 2 hours), in a 10 ft. radius emanation, centred on the trapped location.

REPULSION TRAP CR 7 (3,200 XP)

An invisible force begins to slow your movement.

Search DC 31; **Type** Magic (*repulsion*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** automatic (15 rounds)

Effect The trap casts a *repulsion* spell (CL 13; range 130 ft., duration 13 rounds, DC 19 Will negates) as a 130 ft. radius emanation centred on the trap.

BLADE BARRIER TRAP CR 8 (4,800 XP)

A whirling barrier of blades springs into existence.

Search DC 31; **Type** Magic (*blade barrier*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** Automatic (12 minutes)

Effect The trap casts a *blade barrier* spell (CL 11; range 210 ft., duration 11 minutes, DC 19 Reflex halves or negates). The area of effect depends on whether the trap creates a wall or ringed wall.

Note The trap's creator must choose whether a wall or ringed wall effect is created when the trap is made.

FORCECAGE TRAP CR 8 (4,800 XP)

An invisible wall stops you moving forward.

Search DC 32; **Type** Magic (*forcecage*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less

Trigger Proximity (*alarm*); **Reset** Automatic (2 minutes)

Effect The trap casts a *forcecage* spell (CL 13; range 85 ft., duration 13 rounds, DC 20 Reflex negates), centred on a protected item.

Note The trap's creator must choose whether a barred cage or windowless cell effect is created when the trap is made.

REVERSE GRAVITY TRAP CR 8 (4,800 XP)

Without warning you start to fall up to the ceiling.

Search DC 32; **Type** Magic (*reverse gravity*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less

Trigger Proximity (*alarm*); **Reset** Automatic (2 hours)

Effect The trap casts a *reverse gravity* spell (CL 15; range 250 ft., duration 15 rounds) with an area of effect of fifteen 10-ft. cubes.

WALL OF LAVA TRAP CR 9 (6,400 XP)

A wall of roiling lava suddenly appears.

Search DC 30; **Type** Magic (*wall of lava*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Proximity (*alarm*); **Reset** Automatic (15 rounds)

Effect The trap casts a *wall of lava* spell (CL 15, range 250 ft., duration 15 rounds); whose area is fifteen 5-ft. squares, centred on the trap.

SIMPLE MAGIC TRAPS: WOUNDING TRAPS

Wounding traps are those that inflict hit point damage on invaders, but some may have secondary effects such as stunning.

ACID ARROW TRAP CR 3 (800 XP)

An arrow of magical acid shoots toward you.

Search DC 27; **Type** Magic (*acid arrow*)

Disarm DC 27 Disable Device (2d4 rounds); activates on DC 22 or less

Trigger proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts an *acid arrow* spell (CL 3; +10 ranged touch, range 520 ft.; 2d4 acid plus 2d4 more one round later) once a round for five rounds at the same target.

OBSIDIAN FLOW TRAP CR 5 (1,600 XP)

The floor suddenly transforms into molten glass.

Search DC 29; **Type** Magic (*obsidian flow*)

Disarm DC 29 Disable Device (2d4 rounds); activates on DC 24 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts an *obsidian flow* spell (CL 8; range 65 ft., 4d6 fire damage [DC 16 Reflex partial]), at all targets in a 20-ft. radius spread, centred on the trap.

FIRE SNAKE TRAP CR 6 (2,400 XP)

A sinuous line of fire springs up all around you.

Search DC 30; **Type** Magic (*fire snake*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Proximity (*alarm*); **Reset** Automatic (2d4 rounds)

Effect The trap casts a *fire snake* spell (CL 10; 10d6 fire [DC 17 Reflex halves]) at all targets in a ten 5-ft. square area centred on the trap.

MASS INFLECT LIGHT WOUNDS TRAP

CR 6 (2,400 XP)

Dark energy shrivels your life force.

Search DC 30; **Type** Magic (*mass inflict light wounds*)

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *mass inflict light wounds* spell (range 65 ft. [at CL 9]; 1d8+9 negative; Will DC 17 half) five times, once a round for five rounds on the same targets, multiple targets (up to 9 creatures, no two of which can be more than 30 ft. apart).

KI SHOUT TRAP CR 8 (4,800 XP)

A guttural bark unleashes a wave of sonic energy.

Search DC 32; **Type** Magic (*ki shout*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *ki shout* spell (CL 13; range 85 ft., 13d6 sonic and stun 1 round, [DC 20 Fortitude halves and negates stun]) once a round for three rounds on the same target.

MASS INFLECT SERIOUS WOUNDS TRAP

CR 8 (4,800 XP)

Dark energy shrivels your life force.

Search DC 32; **Type** Magic (*mass inflict serious wounds*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *mass inflict serious wounds* spell (CL 13; range 85 ft., 3d8+13 damage [DC 20 Will halves]) once a round for three rounds on the same targets, (up to 13 creatures no two of which can be more than 30 ft. apart).

STORMBOLTS TRAP CR 9 (6,400 XP)

Lightning bursts forth to consume you.

Search DC 33; **Type** Magic (*stormbolts*)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less

Trigger Proximity (*alarm*); **Reset** Automatic (1 minute)

Effect The trap casts a *stormbolts* spell (CL 15; 15d6 electricity damage and stun 1 round, [DC 22 Fortitude halves and negates stun]) on all targets in a 30-ft. radius spread, centred on the trap.

WIDENED ACID FOG TRAP CR 10 (9,600 XP)

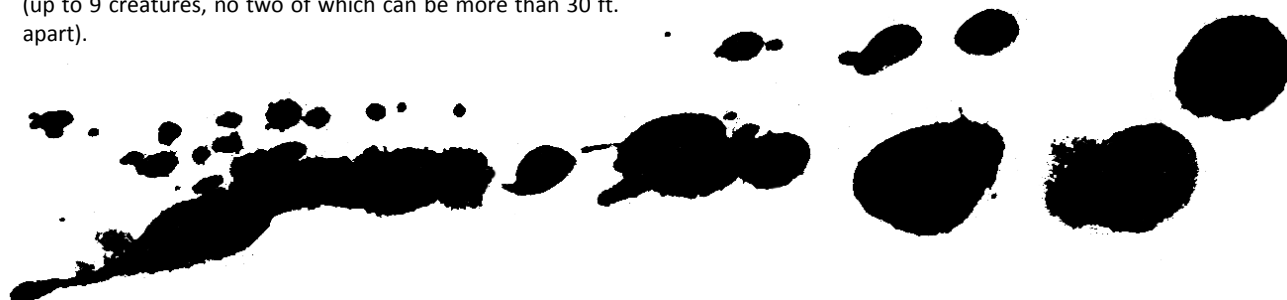
You are suddenly surrounded by fog that burns at your eyes and skin.

Search DC 31; **Type** Magic (*acid fog*)

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less

Trigger Proximity (*alarm*); **Reset** Automatic (2 minutes)

Effect The trap casts a *Widened acid fog* spell (CL 17; duration 17 rounds) against multiple targets (fog spreads in a 40-ft. radius, 40-ft. high area) centred on the trap.



STAIRS: CHARACTERISTICS & APPEARANCE

Stairs come in many different shapes and sizes, including steep, gradual, precipitous and spiral. Stairs in dungeons don't even have to be made of stone – some can be of wood, bone or other magical or fantastical substances.

Staircases are important parts of most dungeons, enabling easy passage between the various levels of the place. In occupied dungeons they are often one of the areas which sees the most traffic as the place's denizens emerge to fight, hunt and trade. They are therefore perfect places for a GM to place hints, clues and other interesting features that highlight what lurks in the connected dungeon levels.

This section presents the basic characteristics of different kinds of stairs; use the information here in conjunction with that in later sections to breathe life into your dungeon's stairs.

GRADUAL STAIRS

Gradual stairs are easy to move on and have the following noteworthy features:

- **No Running:** Characters cannot run on gradual stairs.
- **Acrobatics:** Gradual stairs increase the DC of Acrobatics checks made on them by 4.
- **Higher Ground:** Characters fighting on gradual stairs gain a +1 bonus on melee attacks made against opponents below them

NATURAL STAIRS

Natural staircases are just that – the result of natural processes and are not crafted by intelligent creatures. They are rare in dungeons, but relatively common in natural caverns. Natural stairs can be gradual or steep, but are rarely spiral in nature.

PRECIPITOUS STAIRS

Precipitous stairs are particularly steep and perilous to traverse:

- **Difficult Terrain:** Precipitous stairs are difficult terrain (it costs 3 squares of movement to enter such squares).
- **No Running:** Characters cannot run on precipitous stairs.
- **No charging:** Characters cannot charge on precipitous stairs.
- **Acrobatics:** Precipitous stairs increase the DC of Acrobatics checks made on them by 6.
- **Higher Ground:** Characters fighting on precipitous stairs gain a +1 bonus on melee attacks made against opponents below them.

RANDOM ENCOUNTERS

As areas of particularly heavy traffic, staircases are an excellent place for random encounters. However, take care to design your staircases to enable interesting tactical movement.

STEEP STAIRS

Steep stairs can be perilous to traverse:

- **Difficult Terrain:** Steep stairs are difficult terrain (it costs 2 squares of movement to enter such squares).
- **No Running:** Characters cannot run on steep stairs.
- **No charging:** Characters cannot charge on steep stairs.
- **Acrobatics:** Steep stairs increase the DC of Acrobatics checks made on them by 4.
- **Higher Ground:** Characters fighting on steep stairs gain a +1 bonus on melee attacks made against opponents below them.

SPIRAL STAIRCASE

Designed as defensive features, spiral staircases provide cover to defenders against attacks originating either from above or below them (but not both). They can be gradual, steep or precipitous and have the following additional characteristics:

- **No charging:** Characters cannot charge on spiral stairs.
- **Right Spiral:** A staircase spiralling to the right provides cover (+4 to AC, +2 Reflex) from attacks originating below.
- **Left Spiral:** A staircase spiralling to the left provides cover (+4 to AC, +2 Reflex) from attacks originating above.

CONSTRUCTION

In dungeons, stairs are most commonly constructed of stone but on occasion, adventurers may discover stairs of wood or even bone. In deep dungeons, they may even find stairs constructed of more outlandish materials such as magically hardened glass.

The statistics below represent each step of a stair.

STAIR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	50	20
Glass*	2	50	20
Iron	10	90	30
Stone (Hewn)	8	90	50
Stone (Masonry)	8	90	35
Stone (Natural)	8	90	65
Wood	5	60	20

*magically treated

GOING DOWN?

In many dungeons, stairs simply lead between two levels, but there is nothing to stop you designing a staircase that links several different levels. The characteristics and features of such stairways can change between the connected levels; remember to add several different dressings and features into such a stair.

RANDOM CHARACTERISTICS

As well as their basic features, stairs are often built with other interesting features. Use this table to generate such characteristics for your staircase. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as required.

D%	FEATURE
01-02	The staircase has a low roof – characters over 5 ft. tall must duck or bash their head on the ceiling.
03-04	The stairway has a high ceiling.
05-06	One wall has empty torch scones set along its length. Several of the scones are bent as if hit with considerable force; several are missing.
07-08	Small niches in both walls once held candles. The niches are now empty but for dust and small puddles of hardened wax.
09-10	A small niche pierces the ceiling. The niche is the remains of a long-since tripped trap that once contained several vials of alchemist's fire. A DC 20 Perception check reveals the step below it to depress slightly when stood on.
11-12	The stair's risers are different heights. This increases the DC of Acrobatics checks made on the stairs by 1.
13-14	The stair's risers are particularly high. This increases the DC of Acrobatics checks made on the stairs by 1.
15-16	The stair's rises are particularly low. This increases the DC of Acrobatics checks made on the stairs by 1.
17-18	The staircase has a handrail on the left-hand wall.
19-20	The staircase has a handrail on the right-hand wall.
21-22	The staircase has a landing half-way down.
23-24	The staircase has several landings spaced equally along its length.
25-26	A small niche in one wall provided space for a guard. A stone seat is carved into one of its walls.
27-28	Elaborate scrollwork decorates each step.
29-30	A DC 25 Perception check reveals the mark of the master mason's responsible for building the stairs.
31-32	Carvings of ferocious, mythical beasts decorate the stair's ceiling.
33-34	A prayer is carved into one wall.
35-36	At one point, the ceiling drops by several feet; tall characters must duck to traverse safely.
37-38	When built, the staircase intersected with a small natural cavern. The cavern intersects the stair's ceiling. Characters making a DC 20 Climb check can enter the cavern.
39-40	An iron banister runs down the middle of the stairs.
41-42	The remains of an iron banister runs down the middle of the stairs. Occasional corroded posts still stand upright and small holes in the floor show where others once stood.
43-44	Praise to the dungeon's owner decorates the walls.
45-46	The stairway passes through a small chamber.
47-48	Iron lamps hang from the ceiling on slender chains.
49-50	Rusted chains hang from the ceiling.

51-52	A stair has a secret compartment (DC 20 Perception check locates) cut into its riser. It is empty.
53-54	A stair has a secret compartment (DC 20 Perception check locates) cut into its riser. It contains a mouldering map of the area surrounding the stair.
55-56	The staircase is poorly made; several of the stairs shift alarmingly underfoot.
57-58	Several small ventilation shafts pierce the ceiling.
59-60	Sounds echo alarmingly on the staircase, increasing the DC of Stealth checks made to move quietly by 2.
61-62	A carving of a gigantic mouth covers the wall at the head of the staircase.
63-64	The staircase widens as it descends.
65-66	The staircase narrows as it descends.
67-68	Minerals in the walls glimmer if exposed to light.
69-70	The ceiling is vaulted.
71-72	The stairs are poorly made.
73-74	The stairs split at one point passing either side of an area of very hard stone before rejoining further down.
75-76	Small niches have been cut into the stair's walls. Once used for holding trophies, they are now empty.
77-78	Each stair is engraved with a different letter (DC 20 Perception check locates). When put together the letters spell out a message from the original designer of the place.
79-80	The stairs descend directly over a natural cave. A large creature (or a particularly heavy Medium creature) causes a portion of the stairs to collapse into the cavern below. Characters in the collapsing area must make a DC 20 Reflex save or suffer 2d6 falling damage.
81-82	The stair's ceiling is studded with many irregular holes and small outcrops of hanging rock. Lights in the stairway cast areas of deep shadow onto the steps.
83-84	A bas relief cut into the walls depicts a legendary figure or deity.
85-86	A large carving on one wall depicts a legendary event. It is incredibly detailed.
87-88	The stairs have a narrow drainage channel cut into one wall. It is filled with sludge.
89-90	Every second stair is of a darker stone, creating a striped pattern. While not valuable, considerable effort went into bringing the stone here.
91-92	The stairs are of a dark stone (see 89-90 for details).
93-94	Crude wind chimes hang from the ceiling. Characters over 5 ft. tall strike them (DC 10 Acrobatics check avoids).
95-96	A secret compartment in one stair contains a lever (DC 20 Perception check locates). Pulling it drops a portcullis at the top or bottom of the stairs.
97-98	The stairway is unadorned.
99-100	The stairway is trapped. Refer to Table C to determine what wards the stairs.

STAIRS: DRESSING & FEATURES

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

D%	
1	The staircase smells musty.
2	A faint breeze issues up or down the stairs.
3	A strong wind issues up or down the stairs. The wind has a 50% chance of extinguishing unprotected light sources and increases the DC of Perception checks made to hear by 2.
4	The middle portion of each step is noticeably worn as if countless feet have used the stairs in the past.
5	Water drips onto several stairs creating a slippery section; the DC of Acrobatics checks made in this section of stairs increases by 2.
6	Phosphorescent lichen grows on the walls providing illumination as a candle.
7	Dust covers the steps; footprints can easily (DC 10 Perception) be seen within.
8	A smear of charcoal shows where a previous explorer extinguished a torch.
9	A torn and slashed belt pouch lies on the floor. It is old, mouldering and empty.
10	Splatters of blood decorate the stairs. The blood is old and dried.
11	A smear of chalk indicates where a message has been rubbed out.
12	A broken spear shaft (without its point) lies on the stairs.
13	A previous explorer has scratched into the ceiling, the message "Beware the corridor of columns."
14	An old spray of arterial blood "decorates" part of one wall and the ceiling. From the size of the stain something probably died here.
15	One of the stairs is badly chipped as if something had repeatedly struck it with a heavy object.
16	A torch sconce juts out from the wall at a drunken angle.
17	Part of the stairs is scorched and bits of stone are melted as if subjected to intense heat.
18	Light rubble from the ceiling or walls covers some of the stairs.
19	Heavy rubble from the ceiling or walls covers some of the stairs.
20	Great cracks pierce the walls and ceiling.
21	Cobwebs cover the ceiling; many small insects are caught within.
22	Brownish-green mould grows along one wall.
23	Phosphorescent fungus grows in clumps on the stairs; it gives off a faint light equal to a torch.
24	The partial skeleton of a humanoid lies amid its moulding equipment.
25	A torn and empty backpack has been upended over a torch sconce.
26	Obscene graffiti daubs one wall. The graffiti shows humanoids of an appropriate type for the dungeon killing and mutilating their racial enemies (or humans if the race has no traditional foes).
27	A puddle of water covers one badly set step.
28	A small pile of excrement sits atop one step.
29	A single mottled black and red mushroom almost 2 ft. tall grows on a step.
30	Several steps are badly cracked. A DC 20 Perception check reveals an improvised secret cavity hidden below. It could be empty or hold some hastily hidden minor treasure.
31	A rock fall blocks part of the stairs. Someone has cleared part of the debris and it is possible to squeeze past the fallen stones.
32	Small niches cut into the walls to hold trophies now display decomposing severed heads collected by the most powerful monster or group dwelling below.
33	A single bloody handprint mars one wall.
34	The sound of dripping water echoes through the stairway.
35	A broken chair lies at a crazy angle across several stairs.
36	Moss-like fungus grows on several steps.
37	Small insects infest a small section of stairway; they lair deep in several cracks cutting across several steps. They are harmless.
38	A thin cloud of smoke – similar to that given off by a torch – hugs the ceiling.
39	A sudden strong gust of wind fills the staircase. The wind has a 50% chance of extinguishing unprotected light sources.
40	Small bits of stone fall from the ceiling as the PCs traverse the stairs.
41	A piece of blooded rag lies on the floor.
42	The stairs are dusty; the tracks of those living nearby are faintly visible (DC 18 Perception check).
43	The sudden bang of a far-off door slamming fills the stairway.
44	Water oozes out from cracks in one stair.
45	The rotting body of a rat lies on a step; its back is clearly broken.
46	"Kerav came this way" is etched into the ceiling.
47	One of the steps is crumbling away. A character standing on the step must make a DC 15 Reflex save or fall 1d2x5 ft. and land prone. A character tumbling 10 ft. suffers 1d3 damage.

48	A bent dagger lies precariously balanced on the edge of a step.
49	Shards of a broken silver mirror lie scattered about. The remains are worth 12 sp.
50	A wet blood trail leads down the centre of the steps. A DC 15 Survival check reveals the dragged creature was man-sized and a DC 15 Heal check reveals that (due to the amount of blood on the stairs) it is almost certainly dead.
51	As 50, but the blood is dried.
52	Bats roost on the stair's ceiling. Bright lights or loud noise startle them. The flock's flight up the stairs has a 75% of extinguishing any unprotected flames.
53	Beautiful frescos once decorated the ceiling; they have suffered extensive water damage.
54	Spider webs cover the ceiling; many small spiders lair within, but there are not enough of the beasts to form a swarm.
55	Very thin stalactites hang from the ceiling.
56	Gray sludge – a mixture of water and dust – covers the stairs.
57	Gray sludge – a mixture of water and dust – covers portions of the stairs.
58	Muddy footprints – ascending and descending the stairs – are clearly visible.
59	Rubbish and trash cover a few stairs.
60	The remains of a small campfire on a particularly wide step are clearly visible.
61	A humanoid's jawbone rests in a torch sconce.
62	Water oozes out of the wall before sluggishly flowing down the stairs. This increases the DC of Acrobatics checks by 2.
63	There are signs of old flooding – stains on the walls and so on.
64	"Forgive me" is faintly carved into one wall. Smears of dried blood cover the carving.
65	A ripped sack containing crumbs of food lies on the stairs.
66	The faint smell of decay fills the staircase.
67	A single mushroom grows on one step. It is almost 1 ft. high and is completely white in colour.
68	Animal droppings cover some of the stairs. A DC 10 Knowledge (nature) check reveals them to probably be rat droppings.
69	The faint smell of smoke lingers in the air.
70	The shards of a broken glass potion vial cover one stair.
71	A small collapse has partially blocked a short section of stair. It costs an extra square of movement to enter each such square.
72	The decomposing, headless corpse of a goblin or other humanoid appropriate to the dungeon lies on the stairs.
73	Stubs of candles stand against the wall on every third stair.

74	The ceiling sags in places; A DC 10 Knowledge (engineering) reveals it to be safe.
75	A section of the wall or ceiling shows signs of water damage and subsequent repair.
76	The steps are worn and uneven. It costs an extra square of movement to enter such squares.
77	Slightly damp moss grows against the walls of this staircase; the middle of the staircase is clear of such growth.
78	Cracked and broken tiles cover each step.
79	A single stone has fallen from one wall and cracked the step beneath.
80	A small pyramid of flat, white stones stands on one step.
81	The stairway smells of urine.
82	The stairs are in pristine condition.
83	The dusty steps show signs of being hurriedly swept.
84	Cobwebs cover the ceiling. Several dead insects rest within, but of the spiders there is no sign.
85	Orange slime covers the ceiling; it occasionally drips onto the stairs below.
86	A single slime-covered platinum piece lies against one wall (DC 20 Perception check reveals).
87	A few pieces of dried wood – perhaps dropped fire wood – lie along the stairway's length.
88	A pentagram decorates the ceiling.
89	An iron spike has been hammered into one wall; a short piece of frayed hemp rope is yet attached.
90	A rusting, dented gauntlet lies on one step; its twin rests several steps away.
91	A field of mushrooms grows over a long length of stairway; water drips down from above. Some mushrooms are crushed and broken.
92	"Forgive Me" (in Common) is smeared in dried blood on one step.
93	Deliberately misleading graffiti is daubed on the walls.
94	A crude representation of a lidless eye or other arcane symbol covers one wall.
95	The splintered shaft of a long spear lies across several stairs; one end appears to have been gnawed by something.
96	A crude symbol of an inverted pyramid surmounted by three lidless eyes decorates one step; a DC 25 Perception check reveals.
97	A crude symbol of a sundered crown dripping blood decorates one step (DC 25 Perception check reveals).
98	Obvious drag marks – created by something large like a heavy chest – mar the steps.
99	Roll twice on this table, ignoring results of 99 - 100.
100	Roll thrice on this table, ignoring results of 99 - 100.

STAIRS: TRAPS & TRICKS

Staircases are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. As natural bottlenecks and high traffic areas stairs are the perfect place to trap. Remember, though, that trapped stairs must have some means of bypass so that the dungeon's denizens can safely go about their business.

SLIDING STAIRS

This classic trap is designed to get intruders to the bottom of the stairs as quickly as possible (where no doubt something nasty like a pit trap, pool of acid or other hazard awaits them). Alternatively, this trap can be used to dump the intruders into a much deeper dungeon level than they wished to explore. This last version of the trap works particularly well if it does not reset for several hours or days; this forces the trapped adventurers to seek another way out.

SLIDING STAIRS CR 3 (800 XP)

As you put your weight onto a step, there is an audible click.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a small switch at the top and bottom of the stairs).

Destroy Destroying the pressure plate (AC 11, hardness 8, hp 20, DC 20 Break) defeats the trap.

Trigger location (one pressure plate 30 ft. down the stairs); **Reset** automatic (10 minutes) or manual

Effect (Round 1) When the trap is activated, the stairs flatten forming a chute down which any character on them slides. Roll initiative for the characters and track their progress down the stairs in the order they act (as this might be important depending on what lurks at the bottom). A character sliding down the chute can arrest its progress with a DC 25 Reflex save. Scaling the stairs when they are in this configuration requires DC 25 Climb checks.

Effect (Subsequent Rounds) A sliding character travels 30 ft. downwards on his go and can attempt a new DC 25 Reflex saving throw to arrest its progress. A character failing this check by 4 or less does not arrest its descent, but slows its speed by 10 ft. that round. This reduces the DC of the Reflex save to stop sliding by 5.

Effect (Exiting the Stairs) When a character slides to the bottom of the stairs it lands prone in the area beyond.

Variant (CR var.) Some versions of this trap force the intruders to slide over specially sharpened stairs. Such unfortunates suffer deep lacerations as a result. Increase the DC of this trap by 1 for every 20 ft. the characters slide while taking damage. Characters sliding down a sharpened stair suffer 1d6 damage per 10 ft. travelled (DC 20 Reflex save halves).

Long Fall Variant (CR var.) Some versions of this trap end in a long drop into a deep dungeon level, pit or other isolated

place. Characters reaching the bottom of the stairs can make a DC 20 Reflex save to grab the lip of the stairs as they fall. Increase the CR of this trap by 1 for every 20 ft. the characters fall after exiting the stairway. Characters falling from the stair suffer 1d6 damage per 10 ft. fallen.

Water Fall Variant (CR var.) Treat this variant of the sliding stair trap as the Long Fall Variant except the PCs plunge into a deep body of water after exiting the stairway. Characters falling into water take no damage for the first 20 ft. fallen, suffer nonlethal damage for the next 20 ft. fallen (1d3 per 10 ft. increment) and lethal damage (1d6 per 10 ft. increment) for the remainder of the fall. Increase the CR by 1 for every 2d6 falling damage the PCs suffer. Once the PCs are in the water, they must make Swim checks or begin to sink (and possibly drown). Some Water Fall variants have ferocious, carnivorous monsters dwelling in the water, adding to the hapless intruders' problems.

COLLAPSING STAIRS

These stairs, whether by accident or design, collapse as the PCs traverse their length. If these stairs are deliberately trapped to collapse they have the bypass method listed below. If their collapse is accidental, they have no bypass method.

COLLAPSING STAIR CR 4 (1,200 XP)

As you put your weight onto a step, it falls away beneath you.

Search DC 25 Perception; **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a small switch at the top and bottom of the stairs) or none.

Destroy Destroying the stairs (AC 3, hardness 8, hp 90, DC 35 Break) activates the trap.

Trigger location (pressure plate on the stairs); **Reset** no reset

Effect (Round 1) When the stairs collapse, characters traversing them tumble 50 ft. into a pit below (suffering 5d6 falling damage) and land prone. A DC 20 Reflex check indicates they manage to negate the fall by grabbing a wall or leaping to a stable fragment of the stairs.

Effect (Subsequent Rounds) Characters are trapped in the pit until they climb out or are rescued. Characters can scale the pit's walls with DC 25 Climb checks.

Variant (CR 6) As above, but characters falling into the pit are also struck by pieces of falling masonry and other debris. The falling debris inflicts 4d6 damage (DC 20 Reflex halves). Characters failing this saving throw are buried by falling rubble. Buried characters take 1d6 nonlethal damage per minute. If a buried character falls unconscious, he must make a DC 15 Constitution check each minute or take 1d6 lethal damage until freed or dead. Characters who are not buried can dig out a friend in 1 minute. Armed with an appropriate tool, a digger can free a buried character in half that time. A buried character can free itself with a DC 25 Strength check.

ILLUSIONARY BOULDERS

A twist on a classic trap, this lurking danger utilises illusion magic to force intruders to rapidly descend the stairs. This trap is particularly effective, if paired with another trap further down the stairs or in the area beyond, as those fleeing the falling boulders probably won't have time to search for additional dangers.

Alternatively, guardians in the area at the bottom of the stairs are automatically alerted to the presence of intruders by the crash of the boulder falling and the probable subsequent sounds of frantically fleeing intruders.

ILLUSIONARY BOULDERS CR 7 (3,200 XP)

With a crash, a huge boulder falls from the ceiling behind you and begins to slowly roll down the stairs.

Search DC 31 Perception (the trap is protected by a *nondetection* spell; characters attempting *detect magic* must make a DC 22 caster level check to spot its magical emanations); **Type** magic

Disarm DC 31 Disable Device (2d4 rounds); activates on DC 26 or less; **Bypass** DC 25 Perception (hidden iron lock; requires a DC 30 Disable Device check to open).

Destroy Destroying the hidden lock (AC 11, hardness 10, hp 10, DC 28 Break) defeats the trap.

Trigger Proximity (halfway down the stairs); **Reset** automatic (1 hour)

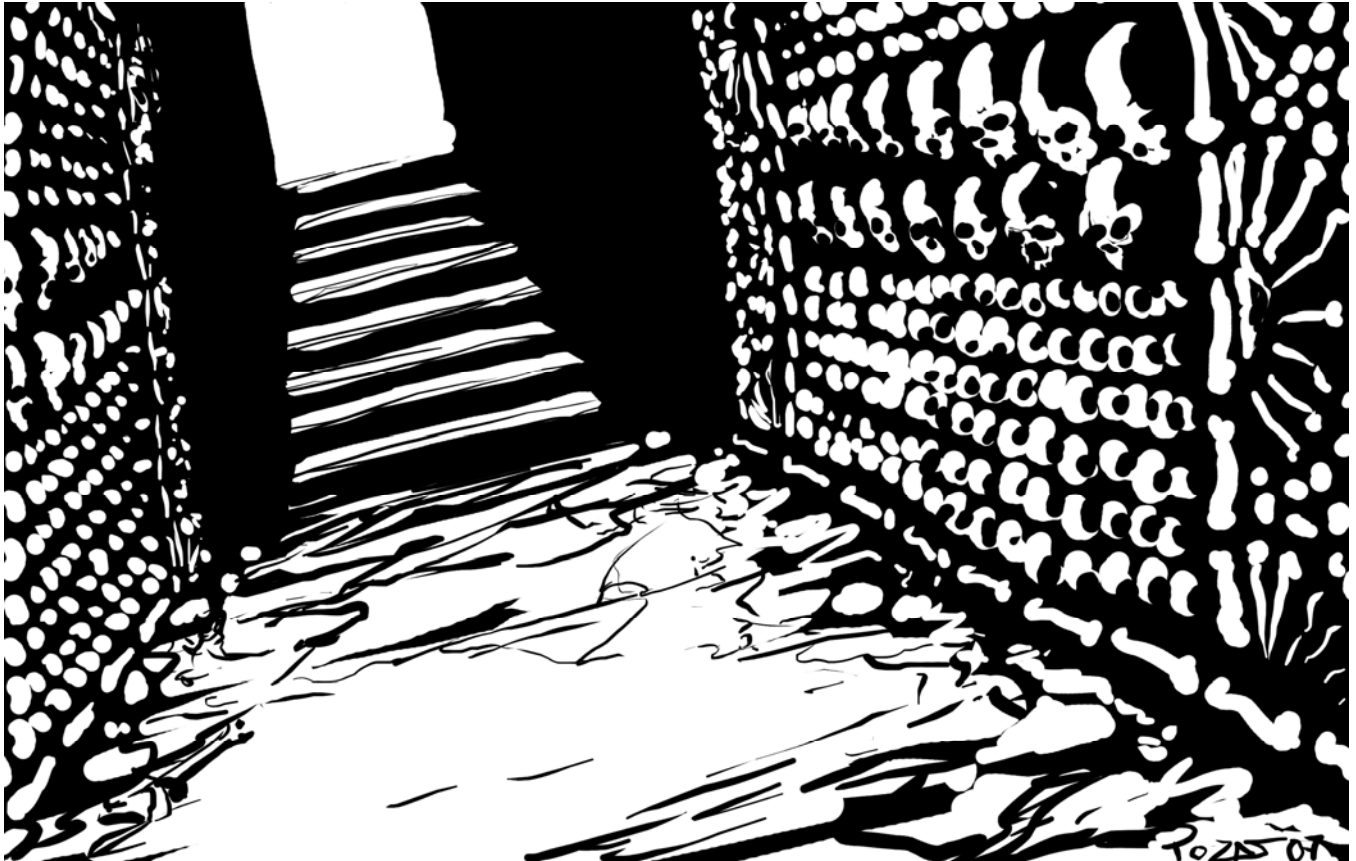
Effect When activated, this trap creates the illusion of a huge boulder falling from a hidden trapdoor in the ceiling. The spell includes visual and auditory components but as a figment cannot cause actual damage to a character struck by the illusionary boulder. Any character in a square the boulder rolls through can make a DC 24 Will save to realise it is an illusion. Characters that fail this save fall prone and believe they suffer 6d6 damage. (This damage is illusionary and disappears once the illusion ends).

Effect (Round 1) The boulder falls from the ceiling and rolls 10 ft. downwards. Roll initiative for the boulder and the PCs.

Effect (Subsequent Rounds) The boulder speeds up, rolling 20 ft. down the stairs until it enters the area at the bottom of the stairs. Until the spell ends, treat the boulder as a column that fills four squares and grants cover (+4 AC, +2 reflex).

Effect (End; Round 11) The boulder (and all illusory damage it caused) disappears.

Note This trap works best on a long and or precipitous stair as the extra movement cost forces the PCs to make difficult decisions; do they move carefully and avoid the chance of falling, move quickly away and risk tumbling down the stairs or expend magical resources to escape the danger?



STATUES: CHARACTERISTICS & APPEARANCE

Statues come in many shapes and sizes and are a staple feature of most dungeons. Statues are a great way of adding depth and verisimilitude to a dungeon as they are often crafted to represent individuals or monsters important to the original builder. Of course, paranoid players often assume that any statue with a detailed description is important or that at the very least it may animate and attack them!

This section presents the basic characteristics of many different kinds of statues; use the information here in conjunction with that presented in later sections to breathe life into your dungeon's statues.

STATUE SUBJECT & DRESSING

Tables A and B present a range of options to determine what a particular statue depicts. Many statues are crafted to show personalities or powers important to the original builder of the dungeon; such statues should be specifically designed by the GM. Others, however, depict deities, kings, local heroes (or villains) other setting-specific individuals or even powerful or legendary monsters.

Table C, meanwhile, presents options for describing the statue's current condition; after all the dungeon environment is not a safe one and statues get damaged over time.

COMMON CHARACTERISTICS

Canny warriors can use statues to their advantage in combat. Most statues have the following characteristics:

- **Cover:** Most statues provide cover (+4 AC, +2 Reflex) to combatants in adjacent squares. Particularly slender or small statues may only provide partial cover (+2 AC, +1 Reflex) to characters in the same square.
- **Climbable:** Because of their carving and detail, most statues are relatively easy to scale (DC 15 Climb check).
- **Push Over:** Stone statues are very heavy and difficult to push over; however strong individuals could push a statue over onto an adjacent opponent. A falling statue inflicts damage dependant on its size, and the character struck can make a DC 15 Reflex save to halve the damage dealt.

STATUE SIZE	STRENGTH CHECK	DAMAGE*
Small	DC 15	2d6
Medium	DC 20	3d6
Large	DC 25	4d6
Huge	DC 30	6d6
Gargantuan	DC 35	8d6
Colossal	DC 40	10d6

*Assumes the statue is of stone or other heavy material; lighter material deals half the listed damage

CONSTRUCTION

Most statues are hewn from stone, but where stone is impractical or too expensive, some are carved from wood. In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter statues made of even rarer, stranger or valuable materials such as glass, mithral, gold, silver, bone and so on.

STATUE MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	100	25
Glass*	2	100	25
Iron	10	300	38
Stone (Hewn)	8	150	33
Wood	5	120	30

*magically treated

STATUE MONSTERS

Some statues are not just statues! Some have a modicum of sentience and have been set to protect their master and as such pose a dangerous threat to exploring adventurers. This table presents a selection of such monsters along with their CR and the book in which you can find more information.

Remember when placing such guardians to adjust their appearance and attacks to fit the overall flavour of the dungeon; not all caryatid columns (for example) look the same!

CR		SOURCE
1-6	Animated object	<i>Bestiary</i>
3	Caryatid column	<i>Bestiary 3</i>
4	Carrion golem	<i>Bestiary 2</i>
5	Graven guardian	<i>Bestiary 3</i>
5	Ice golem	<i>Bestiary</i>
6	Terra-cotta soldier	<i>Bestiary 3</i>
6	Wood golem	<i>Bestiary</i>
7	Flesh golem	<i>Bestiary</i>
7	Tupilaq	<i>Bestiary 3</i>
8	Bone golem	<i>Bestiary 3</i>
8	Glass golem	<i>Bestiary 2</i>
10	Clay golem	<i>Bestiary</i>
10	Tophet	<i>Bestiary 3</i>
11	Stone golem	<i>Bestiary</i>
11	Taotieh	<i>Bestiary 3</i>
12	Fossil golem	<i>Bestiary 3</i>
13	Iron golem	<i>Bestiary</i>
14	Brass golem	<i>Bestiary 3</i>
16	Mithral golem	<i>Bestiary 2</i>
19	Adamantine golem	<i>Bestiary 2</i>

STATUES: SUBJECTS (PERSONALITIES)

Use this table to determine what person the statue depicts.

D%	STATUE
01-05	A heroic fighter wields a battleaxe. His other hand clutches the remains of a splintered shield.
06-10	A plate-clad warrior astride a warhorse. He holds a lance aloft. This is a Large statue.
11-12	A hunched old crone; ugly beyond belief she is practically doubled over and has a hunchback.
13-14	This wizard has one arm outstretched; pouches ring his waist. His face is partially obscured by a hood, but he has a severe, short hair cut.
15-16	A cleric holding a holy symbol aloft. He has a look of divine serenity on his face. He wears simple clothes and is barefoot.
17-18	A nobleman clad in fine clothes and leaning on a walking stick; the man is middle-aged, clean shaven and depicted in a dominant pose.
19-20	A beautiful noblewoman clad in voluminous robes; she has a haughty countenance and seems to be looking over the heads of the PCs.
21-22	A local hero wearing simple chainmail and carrying a longsword and spear. He has long hair and a rough, homespun appearance.
23-24	A legendary hero clad in full plate armour and wielding an ornate bastard sword two-handed.
25-26	This half-orc of sinister mien clutches a dagger and is posed as if about to stab someone in the back. He is depicted snarling.
27-28	A doughty dwarven warrior holding a great waraxe in one hand and a mug of ale in the other. He wears damaged chainmail.
29-30	Two naked elves entwined around one another; this statue depicts two legendary elven lovers famed for their beauty and passion.
31-32	A naked woman posing demurely. She is beautiful and has a lascivious expression on her face.
33-34	A female elf playing a harp sits upon a delicate chair. Her hair is elaborately braided and she wears a figure-hugging robe.
35-36	A thin, leather-clad man holds two daggers in a defensive pose.
37-38	A gigantic hollow skull, the size of a grown man sits atop a pedestal. The cavity could contain treasure or a lurking danger.
39-40	A cat (carved from black stone) curls between the legs of this male half-elf dressed in peasant clothes. He holds a wand in one hand.
41-42	A halfling with a scarred face sits astride a huge wolf-sized cat of obviously magical origin.
43-44	A naked, muscular man, arms folded over his chest, stares implacably into the distance.
45-46	A nobleman clad in rich clothes and holding a sceptre is seated on an ornate throne.

47-48	This halfling has a look of innocence on her face, but has one arm outstretched as if to pilfer the pockets of passing folk.
49-50	An orc warrior on his knees; he is pierced by many arrows and has a snarl of anger and pain on his face.
51-52	A mounted warrior hunched over the shoulder of his charging horse. He clutches a lance. This is a Large statue.
53-54	A half-orc male wearing simple robes. He has a severe haircut and clutches a quarterstaff.
55-56	A fat man with a gigantic nose and many scars.
57-58	A gnomish bard carrying a violin has a huge grin plastered across his face.
59-60	A hobgoblin holds a tower shield in front of his body and a short, jabbing spear in the other hand.
61-62	A sitting beggar clad in a worn and patched cloak holds up a bowl. Bandages cover the man's eyes.
63-64	An archer – his bow fully drawn – stands legs braced wide, a look of total concentration on his face.
65-66	An elven fighter stands gracefully on one leg, an elven curved blade raised to strike.
67-68	Flames wreath a dwarf sorcerer's outstretched hand. The dwarf is shouting something and pointing directly in front of him.
69-70	An orc – its face frozen in a scream of rage – wears scale mail and wields a greataxe.
71-72	A robed man – a look of serenity on his face – stands with his arms held wide.
73-74	A king sits on a throne, an indecipherable look on his face. He wears an ornate crown.
75-76	An immensely fat demon sits cross-legged on the floor. Its mouth is slightly open.
77-78	The statue depicts a local deity, but it is corrupt or blasphemous in some way.
79-80	A human warrior holding a sword aloft protects her body with a tower shield. She is clad in plate armour.
81-82	A robed woman carries a swaddled infant in her arms; a look of pride and love is upon her face.
83-84	A robed female warrior holds a sword aloft while looking back over her shoulder.
85-86	An old man wearing simple robes sits cross-legged on a high plinth. He has one hand raised in greeting.
87-88	A half-man, half-serpent creature clad in robes. The creature has an unmistakable look of intelligence on its face.
89-90	An orc kneels at an executioners' block; its head lies nearby, its rage-filled eyes staring up at its body.
91-92	A laughing halfling sits atop a jovial dwarf's shoulders.
93-94	A large, muscular dog stands at guard; its tongue protrudes from its mouth.
95-99	An empty plinth stands ready to receive a statue.
100	The statue is a tableaux of two individuals. Roll once on this table and once on Table B. Ignore results of 100.

STATUES: SUBJECTS (BEASTS & MONSTERS)

Use this table to determine what monster the statue depicts.

D%	STATUE
01-03	A slender, attractive woman with snake hair and huge eyes carries a bow and has an alluring smile (a medusa; DC 17 Knowledge [nature]).
04-06	A giant thick with muscle and fat. It has a wide, puffy face (an ogre; DC 12 Knowledge [local]).
07-09	A bizarre half-bear, half-owl creature with a huge beak and sharp claws (an owlbear; DC 14 Knowledge [arcana]).
10-12	A sleek, muscular horse with huge, wide-spread bird-like wings (a pegasus; DC 13 Knowledge [arcana]).
13-15	This giant has only one eye in the centre of its forehead (a cyclops; DC 15 Knowledge [local]).
16-18	This snake-headed fiend has the torso of a six-armed woman; she holds six longswords (a marilith demon; DC 27 Knowledge [planes]).
19-21	An immense bird of prey with intricately carved feathers and a wickedly curved beak (a giant eagle; DC 13 Knowledge [arcana]).
22-24	Two-headed giant wearing tattered leather armour and holding two flails. Its two faces glare at one another (an ettin; DC 16 Knowledge [local]).
25-27	This thin, emaciated and hairless human has pointed ears and a long, questing tongue emerges from between sharp, jagged teeth (a ghoul or ghastr; DC 11 Knowledge [religion]).
28-30	A bull-like creature with immense horns; depicted as if made from metal plates (a gorgon; DC 18 Knowledge [arcana]).
31-33	A majestic winged creature with the body of a lion and the head of an eagle (a griffon; DC 14 Knowledge [arcana]).
34-36	A disturbingly attractive feral human woman with long, tattered wings and taloned feet (a harpy; DC 14 Knowledge [nature]).
37-39	Several snake-like heads emerge from a sleek, serpentine monstrous body (a hydra; DC 14 Knowledge [arcana]).
40-42	This fur-covered humanoid has a rat-like face and a long, curling tail; it holds a gnawed bone and a dagger (a wererat; DC 11 Knowledge [local]).
43-45	This insectile creature has four legs, two long, feathery antennae and a propeller-shaped growth at the end of its tail (a rust monster; DC 13 Knowledge [dungeoneering]).
46-48	This armoured skeleton stands on-guard; it wears chainmail and carries a longsword (a skeletal warrior; DC 12 Knowledge [religion]).
49-51	With a lion's body, a falcon's wings and the head and torso of a beautiful woman this is a majestic creature (a sphinx; DC 18 Knowledge [arcana]).

52-54	This creature has a rough hide, hands that end in claws and a bestial face dominated by a tusked underbite (a troll; DC 15 Knowledge [local]).
55-57	This unusually large and muscled wolf has an evil, almost intelligent look about it (a worg; DC 12 Knowledge [arcana]).
58-60	This powerfully-built man wields an axe and has hooved feet and the head of a snarling bull (a minotaur; DC 14 Knowledge [nature]).
61-63	This ray-like creature has a toothy maw and a long whip-like tail (a cloaker; DC 15 Knowledge [dungeoneering]).
64-66	This conical creature has a single eye, a toothy mouth and several long tentacles (a roper; DC 22 Knowledge [dungeoneering]).
67-69	This muscular, armour-clad humanoid has three pairs of wings and carries a giant longbow (a solar; DC 38 Knowledge [planes]).
70-72	Muscular, bald and tall this humanoid wields a greatsword two-handed and has two sets of wings (a planetar; DC 31 Knowledge [planes]).
73-75	This hunched, wretched creature has long, sinuous arms each capped with wide, shiny claws (a choker; DC 12 Knowledge [dungeoneering]).
76-78	This creature has a lion's body and three heads: a lion's, a dragon's and a horned goat (a chimera; DC 17 Knowledge [arcana]).
79-81	The hunchbacked, bloated spider has the look of unnatural intelligence about it (an aranea; DC 14 Knowledge [arcana]).
82-84	This sickly, revolting dog stands on its hind legs and clutches a dagger (a pugwampi; DC 11 Knowledge [nature]).
85-87	This powerfully-built horse has a hawk's wings, talons and hooked beak (a hippogriff; DC 12 Knowledge [arcana]).
88-90	This noble creature has the body of a powerful bull and the head of a wise-looking human (a shedu; DC 19 Knowledge [arcana]).
91-93	This scaled and muscular serpentine dragon has long claws, a sinuous neck and a fanged maw (a dragon [any]; DC 15 Knowledge [arcana]).
94-96	A huge worm with a maw of sharp teeth bursts forth from the floor (a purple worm; DC 22 Knowledge [arcana]).
97-99	This humanoid has the head of a tiger, wears expensive clothes and holds a broken crossbow bolt (a rakshasa; DC 20 Knowledge [planes]).
100	The statue is a tableaux of two individuals. Roll once on this table and once on Table A. Ignore results of 100.

STATUES: STATUE DRESSING

Use this table to generate interesting additional features for a statue. Some features below may be inappropriate based on your dungeon's setup – ignore or modify such results as appropriate.

D%	STATUE DRESSING
01-02	The statue is crudely painted in garish colours.
03-04	One of the statue's hands is shaped to hold a staff or spear; it is now empty.
05-06	The statue has a hollow mouth; a map or scroll may be hidden within.
07-08	The statue stands on a pedestal which contains a secret compartment (DC 25 Perception check reveals); it is dusty and empty.
09-10	The statue is incredibly detailed – paranoid adventurers may suspect a medusa or basilisk lurks nearby. A DC 20 Perception or Profession (mason) check reveals this is unlikely.
11-12	The statue is the work of a medusa that once laired nearby. Subsequent inhabitants set the statue here, unaware of its true nature.
13-14	The statue stands on a plinth. A DC 20 Perception check reveals the plinth is hollow. To access the hollow the statue must be tipped over (DC 25 Strength check).
15-16	The statue holds a mouldy leather book. The book may contain a clue to what lies beyond or poisonous spores.
17-18	The statue has a deformed right hand.
19-20	The statue is dressed in a bizarre mishmash of clothes. Some are bloodstained and tattered while others are in pristine condition.
21-22	The statue is missing a leg (its shattered remains lie nearby).
23-24	The statue has been decapitated. Its head lies nearby and is damaged; its nose has broken off.
25-26	The statue points to a secret door or compartment in the room.
27-28	The statue points to an exit with its hand or weapon.
29-30	The statue has obviously been moved. Drag marks on the floor indicate its original position.
31-32	The statue holds an object; it can be removed with a DC 20 Strength check.
33-34	The statue is looking upwards as if studying the sky.
35-36	The statue bears the signs of being battered with a heavy bludgeoning weapon.
37-38	The statue is looking into the middle distance.
39-40	The statue is looking down at its feet.
41-42	The statue holds an iron bowl. The bowl contains a few copper and silver pieces.

43-44	The statue's head lies nearby – it has clearly been forcibly removed from the statue's body, but is otherwise undamaged.
45-46	A weatherworn, slightly musty cape has been draped over the statue's head.
47-48	The statue has been toppled over and lies smashed on the ground.
49-50	Gaping holes bear mute testimony to the gems that once served as this statue's eyes.
51-52	Green mould grows over the rear of the statue. A DC 10 Knowledge (dungeoneering) reveals the mould to be harmless.
53-54	The statue has one leg missing; consequently it leans against one wall. A DC 15 Strength is sufficient to knock it over.
55-56	A small colony of beetles lives behind the statue. They are harmless and can be crushed easily.
57-58	The statue has had its face chiselled off. Pieces of the face lie about the statue.
59-60	The statue stands on a plinth decorated with elaborate scrollwork.
61-62	The statue stands on a 5 ft. high plinth.
63-64	The statue stands on an over-sized plinth.
65-66	The statue is lying on its side.
67-68	The statue is very dusty.
69-70	The statue is streaked with guano.
71-72	The statue is only half-finished.
73-74	The statue has an open secret compartment; it is dusty within. A DC 25 Perception check reveals the locking mechanism.
75-76	The statue is made of a strange kind of stone quite out of sorts with the surrounding masonry.
77-78	The statue is weather beaten as if it once stood outside. Small patches of moss grow in its cracks.
79-80	The statue smells as if someone has urinated on it recently.
81-82	The statue has graffiti of a sexual nature carved into its base.
83-84	The statue has scorch marks around its base.
85-86	The statue is pitted and partially melted as if exposed to powerful acid.
87-88	The statue is in pristine condition, as if it was only placed here yesterday.
89-90	The statue is partially covered in cobwebs.
91-92	The statue bears the mark of the sculpture in an unobtrusive spot
93-94	A spray of dried blood covers part of the statue and its plinth. A bloody hand print mars one leg.
95-96	Several skulls or decomposing heads have been carefully positioned on the statue; they fall if touched.
97-98	Roll twice on this table, ignoring results of 97-100.
99-100	Roll thrice on this table, ignoring results of 97-100.



Of course, in dungeons statues are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. Statues as features of interest are often equipped with such protections.

When placing a statue trap, first decide on the appearance of the statue and then change the trap's descriptive details to fit the statue. For example, a statue of a wizard holding a wand protected by the Yellow Peril trap might spew yellow mould from the wand.

A GM can use the traps described here on their own to catch unwary adventurers. However, they also work well when teamed with monsters that are practically immune to their effects. For example, the basic dart swarm statue is a fun trap to add into a combat featuring zombies or skeletons because their damage reduction most likely negates the darts' damage.

If intelligent denizens of a dungeon know of a trap and its effects, they'll try to force the PCs into triggering it by bull rushing them into the relevant squares, positioning themselves so enemies have to rush across a trapped area to reach them and so on.

BASIC DART SWARM STATUE

Designed to blast intruders with darts, these traps are normally set to catch unwary adventures intent on looting statues. Some such statues often feature gemstone eyes to lure in greedy intruders. Sometimes these gems are real; other times they are nothing but coloured glass.

BASIC DART SWARM STATUE CR 2 (600 XP)

Suddenly, a swarm of darts bursts forth from the statue!

Search DC 20 Perception **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (depressing a lever at the other side of the chamber activates and deactivates the trap).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) defeats the trap.

Trigger Proximity (20 ft. of the statue); **Reset** manual

Effect When triggered, the statue fires a swarm of darts at all targets in a 30 ft. cone (1d4 at each target; +6 attack, 1d3 damage each dart) directly in front of the statue.

Variant (CR 3 [800 XP]): Black adder venom coats each dart (1 save [DC 11 Fortitude negates]; *freq.* 1 rd./6 rds.; *effect* 1d2 Con).

DEADLY DART SWARM STATUE

An upgraded version of the basic dart swarm statue, this trap is often set so as to force intruders to either retreat or advance in a specific direction. When coupled with a door that closes behind them, this trap virtually forces intruders to advance (perhaps into the jaws of other deadly traps or into other heavily defended areas).

DEADLY DART SWARM STATUE CR 4 (600 XP)
Suddenly, a swarm of darts bursts forth from the statue!

Search DC 23 Perception **Type** Mechanical

Disarm DC 23 Disable Device (2d4 rounds); activates on DC 18 or less; **Bypass** DC 25 Perception (depressing a lever at the other side of the chamber activates and deactivates the trap).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) defeats the trap.

Trigger Proximity (20 ft. of the statue); **Reset** Automatic (1 round)

Effect When triggered, the statue fires a swarm of darts at all targets in a 30 ft. cone (1d4 at each target; +8 attack, 1d3 damage each dart) directly in front of the statue. In subsequent rounds, the statue has a 50% chance of turning to face a random direction and unleashing another blast of darts. After four blasts, the statue runs out of darts.

Variant (CR 6 [2,400 XP]): Medium spider venom coats each dart (1 save [DC 14 Fortitude negates]; *freq.* 1 rd./4 rds.; *effect* 1d2 Str).

Variant (CR no modification) The statue fires its dart swarm in only one or two directions.

STATUE OF SLIMY DOOM

This is a particularly nasty and sadistic trap – a hollow statue full of green slime! Green slime does not harm stone and is thus perfect for this kind of trap.

STATUE OF SLIMY DOOM CR 7 (3,200 XP)
With a click, dozens of small holes open in the statue and spray a thick, wet bright green slime all over you.

Search DC 25 Perception **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch hidden on the statue).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) defeats the trap, but releases the green slime.

Trigger Touch (touching the statue); **Reset** Manual

Effect When triggered, a multitude of small holes in the statue open and squirt green slime into the square in front of the statue. On the first round of contact, the slime can be scrapped off as a full-round action (destroying the scraping device) but after that it must be frozen, burned or cut off (dealing damage to the victim as well). Anything that deals cold or fire damage, produces sunlight or a *remove disease*

spell destroys a patch of green slime. Against wood and metal, green slime deals 2d6 damage a round. It ignores metal's hardness, but not that of wood. Green slime deals 1d6 Constitution damage per round.

TOPPLING STATUES

This simple trap topples a statue onto an adjacent character, possibly causing serious injury and pinning him to the ground.

TOPPLING STATUE CR 2 (600 XP)
With a click the stone beneath your feet depresses slightly. Instantly, the statue begins to fall toward you.

Search DC 20 **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception a catch elsewhere in the chamber locks the pressure plates so they cannot depress.

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) or the pressure plates in each adjacent square (each AC 13, hardness 8, hp 10, DC 20 Break) defeats the trap.

Trigger Entering an adjacent square and standing on a pressure plate in the floor; **Reset** —

Effect When a character steps on a pressure plate the statue falls onto the character inflicting 3d6 damage (DC 18 Reflex halves). A character failing the save is pinned to the ground. Allies can remove the fallen statue with a DC 20 Strength check; for the pinned character, the DC increases by 2.

YELLOW PERIL

A deadlier version of the Statue of Slimy Death, this trap fills every square within 10 ft. with deadly yellow mould spores.

YELLOW PERIL CR 9 (6,400 XP)
With a click the stone beneath your feet depresses slightly. Instantly, dozens of small holes open in the statue and blast clouds of yellow spores into the chamber.

Search DC 25 Perception **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch hidden on the statue).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) or the pressure plates in each adjacent square (each AC 13, hardness 8, hp 10, DC 20 Break) defeats the trap. Destroying the statue releases the yellow mould spores.

Trigger Touch (touching the statue); **Reset** Manual

Effect When triggered, a multitude of small holes in the statue open and blow a cloud of poisonous yellow spores in a 10 ft. burst. All within the cloud must make a DC 15 Fortitude save or take 1d3 Constitution damage. Affected characters must make a DC 15 Fortitude save once per round for the next five rounds to avoid taking another 1d3 Constitution damage. A successful Fortitude saving throw ends this effect. Fire destroys yellow mould and sunlight renders it dormant.

STRANGE GROWTHS: CHARACTERISTICS & APPEARANCE

Dungeons rarely comprise featureless corridors swept clean of debris. Instead, they sport a wide variety of growths, ranging from ordinary mushrooms and fungi clinging to survival in their subterranean environments to mineral deposits collecting in stalactites, stalagmites and flowstone. Stone formations tell stories about geological events forming a dungeon chamber and can feature signs of destruction wrought by nature, dungeon inhabitants and visitors alike. Finally, as one would expect in a world touched by magic, stranger growths such as fleshy polyps or incongruous metallic spikes can occur with surprising frequency.

MUSHROOMS

Subterranean mushrooms make for some of the most common growths in a dungeon, as they require little more than moisture and rotting material to thrive. Since most caves are humid and plenty of creatures die in dungeons, particularly those frequented by monsters and adventurers, mushrooms find purchase anywhere. The typical mushroom features a stem and cap, which contains fleshy blade-like gills holding the mushroom's spores. Mushrooms have a variety of shapes and can appear as cups, spheres, coral-like stems or irregular shelves hanging from walls and other structures. Additionally, mushrooms come in a wide array of colours, ranging from the typical pale white, through shades of green, brown or red. More exotic colours and bioluminescence occur in mushrooms as well. Depending on the availability of water and nutrients a mushroom can range in size from a couple of inches tall to towering specimens several feet high.

Several species of mushroom are edible, and explorers with Knowledge (dungeoneering), Knowledge (nature) or Survival skills can determine the edibility of mushrooms they encounter (starting at DC 10). Poisonous mushrooms typically inflict Strength or Dexterity damage, but can also cause hallucinations (effectively inflicting the confused condition) in someone who fails to resist their effects. The final danger presented by mushrooms comes from the many mushroom creatures and hazards, such as myceloids, violet fungi, shriekers and the like. Mobile and intelligent mushroom creatures may attempt to blend in with native mushrooms using Stealth or even Disguise skills.

MOULDS

Moulds comprise the second most commonly encountered fungi in dungeon environments. While they have a uniform shape as they cover material they decompose or otherwise dissolve, they can form odd bulging shapes where concentrations of the moulds gather. Unlike many of their mushroom cousins, moulds provide no immediate sustenance for characters—they can aid

in the fermentation of alcoholic material, and the rare cultivated mould can fight disease—and oftentimes prove poisonous. Several dangerous moulds, such as yellow or brown mould, grow in dungeons.

MINERAL DEPOSITS

Most underground areas are moist enough to create minor flows of water. This water carries mineral deposits, typically comprised of calcium carbonate, that collect on existing structures or form their own precipitate structures. These structures take years to form. While most of the structures are translucent white, metals such as iron, copper or manganese can change their colouration. Solidifying lava flows provide another source of deposited minerals, albeit in a much quicker fashion (hours or days). Characters can find the following structures in natural caverns, or even those excavated by magical means:

Ice: In a cavern located in an area experiencing seasonal changes or with continually cold climates, water seeping into the cavern forms ice stalactites.

Lava Flows: Lava flows create more exotic stalactites due to their more dynamic courses. A small dribble of lava can accrete layers from successive lava flows creating shapes that look like shark's teeth. Splash stalactites result from lava splashing up on a cavern's ceiling and slowly oozing down and hardening; these stalactites look like stretched taffy and usually differ in colour from the lava that formed the cavern. Tubular lava stalactites have a similar appearance to soda straws, but often have a twisted, worm-like shape as bits of lava crystallize and force the lava to flow in different directions.

Stalactites: Stalactites descend from a cavern's ceiling, typically in a cone shape for calcium carbonate deposits, one drip at a time. In some cases, the minerals collect in rings, forming thin, hollow stalactites known as soda straws. These fragile straws often develop holes allowing water to flow around them to create the more familiar conical stalactites. Helictites, with their twig-like or spiral projections that appear to defy gravity, comprise the oddest-looking calcium carbonate stalactites and take the shape of ribbons, saws or clumps of worms. Clusters of stalactites might take on the appearance of natural chandeliers.

Stalagmites: Stalagmites have similar origins to stalactites, but they rise from a cavern's floor and often have a more blunt appearance. They come in shapes resembling tall and spindly broomsticks, tall totem poles or small, wider-than-tall "fried egg" stalagmites. Because stalagmite formations require more specific conditions to form than stalactites, broken stalagmites hardly ever "heal" from damage (whereas, even calcium carbonate stalactites can return to their former shape in a handful of decades).

In caverns with particularly active mineral accretions, stalactites and stalagmites meet and form twisted columns.

Other Formations: Smaller mineral structures include cave coral, knobby clusters of calcite; cave pearls, resulting from water dripping from high ceilings creating small crystals to turn over so often they form near-perfect spheres; and snottites, minerals containing sulphur-oxidising bacteria with the consistency of mucus.

The weirdest formation created by mineral deposits, flowstone is composed of sheet-like deposits of calcite (or other cave minerals) formed when mineral-laden water flows down cavern walls or along its floors. These deposits can form thin sheets known as draperies, which descend from overhanging portions of a cavern wall. Some of these draperies are translucent, while others have brown or beige layers that make them look like bacon. Overhanging flowstone can also simulate a frozen waterfall of stone. Ground flowstone can form gours that occur at the edge of underground streams and dam the water.

STONE OUTCROPPINGS

Another source of strange growths derives from the stone forming the dungeon itself. Whether through erosion, shifting due to tectonic activity or deliberate crafting through mundane or magical means, the stone foundation of a dungeon can form remarkable shapes. Natural erosion can leave behind arches, cairns, domes and table-like structures. Running water can cut through rock to create something that looks like an open maw. If currents carry the water in a circular motion, it can slowly cut rock into corkscrew shapes that jut from a cavern's floor. Tectonic shifts can thrust bedrock up into a chamber, creating a spiky mound. These shifts can collapse ceilings, which reveal much taller chambers but leave behind mounds of rubble that eventually fuse with the ground below due to accretions of mud, minerals or lava.

Thrones, tables and daises hewn from the stone by ancient peoples could remain, but erosion or

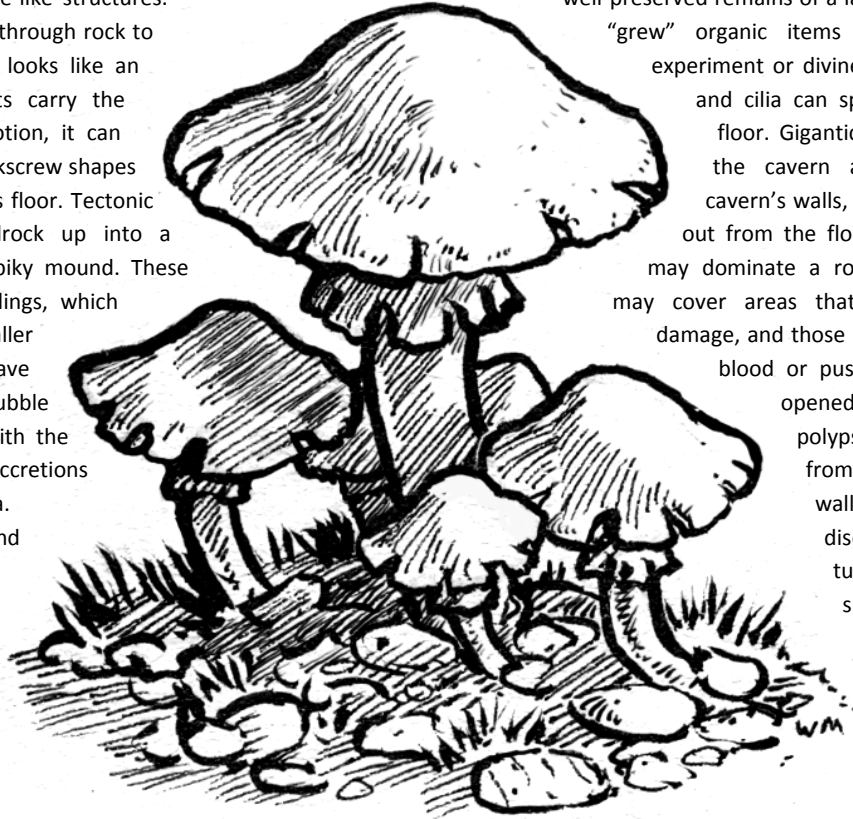
other factors only leave a hint of a stone construction's purpose. Likewise, stone imported from other locations in the distant past could present an incongruous display as the foreign stone incorporates with the existing material. Additionally, creatures that petrify other creatures could leave several of their victims, allowing natural processes to create a garden of broken stone limbs, eroded humanoid statues, or smashed pieces of animals or larger creatures.

WEIRDER GROWTHS

All the previous growths and structures, while odd to varying degrees, at least have an apparent natural origin. However, in a world suffused with magic, unnatural growths might show up with alarming frequency.

Inorganic protrusions are surprising, but not necessarily disturbing. Clumps of precious metals or gems, otherwise absent from the surrounding rock could protrude from the walls. A dungeon chamber might hold spikes of manufactured metal embedded within any of its surfaces. Knobs of wood, either natural growths or broken pieces of manufactured objects may also stick out incongruously from the floor or wall. Occasionally, such growths mark the presence of trapdoors or otherwise hidden features.

Organic materials in an otherwise inorganic setting can prove quite disturbing. Whether the cavern is actually part of the well-preserved remains of a large creature or somehow "grew" organic items as the result of mad experiment or divine intervention, teeth, hair and cilia can sprout from the ceiling or floor. Gigantic ribs provide support for the cavern and protrude from the cavern's walls, while a spinal column juts out from the floor. A graveyard of bones may dominate a room. Scabs and callouses may cover areas that have previously taken damage, and those removing them might find blood or pus oozing from the freshly opened "wound." Various fleshy polyps of all sizes might hang from the ceiling or line the walls. In areas ravaged by disease or evil energies, tumours lay in wait to spread their cancers.



STRANGE GROWTHS: DRESSING & FEATURES

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

D%	
1	A group of black-stemmed, white-capped mushrooms turns toward the PCs and sprays them with spores.
2	A colony of normal bats claims the stalactites as their home; unless the party makes a loud noise, the bats mind their own business.
3	A prominent stalagmite looks like a colossal stone club; it is composed of a different material than the surrounding stalagmites.
4-5	A group of stalactites form a natural chandelier; someone has placed several candles, currently unlit, in the chandelier.
6	Litres of water pour from a growth; with a DC 15 Survival check, a PC determines the water is clean and drinkable.
7	A large stalactite is hollow (DC 14 Perception or Knowledge [dungeoneering] confirms); a fist-sized onyx worth 50 gp rests within.
8	A sheet of green flowstone appears to have a human's face peering from within it.
9-10	A metal spike thrusts downward from the ceiling; rusty water drips from the end of the spike.
11	A set of soda straws sways in a slight breeze, which creates a delicate tinkling sound.
12	A stalactite and a stalagmite almost meet to form a column; a gap with the thickness of a sheet of parchment paper separates the two.
13	A clump of red-capped mushrooms moves 1 inch to the left (DC 15 Perception spots).
14-15	Large icy stalactites continually drip water; they seem precariously attached to the ceiling.
16	Thin stalactites hold a rounded chunk of mineral in place giving it an arachnid-like appearance.
17	Calcite deposits on the ground form brain-like objects measuring four inches in diameter.
18	A growth explodes in a seemingly harmless multi-coloured spray of material that splatters the surrounding floor and walls.
19-20	Blue-grey shelf mushrooms climb a wall, forming an apparent staircase that zigzags up the wall.
21	A rocky outcropping filled with tiny holes juts from the floor; wind passing through the outcropping creates a haunting whistle.
22	A low hum emanates from the nearest stalactite when a PC enters this chamber; the sound randomly shifts from stalactite to stalactite.
23	A ball of brownish mould quivers when a PC approaches it but does not otherwise react.
24-25	This complex stalagmite looks like a stony tree growing from the cavern's floor.
26	Spherical, pink mushrooms seemingly roll about the cavern of their own volition.
27	A sheet of flowstone overhanging a high stone shelf suddenly melts and dribbles down the wall.
28	A row of stalactites parallels a row of stalagmites forming a set of jagged "teeth."
29-30	This red and brown flowstone drapery gives off the faint odour of cooked bacon.
31	Bright red mushrooms stand five inches tall in an orderly array measuring nine by nine mushrooms.
32	A pair of stalactites grows at angles that give them the appearance of crossed swords.
33	All the stalactites in this room are broken off at a uniform height, as if an object or creature passed through heedless of the obstacles.
34-35	A number of jagged rocky outcroppings look like saw teeth emerging from the floor.
36	Flickering light gives the illusion of movement to the worm-like stalactites in this chamber.
37	Cloaks and hats hang from stony knobs used as makeshift hooks along one wall.
38	Several stalactites, tipped in what appears to be dried blood, hang from the ceiling.
39-40	Four stalagmites emerge from the floor; they look like jointed fingers and match the relative finger lengths on a typical humanoid hand, even though they stand several feet high.
41	A row of stalactite-stalagmite columns bisect this chamber; Small creatures can comfortably wriggle through the gaps between columns.
42	Each mushroom in a field of rose-red cup mushrooms holds a cloudy fluid; the liquid is refreshing and a little sweet to the taste.
43	Flowstone cascading over a shelf gives off a faint roar as if it were an actual waterfall.
44-45	Equally spaced stalagmites of increasing height traverse the cavern from entrance to exit.
46	A pair of stalagmites look like up-thrust forearms topped by clenched fists.
47	Rows of pale green mushrooms line this cavern's floor; when a PC gets within five feet of a row, the entire row lights up phosphorescently, then each subsequent row does the same.
48	A fallen stalactite impaled a giant creature years ago, judging by the skeletal remains.
49-50	Something has shaped a collection of stony outcroppings so they look like several stallions emerging from the floor; the foremost are most fully emerged, while the rearmost feature heads.
51	A brief earthquake causes stalactites to fall from the ceiling and potentially impale explorers (+12 melee [2d6]; all targets in the room).

52	Spiky mineral deposits cover this cavern's floor; they act as caltrops.
53	A stalactite broke off at the tip, a foul-smelling, green fluid drips from the stump.
54-55	Several stalactites shaped like a large bird's feathers dangle from the ceiling.
56	A golden stalactite hangs from the ceiling; a DC 16 Appraise check reveals pyrite forms the stalactite.
57	A clump of pale green mushrooms clings to the ceiling; occasionally, a mushroom floats down to the floor, its cap arresting its fall.
58	A pair of icicles thrust up from the ground as stalagmites; water defies gravity as it climbs to the icicles' tips.
59-60	A clump of seemingly healthy roots protrudes from the ceiling; they do not lead to any plants.
61	A rhythmic drumming, like a fast heartbeat, emanates from a large, white mushroom.
62	Iron burrs cling to a wall; the burrs are polished and rust-free.
63	Stone vents allow a thin mist to escape through them; normal water vapour comprises the mist, which does not obscure vision.
64-65	A stalagmite bends at an extreme, nearly horizontal angle; it launches itself at a character approaching within 10 feet (+14 ranged [1d6+4], DC 17 Perception spots).
66	A crude arrow tops this thin stalagmite; the arrow spins and points in a random direction when someone touches it.
67	When a character touches one of the growths, several tiny, harmless red beetles pour forth.
68	Five stalagmites stand in a roughly circular pattern; they seem like partially melted candles, with a black stony "wick" protruding from the top.
69-70	Spherical calcium carbonate deposits roll around this cavern in random directions; when one falls into a hole in the floor, a loud gong sounds.
71	Cilia lining one wall of this cavern undulate in a non-existent breeze.
72	A group of tan-and-white striped mushrooms suddenly sprouts before exploding in a spray of spores.
73	A rim stone dam creates a three-foot diameter pool, around and in which blind, pale frogs leap.
74-75	A set of five stalagmites and three stalactites move as if they were levers; nothing obvious occurs when someone pushes them.
76	Blocky stone protrusions set in a wall briefly arrange themselves into letters from a forgotten language (DC 19 Linguistics translates).
77	This translucent stalagmite holds motes of light that flit about the stalagmite's interior.
78	A group of rocks arranged like a table and four chairs sits in the cavern's centre.

79-80	A clean-picked bone protrudes from the floor; when someone pulls it free (DC 11 Strength), another takes its place, and this process repeats a total of ten times.
81	Several fluid-filled nodules protrude from the walls; a PC moving within 5 feet of a nodule causes it to erupt, spraying the unfortunate explorer.
82	If a character nears the largest stalagmite in this chamber, it scuttles away (5-foot movement rate); it only attempts to keep a 10-foot distance from any other being, but does not attack.
83	Stands of hair hang from the ceiling at the exit; while the hair grasps at anyone passing through it, it is otherwise harmless.
84-85	A corkscrew shaped stalagmite twists without any obvious assistance at random times.
86	Five-foot tall stalagmites effectively block the way through this chamber; however they part, creating a narrow path for anyone approaching.
87	A stalactite suddenly glows with an inner light that intensifies to full daylight.
88	This delicate lattice of stalactites looks like a spider web, which has trapped a pair of gigantic insects.
89-90	A cloud of flies swarms about a bulbous, sickly green, two-foot-diameter growth protruding from the far wall.
91	Spiky stalagmites suddenly shoot up from the floor (DC 16 Perception spots beforehand); they attack all creatures in a 10-foot square (+17 melee [1d8+6]).
92	The largest four stalactites in this chamber have crudely carved mouths; they quietly burble in an unknown language.
93	Gill-like membranes line opposing walls in this cavern; they open and close regularly.
94-95	When a character approached the entrance to this stalagmite- and stalactite-filled cavern, it goes momentarily dark.
96	A stone face slowly emerges from the ceiling; its eyes are wide, and its mouth is a frozen scream.
97	A dank breeze intermittently flows through this moist cavern from the opposing entrance; a fleshy protuberance hangs down near that entrance.
98	A collection of soda straw stalactites is connected to a standing, bloodless corpse.
99-100	If someone touches the largest stalagmite, it emits a scream (deafening those who fail a DC 12 Fortitude save for 1d4 rounds) before dissolving into a puddle of mud.

TAPESTRIES: CHARACTERISTICS & APPEARANCE

Depicting scenes of great battle or infamous beasts of myth these textile artworks adorn many dungeon walls. The following information outlines the common characteristics of tapestries.

TAPESTRY SUBJECT AND DRESSING

Being weaved for decorative purposes tapestries normally depict imagery and symbolic references which are important to the creator or their patron. They are expensive, luxury items and should not be found in ever chamber. Rather, lords and the wealthy use them to decorate important or personal chambers.

COMMON CHARACTERISTICS

Cunning adventurers utilise tapestries in combat to gain advantages over their foes. Tapestries have the following characteristics:

- **Wall Mounted:** Wall mounted tapestries provide concealment (20% miss chance) and are easily scaled (DC 10 Climb check).
- **Ceiling Mounted:** Tapestries hung from the ceiling provide total concealment (50% miss chance) and are scaled relatively easily (DC 15 Climb check).
- **Pull Down:** Tapestries pulled down atop a foe can serve as an impromptu net against a foe adjacent to the tapestry. The character must make a DC 15 (+2 per size category above Medium, -2 per size category below Medium) Strength check to pull the tapestry loose before making a ranged touch attack (with a -4 penalty) against his target. A hit indicates the target is entangled as if caught in a net.
- **Swinging:** A character can use a tapestry to swing across a space. To do so, a character must make a DC 10 Strength check followed by an Acrobatics check of the appropriate DC made as if the character was making a long jump with a running start.

CONSTRUCTION

Most tapestries are woven from wool, cotton or silk. Others, however, may be crafted from exotic materials such as giant spider silk, the manes of magical beasts and so on.

MATERIAL	HARDNESS	HIT POINTS ¹	BREAK DC ²
Wool	0	2	16
Silk	0	4	18
Cotton/hemp	0	2	16
Fur/mane	0	2	18
Metal threads	2	5	20

1: per 5 ft. section

2: +2 per size category above Medium, -2 per size category below than Medium

CONDITION

Not all tapestry are in average condition. Some have hung for centuries and their state of repair reflects this while others are new and in pristine condition.

Condition	Hardness	Hit Points	Break DC Modifier
Dilapidated	-2	-10%	-4
Poor	-1	-5%	-2
Average	0	0	0
Good	+1	+5%	+2
Excellent	+2	+10%	+4

SUBJECT

All tapestries feature an image. Use this table to determine the basic type of image depicted and then add campaign appropriate details such as the names of specific personalities or deities, heraldic devices and so on.

D20

1	A battle
2	A landscape
3	A famous event (a coronation, wedding etc.)
4	A ferocious, legendary beast
5	A map (local)
6	A map (regional)
7	A map (continental)
8	A deity or scene of religious significance
9	An event of familial significance
10	A religious symbol
11	A heraldic device
12	A woodland scene (or other outdoors setting)
13	A star map
14	Geometric shapes and patterns
15	A portrait (group or singular)
16	The lyrics of a poem or song
17	A famous building (a castle, cathedral etc)
18	A famous geological feature (a mountain, great chasm etc.)
19	Religious tract, family motto and so on
20	The tapestry contains a secret; Roll again to determine what kind of image hides it. A DC 25 Perception checks reveals the secret.

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

D%	
01-05	The tapestry depicts a creationist story of how one individual believes the world was created (DC 20 Knowledge [religion] reveals).
06-10	A cosy cottage nestles amid pleasant woodland, on this tapestry. The tapestry can cast <i>secure shelter</i> (CL 7) once a week.
11-12	This simple tapestry is a tribute from a nomadic desert tribe that shows the location of hidden wells (DC 23 Knowledge [geography] reveals).
13-14	A tribute to a powerful wizard, who in the tapestry is defeating a legendary lich (DC 15 Knowledge [arcana] reveals).
15-16	The tapestry is an encyclopaedia of local plants and their medicinal purposes (DC 15 Knowledge [nature] reveals).
17-18	Bearing the coat of arms and seal of a ruler (DC 10 Knowledge [nobility] reveals) the tapestry outlines the crimes punishable by death.
19-20	The coats of arms of prominent noble houses feature on the tapestry (DC 10 Knowledge [nobility] reveals).
21-22	Almost mirror-like in appearance, the tapestry can cast <i>scrying</i> (CL 7) once per day and shows the result of the spell upon its surface.
23-26	The tapestry is a folio of magical beasts embellished with myths and legend (DC 20 Knowledge [arcana]).
27-32	Void of images, the tapestry is a written document outlining the will and testament of an ancient king.
33-36	The tapestry portrays the lives of two elven nobles growing up, marrying and having a beautiful child (DC 15 Knowledge [nobility] reveals).
37-38	A large bull-headed humanoid is fighting a barbarian barehanded atop a mountain.
39-40	Depicting images of gratuitous torture this gruesome tapestry has a <i>symbol of pain</i> (CL 9) woven into it.
41-42	This intricate tapestry depicts the solar system (DC 15 Knowledge [geography] reveals); small diamonds represent stars (worth 50 gp each).
43-44	A sweeping battle of immense proportions is taking place; corpses litter the battlefield.
45-46	Vividly coloured and highly decorative this tapestry depicts a symbolic telling of a well-known children's story.
47-48	The tapestry depicts a life-sized rampant griffon; the creature's plumage is real.
49-50	A large ship is portrayed ensnared in a gigantic octopus' tentacles (DC 28 Knowledge [arcana] reveals the creature to be a kraken).
51-52	Richly adorned with precious stones and metallic thread the tapestry was a rich dowry gift and depicts the bride and groom (worth 500 gp).
53-54	The highly detailed tapestry shows the instruction and recipe for brewing <i>potions of cure moderate wounds</i> (DC 17 Knowledge [arcana] reveals).
55-56	Made from a fine silk-like thread, the tapestry portrays a stunning image of a unicorn deep in a forest.
57-58	This highly decorative montage features a local hero (DC 15 Knowledge [local] reveals) performing his most famous deeds.
59-60	A large, snarling dragon readying to strike is curled around the armoured form of a lone knight upon a horse.
61-62	Created from many fragments of smaller tapestries this large masterpiece depicts an overland map of the planet and its continents.
63-64	The tapestry is a homage to a demon; the creature's abstract symbol is encircled by a large pentagram (DC 20 Knowledge [planes] reveals).
65-68	Simple images of a garden cover this tapestry. The stitches are crude, almost child-like).
69-70	This translucent tapestry of phase spider's silk depicts a drider (DC 22 Knowledge [dungeoneerig]) if exposed to moonlight.
71-74	The tapestry is an abstract calendar with symbols denoting the months and seasons of the year.
75-76	Depicting forest animals and an elderly druid tending his grove, the tapestry is almost life-like in its detail and colour.
77-80	This richly illustrated tapestry depicts images of chromatic dragons in flight.
81-82	Darkly coloured and featuring the image of a handsome man in an ornate coffin, the tapestry was woven for a funeral.
83-84	Emblazoned with the holy symbol of the deity of justice the tapestry emanates a <i>zone of truth</i> (DC 13 Will resists).
85-88	This tapestry depicts a ritual revering the death god (DC 20 Knowledge [religion] reveals).
89-90	This tapestry portrays the coronation of a dwarven queen.
91-92	A complex set of lines and squiggles cover the tapestry that don't appear to make sense. This is the score of an epic piece of music (DC 10 Perform [any instrument] reveals).
93-94	The tapestry depicts the fall of a once-great city to a savage plague.
95-99	The tapestry is augmented with illusions to make its image seem almost real; roll again to determine its subject.
100	The tapestry is trapped. Roll again ignoring rolls of 100.

TAPESTRIES: DRESSING & FEATURES

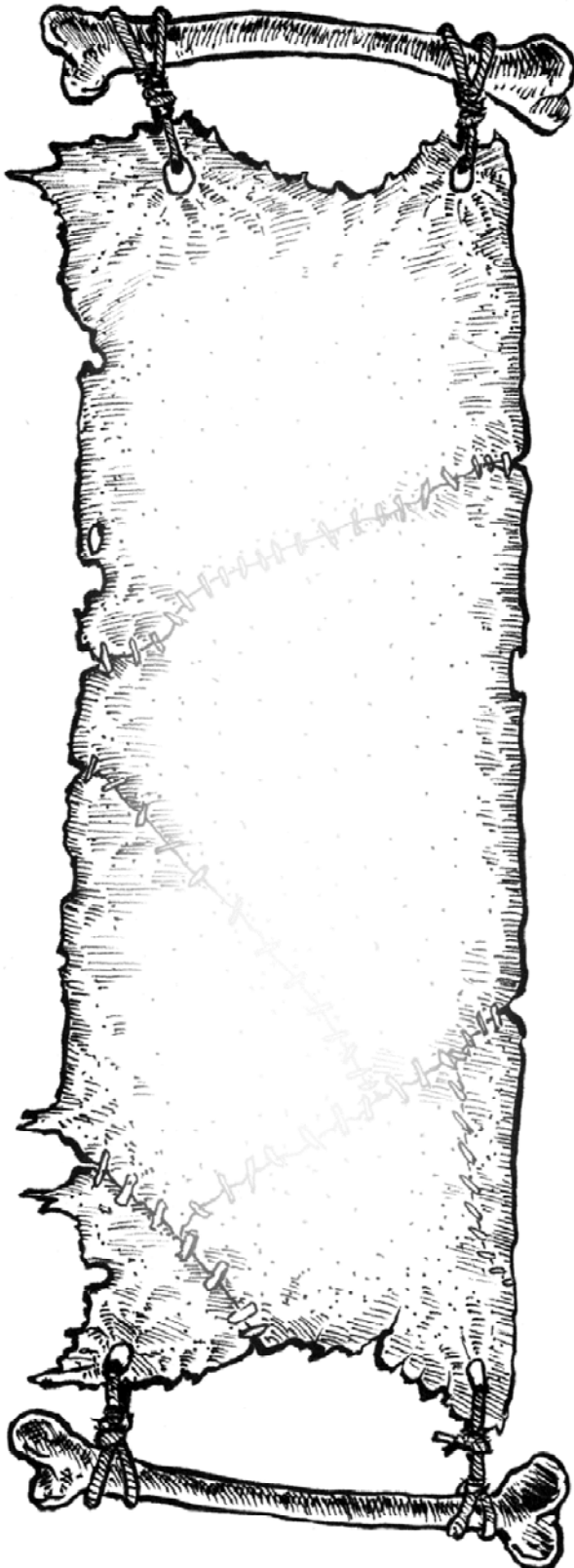
Use this table to generate interesting features for your tapestry. Some features listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1	Gore-coloured smears and bloodied handprints soil the tapestry.
2	Wrapped reverently in the tapestry, an ancient shield is in pristine condition.
3	A heady mix of incense and oil emanates from the tapestry rendering those within 20 ft. sickened for 1d4+1 minutes (DC 10 Fortitude negates).
4	Lazily hung between two pillars the large tapestry is being used as a hammock.
5	The tapestry has been removed from the wall and neatly rolled up.
6	An improvised poncho made from a large tapestry lies torn and discarded on the floor.
7	Embedded in the weave of the silk tapestry are splinters of bleached bone.
8	Having spent so long on the ground the tapestry is now scuffed and its original image is indiscernible.
9	An adventurer stands transfixed in front of the tapestry which appears to depict a set of large glowering red eyes.
10	Hanging over a small window the heavy and thickly weaved tapestry serves as a curtain.
11	Thick, sooty fingerprints are engrained in the tapestry's weave.
12	The tapestry has been vandalised with a knife.
13	Slick and glistening the tapestry has been soaked in lamp oil (and burns fiercely if lit).
14	Badly torn and ripped, the tapestry has been roughly repaired with thick twine (-2 hardness, -30% hp).
15	A small strip of tapestry has been cut off.
16	A map to the nearest secret door has been pinned to the back of the tapestry.
17	The ornate and finely woven tapestry has been draped over a fallen adventurer.
18	Buried beneath the stones and mortar of a collapsed wall the tapestry is torn and ripped.
19	Lying distorted and stretched, the tapestry appears to have been tugged in different directions at the same time.
20	The tapestry depicts a woodland scene. A set of wet muddy footprints leads away from it.
21	Holes mars the tapestry.
22	The tapestry covers a large mirror.
23	Parts of the tapestry have been made using gold thread. Intense heat has cause the metal to melt and burn the surrounding fabric.

24	The bottom edge of the tapestry is badly charred and burnt.
25	The tapestry has been rigged as a net using a trip line, ropes and pins (DC 17 Perception, DC 17 Disable Device, entangles as net).
26	Written in vivid yellow paint a message has been scrawled across the tapestry, "Only the wary survive."
27	The tapestry covers part of an <i>illusory wall</i> which is flickering and unstable.
28	The tapestry has been pinned back to reveal a small, hidden (and now empty) compartment in the wall.
29	A large javelin has pierced the tapestry impaling a roguish looking halfling to the wall.
30	The tapestry – used as a door covering – has been torn and pieces cover the floor.
31	Yellow pollen impregnates the tapestry's thick weave.
32	A snoozing gnome sleeps soundly beneath the heavy voluminous folds of this woollen tapestry.
33	The tapestry lies half submerged in a pool of thick, viscous liquid. A trail of foot- and handprints lead away from the pool.
34	One ripped half of a tapestry depicting a map lies next to an open and empty chest standing next to a freshly dug hole.
35	The tapestry lies in tattered strips on the floor as if it has been shredded by a sharp set of claws.
36	Heavily repaired, the tapestry is a patchwork of stitching and small pieces of fabric overlaying the original image.
37	The face of one of the tapestry's subjects has been burnt away.
38	Heavily damaged by moth larvae the tapestry is threadbare and faded.
39	The tapestry has been fastened to the wall by a single dagger in each corner.
40	On the floor is a small bundle. It is a thick tapestry being used as a swaddle for a baby.
41	A wooden stake has been driven through the tapestry and around it is thick white dust that smells of the grave.
42	Snagged in a ripped tapestry, the badly mauled body of an adventurer hangs above the floor.
43	The tapestry lies on the floor and is covered in gigantic muddy footprints.
44	Sodden, and covered in large clumps of wet mud, the tapestry is partially buried.
45	The tapestry has unravelled partially; threads of silk lead away down the corridor.
46	The tapestry has been embellished with small jewellery pins and ribbons.
47	All the figures in the tapestry have had their eyes cut out.

48	The original image depicted in the tapestry has been altered with new more vividly coloured silk.
49	Small areas of the tapestry are threadbare and damaged as if by chewed by small rodents.
50	Rigid, but fragile the fabric of the tapestry appears to have become petrified (hardness -3).
51	The tapestry has been ruined by a wide splash of a strong acidic substance (-50% hp).
52	The fibres of the tapestry have been bleached by a strong light source.
53	Covered in hardened rivulets of candle wax it is difficult to make out the subject of the tapestry.
54	The tapestry has been torn from its fixtures and laid solemnly over a slain warrior.
55	Tightly rolled up and tied with leather throngs, the tapestry is strapped to a laden backpack.
56	A deep layer of dust, cobwebs and dirt is engrained in the thick weave of the tapestry.
57	The tapestry is badly perished (-30% hp).
58	Three adventurers lie dead. One was being carried by the others, using the tapestry as a makeshift stretcher.
59	Slung over the back of a mule, the beautifully woven tapestry is being used as a saddle cloth.
60	The tapestry and the surrounding area are covered in tiny golden particles.
61	An adventurer lies prone below a tapestry; a strip of which protects his bloodied and smashed arm in a makeshift sling.
62	The corner of the tapestry is covered in thick, slimy mucus.
63	Depicting the portrait of a glaring wizard, the tapestry has been re-hung with the wizard facing the wall.
64	The tapestry has been rolled up and lies smouldering next to a blackened, burnt chest.
65	The torn tapestry has been laid over a table covered with the detritus of a banquet.
66	The thick tapestry hangs above a door in lieu of a more permanent fixture.
67	The small tapestry is tied to a staff as a bundle sack and is filled with gnomish pastries.
68	A squirming, moving humanoid has been rolled up inside the large silk tapestry.
69	With a large dark stain and the acrid smell of urine, the tapestry has been marked by an unknown beast recently.
70	The tapestry is sodden and shows sign of severe water damage (-20% hp).
71	Depicting a monarch the tapestry has a multitude of throwing daggers, darts and axes piercing the individual's body.
72	Bearing a prominent symbol of a deity of justice, the tapestry has been re-hung upside down in protest or insult.
73	This blood-soaked tapestry is being used by an ogre as a makeshift cloak.

74	Only the braided edge remains of the tapestry; the rest has been roughly removed using a pair of scissors which lie on the floor.
75	An petrified warrior stands in front of the tapestry, his features etched in terror.
76	A bloody smear leads directly up the wall to the bottom edge of the tapestry (which depicts a vampire-like creature).
77	A book lies on the floor and amongst its pages keeping the reader's page is a strip of tapestry.
78	No longer fixed to the wall, the tapestry is atop a flagpole held by a fallen standard bearer.
79	The tapestry lies over the entangled form of a zombie. The fabric has been nailed in all four corners to prevent the creature escaping.
80	A trail of blood leads up to the bottom left corner of the tapestry which has been torn off.
81	Depicting a war god, the tapestry moves of its own accord as if caught in a slight breeze.
82	The tapestry is flat on the ground and lying upon it is a bedroll, a half-filled canteen and a book.
83	The huge tapestry has been torn from the wall as someone has attempted to climb it and now it lays crumpled over a broken body.
84	The tapestry hangs in a thick cloud of heavy dust; a carpet beater lies nearby.
85	The tapestry is infested with small blue mites who have eaten large parts of it.
86	A wooden bucket lies in front of the vandalised tapestry which is now covered in vivid red paint.
87	Fresh mud clings to the tapestry as if it has recently been buried and unearthed.
88	A dark coloured liquid drips from the tasselled edges of the tapestry.
89	This sodden tapestry's dyes have smudged.
90	The large tapestry has been cut in two.
91	Chalk graffiti covers the tapestry
92	Large patches of damp, harmless (DC 15 Knowledge [dungeoneering] reveals) white mould covers the tapestry.
93	One of the ropes holding the tapestry in place is badly frayed. A Medium or larger climber automatically rips the portrait down.
94	Intricately woven, the tapestry is a portrait of a beautiful woman. The silk is heavily worn and threadbare in places.
95	A large, plain piece of sackcloth has been sewn over the main image of the tapestry.
96	Blood drenched and swarming with flies the tapestry's image is ruined.
97	Although mainly intact the tapestry has had all of its green coloured thread removed.
98	The tapestry is covered in magical sigils.
99	The tapestry is frozen and covered in heavy frost.
100	From the tapestry hangs a large threaded needle and beneath it is a small sewing box.



Of course, Tapestries 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 may give a nasty surprise to an unsuspecting adventurer.

HOLD YOUR NOSE

This trap uses magic (a *gust of wind* spell) combined with an inhaled poison to defeat intruders. This trap can be set in virtually any location, but works well combined with guardian creatures who do not breathe (constructs, elementals, undead and so on).

The tapestry itself is impregnated with an inhaled poison and the *gust of wind* spell blows the poison dust into the intruders' faces.

HOLD YOUR NOSE CR 9 (6,400 XP)

A blast of strong wind hurtles through the area blowing the dust from the large tapestry hanging against one wall.

Search DC 22 Perception; **Type** Magic (*gust of wind*)

Disarm DC 22 Disable Device (2d4 rounds); activates on DC 17 or less; **Bypass** DC 25 Perception (locates a small switch to deactivate the gust of wind affect; or burn or destroy the tapestry)

Destroy Destroying the tapestry (AC 3, hp 2, DC 16 Break) defeats the trap.

Trigger Proximity (30 ft. of the tapestry); **Reset** Manual

Effect When triggered, this trap has the following effects:

Round 1 A *gust of wind* spell issues from behind the tapestry.

Medium or small creatures cannot move forward unless they make a DC 15 Strength check. Small creatures are knocked prone (DC 13 Fortitude negates). A cloud of dust billows forth from the tapestry.

Round 2 The cloud of dust (actually burnt othur fumes) travels 15 ft. from the tapestry. Everyone in the area of affect must make a DC 18 Fortitude save or be afflicted (*freq.* 1 rd./6 rds.; *effect* 1 Con drain/1d3 Con; *cure* 2 saves).

Round 3 The cloud of burnt othur fumes travels another 10 ft. (affecting everyone breathing it in) before settling on the floor.

Variant (CR 6) Replace the burnt othur fumes with ungol dust (DC 15 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d3 Wis).

Variant (CR 7) Replace the burnt othur fumes with insanity mist (DC 15 Fort [1 save]; *freq.* 1 rd./4 rds.; *effect* 1 Cha drain/1d2 Cha).

Variant (CR 11) Add an advanced greater shadow to the encounter. The shadow lurks behind the tapestry and emerges to attack those affected by the inhaled poison.

IT'S ALIVE

This trap could be the creation of a spellcaster with access to the *animate object* spell. This animated tapestry hangs by a door and attacks any except its master (or those that know the pass phrase) passing through.

IT'S ALIVE

CR 3 (800XP)

As you walk past the thick, voluminous tapestry hanging on the wall it quivers as if affected by the wind before detaching itself from the wall and falling toward you.

Search DC 20 Perception; **Type** Magic (*animate object*)

Disarm N/A; **Bypass** DC 25 Perception (the command word to keep the tapestry at bay is carved into the door's lintel)

Destroy Destroying the tapestry in battle defeats the trap.

Triggers Proximity (intruders standing in front of or opening the door the animated tapestry guards); **Reset** Automatic (unless destroyed the tapestry returns to its vigil when all its opponents are dead or fled)

Effect When triggered, the animated tapestry detaches itself from the wall and attacks the target closest to the door it guards.

Variant (CR 5) A greater animated tapestry guards the door.

SUMMONED FORTH

Magic woven into the tapestry enables the creatures depicted upon its surface to be summoned forth to attack intruders.

The tapestry's basic statistics appear below, while the variant section of the trap's stat block presents a variety of different summoned creatures.

ANIMATED TAPESTRY

CR 3 (XP 800)

The dusty tapestry shivers as if caught in a breeze.

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft., fly 30 ft. (clumsy); **ACP** 0; Fly -8

AC 15, touch 10, flat-footed 15; **CMD** 15 (+5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +1, **Will** -4

hp 36 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5 (+9 to start or maintain grapple)

Melee slam +5 (1d6+3 plus grab)

Atk Options grab

Grab (Ex [free]) If it hits a Small or smaller target with its slam, the animated tapestry can try to grapple without provoking attacks of opportunity.

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

SQ construction points (additional movement, grab)

SUMMONED FORTH

CR VAR. (VAR. XP)

As you watch, the creatures within the tapestry shimmer and start to move. Moments later, they appear in front of you!

Search DC var. Perception; **Type** Magic (var.)

Disarm DC var. Disable Device (2d4 rounds); **Bypass** DC 25 (the command word to banish the tapestry's summoned monsters has been woven into part of the scene depicted upon its surface)

Destroy Destroying the tapestry (AC 3, hp 2, DC 16 Break) defeats the trap if no monsters have been summoned.

Trigger Proximity (20 ft. of the tapestry); **Reset** Automatic (one hour)

Effect When triggered the tapestry casts a *summon monster* spell to summon the monsters depicted upon its surface. The creatures appear within 20 ft. of the tapestry and immediately attack.

Woodland Glade (CR 4) A wolf pack pull down a deer amid an idyllic woodland; 1d3 wolves (*summon monster III*; DC 28 Perception; DC 28 Disable Device).

Devilish Torture (CR 7) Several bearded devils are slaughtering humanoids fleeing through a burning town; 1d3 bearded devils (*summon monster VI*; DC 31 Perception; DC 31 Disable Device).

Fetid Marsh (CR 8) A fetid marsh dotted with small hummock of mud stretched across the tapestry; 1 dire crocodile (*summon monster VII*; DC 32 Perception; DC 32 Disable Device).

GREATER ANIMATED TAPESTRY

CR 5 (XP 1,600)

The dusty tapestry shivers as if caught in a breeze.

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft., fly 30 ft. (clumsy); **ACP** 0; Acrobatics -1 (+3 jumping), Fly -8, Stealth -10

AC 15, touch 8, flat-footed 15; **CMD** 20 (-1 Dex, +7 natural, -1 size)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +0, **Will** -4

hp 52 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +11 (+15 to start or maintain grapple)

Melee slam +9 (1d6+6 plus grab)

Atk Options constrict, grab

Constrict (Ex [standard]) The animated tapestry deals 1d6+6 bludgeoning damage with a successful grapple check.

Grab (Ex [free]) If it hits a Medium or smaller target with its slam, the animated tapestry can try to grapple without provoking attacks of opportunity.

Abilities Str 22, Dex 8, Con —, Int —, Wis 1, Cha 1

SQ construction points (additional movement, constrict, grab)

THRONES: CHARACTERISTICS & APPEARANCE

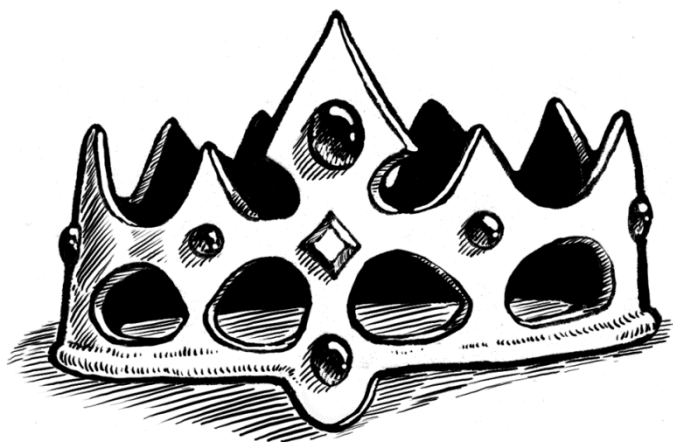
Thrones are meant to present an image of power. The exalted personage occupying a throne is important and sits in style and comfort while others stand in their presence. Reclining in a throne is a symbol of the office the individual occupies. A throne needs to be functional and ceremonial, representing whatever power or religion grants the monarch his authority.

This section presents the basic characteristics of many different kinds of thrones; use the information here in conjunction with that presented in later sections to breathe life into your dungeon's thrones.

COMMON CHARACTERISTICS

Most thrones are made of wood, stone or iron, though exceptions exist; particularly in fantastic settings. Thrones share some common characteristics.

- Sitting on or standing from a throne is a move action. It is possible that some thrones can be designed for the user to be reclined requiring a full-round action to stand, particularly common in more decadent settings. A throne can also be pitched forward or equipped with mechanical aids to allow the user to stand as a swift action. These sorts of thrones are more likely to be found among paranoid monarchs or those prone to battle in their own throne rooms.
- **AC:** Thrones for a Medium-sized creature are usually large and have an AC of 4.
- **Cover:** Thrones are often quite large and can usually be used as cover (+4 AC, +2 Reflex); though some constructions may make this impossible.
- **Higher Ground:** A character standing on a throne gains the benefit of higher ground (+1 on melee attacks) against characters on the ground.



PLACING TRAPS

Trapping a throne may seem like an unusual thing to do, but some paranoid rulers trap their throne with hidden switches or buttons that disarm the trap when they sit in it. The GM is encouraged to consider hiding such secret disarming switches in cunning ways. Such switches are likely hidden in complicated scrollwork, under armrests, underneath cushions or on the throne's backrest; anywhere the monarch could casually touch the throne as they sit or stand. These hidden switches generally have a Perception DC that is 5 or more higher than that for finding the trap itself.

In addition to traps placed directly on the throne, it is more likely that traps are placed around the throne to protect the individual sitting in the throne. Like those traps placed on a throne, unless the throne is entirely ornamental, it is likely these traps have a secret switch or button that can be used to disarm them so those that come before the throne can approach safely. Of course, the ruler needs the switch within reach in case he or she must reactivate a trap when face with an unruly petitioner.

Another option to consider is devices that protect the individual on the throne from others in the room. Rather than damage a foe, the throne might erect a defensive wall, sound an alarm, drop the monarch into a secret escape tunnel or otherwise grant them a quick escape. Of course, these sorts of defenses are most interesting on thrones adventurers encounter only if the throne is occupied. Thrones that are entirely ceremonial or long since abandoned are likely to be more interesting when trapped in more traditional ways.

CONSTRUCTION

In temples, dungeons or castles thrones can be constructed out of just about anything, though metal, stone or wood examples are most commonly encountered. The statistics below represent the average Medium-sized throne that takes up a five-foot square. If the throne has been damaged and reduced to half hit points or lower, it is considered broken and its Break DC is reduced by 2.

DOOR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Adamantine	20	120	35
Bone	3	50	13
Glass	1	5	8
Ice*	1	10	15
Iron	10	90	28
Mithral	15	90	30
Stone	8	45	28
Wood	5	30	18

*Enchanted to not melt

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

D%	
01-03	The throne is simply a large rock with a worn spot where the monarch once sat. Faded stains suggest symbols were once painted on it.
04-06	The throne is made of glass. Light shining on it from above, creates a cascade of sparkling light throughout the room.
07-09	The throne is unusually sized and comfortably fits a Large creature.
10-12	The throne is unusually sized and comfortably fits a Small creature.
13-15	The throne is made from a living tree, its branches grown to form a seat.
16-17	The throne is made of different weapons melted together. None of them remain useable.
18-20	If empty, when a humanoid enters the room the throne creates a <i>silent image</i> (CL 3) of a seated robed and masked man.
21-23	The throne has blue quilted padding on the seat and back, making it quite comfortable.
24-25	The throne is bolted to the floor.
26-28	The throne is on casters so it can be wheeled about.
29-31	The back of the throne has an intricate map of the land in which it is found. The map is many years old, but provides a +2 circumstance to Knowledge (geography) made in the area.
32-33	The throne has taxidermied bear claws affixed to the arms and the head of a bear on the back.
34-36	Stag's horns chased in silver are affixed to the top of the throne's back. They can be removed without damaging them with a DC 10 Craft (carpentry) check and sold for 125 gp.
37-39	The left arm has a hidden keyhole (DC 20 Perception) that unlocks (DC 30 Disable Device) a hidden cache in the right arm. The cache is empty unless the GM desires otherwise.
40-41	The throne is trapped (see Table C).
42-44	The throne is shaped like a bench with high sides and has no back.
45-47	The throne has an unusually tall back that is shaped like a wailing woman with long hair flowing into the seat.
48-49	The arms of the throne have planters embedded in them. GM's choice as to whether there are still flowers or other plants within them.
50-52	The throne lies in neat piles, completely disassembled. In this form, a hidden space is clearly visible in one leg, but it is now empty.
53-55	The throne is carved with depictions of devils tormenting lost souls and is ablaze with an impressive <i>continual flame</i> (CL 5).

56-57	The throne has a raised seat so that a shorter monarch can better look down upon his subjects.
58-60	The throne is covered in black feathers, with a large pair of wings outstretched from the back.
61-63	Finger and rib bones decorate the throne and a human skull is affixed to the top of it.
64-65	Stacks of fake coins are fused together to make the legs and armrests of this throne. Symbols of money and prosperity are cast into the metal backrest.
66-68	The throne is made entirely from the skull of some immense beast, with the seat swaddled in red silks in the jaw bone and the back rest formed into the roof of the mouth. Monstrous tusks as tall as a man rise from the floor and fangs protrude from the upper jaw.
69-71	Black arched spikes protrude from the top and bottom of the throne with red velvet stretched between them, providing a canopy above the seat and a skirt below. The velvet cushions are studded with brass buttons (worth 5 sp).
72-73	The throne is made of crudely piled stones, many of which are sharply angled. A DC 15 Strength check knocks the stones over.
74-76	A depiction of a large hooded snake forms the back of the throne, its fanged mouth wide in a silent hiss. The armrests end in angry carved viper heads.
77-79	The throne is egg shaped, with a notch removed and filled with pillows.
80-81	The throne is vaguely anthropomorphic resting on booted legs with mailed arms forming the armrests. A stylized mailed helm emerges from the back rest.
82-84	The throne is made of tomes that have been piled and glued together in a chair shape and then painted gold. If pried apart, many of the tomes are blank or damaged beyond use but if the GM wishes, this is an excellent place for a spellbook or journal containing a plot hook.
85-87	The throne has been carved from a single piece of wood and is covered in geometric designs.
88-90	The throne is filled with lead and unusually heavy.
91-93	The throne is hollow and unusually light.
94-96	A holy symbol is worked into the design of the throne and a small foot rest is in front of the throne with the same symbol embroidered into its pillow top.
97-98	The throne has four metal rings on the sides of it so that poles may be slide into it and the monarch carried.
99-100	The throne has a metal wire wraparound screen built into it so that anyone sitting in it has concealment from the room. The throne is entered through a panel in the right side which can be locked (DC 30 Disable Device).

THRONES: DRESSING & FEATURES

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

D%	
1	The throne is knocked over.
2	The throne is knocked over, and a noose hangs from the rafter above.
3	The throne is badly rotted, rusted or otherwise surrendered to time.
4-5	The throne clearly once had gold leaf over its surface and gems embedded in it, but some previous explorer has pried the gems out and scrapped the gold off.
6	A handaxe is embedded in the back.
7	The throne is badly burned.
8	The throne is covered in blood. GM's choice on how fresh.
9-10	A human male's head is impaled upon an iron spike on the back of the throne. It is badly rotted and the individual is no longer recognizable.
11	A dead goblin (or other appropriate humanoid for the dungeon) sits in the throne.
12	The words "Rajin sat hear" is crudely carved into the seat.
13	A large pile of dung has dried on the seat of the throne.
14-15	A family of rats have nested within the throne's cushion.
16	Termites infest the legs of the throne.
17	The cushions on the throne are badly sweat stained.
18	A bouquet of dried flowers lies at the feet of the throne, held together with a strip of black ribbon.
19-20	A dead rat has been nailed to the back of the throne; blood has pooled on the seat.
21	The remains of a meal are scattered about the throne. A gnawed chicken leg is on the ground, and an empty bottle rests on the seat. Breadcrumbs are scattered liberally around.
22	A warm blanket has been left, draped across the arms of the throne.
23	The throne is in pristine condition as if someone cleaned it recently.
24-25	The throne was trapped, but the trap has been triggered and the trap is obvious.
26	Scratches in the floor show that the throne has been dragged from a previous position.
27	The throne has been smashed and broken. No piece larger than a human hand remains intact. Marks on the throne suggest an axe was used.
28	A dusty white sheet covers the throne. Underneath the throne is intact.

29-30	The throne has been modified to fit someone of a wider carriage than it was originally designed for. The throne was sawed in half and planks have been bolted to the two halves to stretch it another foot. The work is shoddy at best.
31	Dusty cobwebs cover the throne, joining it to the floor and the wall behind it.
32	A small metal box has been placed under the throne. Inside, journals and maps of the dungeon or castle where the throne is located. They detail a failed expedition to explore the area and in the last entry the sole survivor is considering ending it all before "they" catch him. He never refers to what "they" are.
33	The throne has been hidden behind a pile of suits of armour and old tapestries.
34-35	A children's toy made from an air-filled animal bladder that emits a crude noise when compressed has been placed under the seat cushion.
36	Scratch marks, possibly from restraints worried back and forth, and a thin trickle of blood mar the armrests of the throne where a seated humanoid's wrists would rest.
37	A large banner depicting a knightly order hangs directly over the throne. It is worth 20 gp to the right collector.
38	A large mirror has been broken over the throne. Glass shards lie everywhere.
39-40	A stuffed bear sits in the throne. It is no larger than a human infant.
41	Pieces of hemp rope, now cleanly cut, hang limply around the legs, arms and back of the throne.
42	A bloody trail smears along the floor towards the throne, but stops just two steps from it where a large puddle has formed, and dried.
43	Something has been scrapped off the throne; flecks of purple paint and deep scratches remain.
44-45	Melted wax and dried ink cover the right armrest.
46	Through some quirk of the room's construction, a cold breeze wafts in the face of anyone seated in the throne.
47	A trace of flowery perfume lingers in the throne's upholstery.
48	A lace veil is hanging from the throne's backrest.
49-50	The throne has been flipped upside down, but otherwise sits in its proper position.
51	The back of the throne has been broken off and lies nearby.
52	Age and moisture have warped the throne badly and it is quite rickety. A DC 5 Acrobatics check is needed to sit in the throne without falling over backwards.

53	An unlit lantern hangs from a hook screwed into the right side of the throne's backrest.
54-55	A pie has been left on the throne. It is still warm.
56	A muddy pair of boots has been placed neatly next to the throne.
57	The throne has been sloppily repainted with a garish red colour and the paint has been splattered on the floor and the throne's cushions.
58	Adventuring gear hangs off the throne, including a 30-foot coil of silk rope, a backpack, a weapons belt with scabbard for a sword and a set of manacles.
59-60	A detailed statue of a horrified elven woman sits in the throne, her arms crossed across her face as if to ward off some blow or block out a horrible sight. She may be the victim of petrification or just an unusual piece of artwork.
61	A DC 15 Perception check notices the legs of the throne have been tampered with. They will give way if any weight greater than 2 pounds is placed on the throne, dropping anyone sitting in it to the floor.
62	There are a few stone chips and some loose dirt around the throne. A DC 10 Perception check determines the stone block the throne rests on has been removed and then replaced. A bag of mixed coins (worth 75 gp) lies beneath.
63	The throne has been used as an archery butt. The backrest has suffered severe scarring and there are three arrows still in the throne, one of which has splintered and broken.
64-65	Yellow mould grows over the throne and surrounding ground. A DC 10 Knowledge (dungeoneering) check confirms the mould is harmless. Underneath the throne (and the mould), are the bones of a small humanoid hand.
66	The throne has been placed on a 5 ft. high wooden crate.
67	The throne has been moved so that it faces a nearby wall.
68	The throne is badly dented and a nearby wall bares marks from when the throne was used to batter it.
69-70	Under the seat, the throne bears a marker's mark that resembles a bird in flight.
71	The legs are deformed, bowed outward as if a great weight had been placed on the throne.
72	The legs of the throne have been broken off and it now sits directly on the floor.
73	A stout length of hemp rope has been tied around the throne and looped over a rafter. The throne hangs 10 ft. in the air from the rope.
74-75	The throne is missing. All that remains of it is a blast shadow on the wall behind where it once stood.
76	Two dust shrouded thrones stand next to each other.

77	Plush pink and red silk pillows have been arranged on the floor around the throne.
78	The padded cushions of this throne have been cut open and the feather stuffing pulled out. They now lie on the floor near the throne.
79-80	The throne is drenched with water. There is no obvious source for the origin of the water.
81	The right armrest has been picked at with several fingernail scratches impressed into its surface.
82	A dirty limerick has been scratched into the throne's left armrest.
83	The throne shows signs of weathering and exposure to the elements; regardless of whether it is inside or not.
84-85	A small animal (cat, mouse, squirrel etc.) is sleeping on the throne.
86	One of the throne's legs has been gnawed upon by an animal.
87	A poorly written, velvet covered romance novel lies on the throne. A thin, gold-plated bookmark decorated with three acorns (5 gp) can be found just within the back cover.
88	The blood soaked sleeve of a green shirt, ripped at the shoulder and used as an impromptu bandage, has been discarded on the back of the throne.
89-90	A DC 5 Perception check notes there is an upright nail in the centre of the seat.
91	A folded piece of parchment rests on the throne. In dwarven it reads, "Waited, but you didn't appear. Will return tomorrow; same time."
92	A board has been laid across the armrests. Scratches in the wood suggest that it has been used as a makeshift writing desk.
93	A dented brass locket without the chain is on the ground next to the throne. Inside is a faded miniature portrait of a waif of a human girl with large, sad eyes and long dark hair. The portrait on the other side has been ripped out and only a small corner of unmarked parchment remains.
94-95	The ceiling above the throne has collapsed, burying the throne in brick and timber.
96	A masterwork violin and bow are laid on the throne. The instrument is covered in detailed scrollwork and is finely made, but one of the strings is broken. If repaired, the instrument is worth 300 gp.
97	Soot covers the throne and surrounding floor. Charred bones lie scattered about.
98	A dented, rusting iron sceptre lies upon the throne.
99-100	A bloodied dagger lies in front of the throne. The throne itself is marred by a large, dried bloodstain that suggests whoever sat upon it suffered a fatal wound.

THRONES: TRAPS & TRICKS

Of course, thrones are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations on or near the throne. Some are intended to punish those who dare sit the throne; while others are meant to protect those on it. The traps and tricks here are examples of such features.

Note that most of the thrones described below assume a throne made out of iron. The GM should adjust their statistics if another material is desired.

SAFE ROOM

This trap is not really a trap, but a defence built into the throne to protect the individual seated thereon. The safe room can be designed with pressure plates on the floor to activate whenever anyone approaches or to be triggered by a button on the throne. When activated a hollow stone block, whose bottom is painted paper, drops from the ceiling and encapsulates the throne and anyone sitting in it to protect them from attack.

This trick has a number of variants, including dropping the throne and its occupant into a secret tunnel when the block falls, or mounting fake bladders filled with fake blood so the block splatters gore when it lands, faking a suicide. More lethal variants include mounting an acid reservoir above the block to splash acid around the block or releasing a previously caged monster that was housed above the block.

SAFE ROOM CR 1/2 (200 XP)

A stone block plummets from the ceiling, crushing the throne and its occupant!

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (1d4 rounds); activates on DC 15 or less; **Bypass** DC 30 Perception find the hidden switch on the throne.

Destroy Destroying the hollow block (AC 4, hardness 8, hp 45, DC 28 Break) allows access to the safe room.

Trigger Location or triggered; **Reset** Automatic (1 hour)

Effect When triggered, a hollow stone block falls from the ceiling; placing a barrier between the throne's occupant and any foes.

Variant (CR 1/2) Bladders filled with fake blood splatter the area with gore. A DC 20 Heal or Perception check sees through the ruse.

Variant (CR 4) The area above the block is filled with acid which splashes in a 10 ft. radius around the block; 6d6 acid damage; DC 20 Reflex halves; multiple targets (all targets in a 10-ft.-wide area around the throne)

Variant (CR varies) The area above the throne is home to some sort of creature that is loosed when the block falls. Creatures such as undead, constructs or oozes that do not need to be fed, or fed rarely, are good choices for the creature that emerges.

DROP CAGE

This trap is designed to be nonlethal and catch thieves or hostile foes. Approaching the throne trips a pressure plate which in turn causes iron bars to drop from the ceiling and encage the victim. These traps are generally accompanied by a bell that rings when the cage drops to alert guards to the intruder's presence.

DROP CAGE CR 1 (400 XP)

A slight click from the floor below you is followed by metal grinding on stone as iron bars fall from the ceiling, encircling you. You are trapped and somewhere distant an alarm bell rings!

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less.

Destroy Destroying the iron bars (AC 4, hardness 10, hp 45, DC 28 Break) allows the target to escape.

Trigger Location; **Reset** Manual (4 rounds; raise and lock the cage back into place)

Effect When triggered, iron bars fall from the ceiling trapping the victim; DC 20 Reflex avoids; multiple targets (all targets in the 10-ft. square area around the throne).

SPIKED BACKREST

Monarchs concerned that others may sit in their throne and usurp their office can rig their throne with a deadly set of spikes hidden in the padding of the backrest cushion. If the hidden switch is not activated, anyone sitting in the throne is attacked from behind by a set of vicious spikes.

SPIKED BACKREST CR 1 (400 XP)

Leaning back into the comfortable throne, you feel a slight shifting in the backrest. With a click and the sound of tearing fabric, iron spikes pierce your back.

Search DC 20 Perception; **Type** Mechanical

Disarm DC 16 Disable Device (1d4 rounds); activates on DC 11 or less **Bypass** DC 25 Perception (a hidden switch locks the spikes from deploying).

Destroy Removing the throne's backrest (AC 4, hardness 10, hp 45, DC 28 Break) defeats the trap.

Trigger Touch (anyone sitting in the throne); **Reset** Repair (DC 16); standing resets the spikes, but the torn cushion fabric makes them plainly obvious and the throne must be reupholstered.

Effect Atk +10 melee (spikes; 2d8+1)

Variant (CR 2) The spikes inject black adder venom into their victims (DC 11 Fortitude [1 save]; 1 rd./6 rds.; 1d2 Con damage).

Variant (CR 3) A split second after the spikes deploy, an iron band snaps cross the victim's waist and wrists, locking them to the chair (Reflex DC 20 avoids; AC 4, hardness 10, hp 20, DC 28 Break). The spikes then retract and redeploy attacking a second time at the beginning of the next round.

SEAT MOUNTED CROSSBOW

Similar to the spiked backrest, this trap is designed to target those who dare sit in the throne. A small crossbow is mounted under the seat, and hidden by a decorative apron; usually totally concealed. A small hole is cut into the seat and covered with a cushion, allowing the bolt to fire directly into the trespassing posterior.

SEAT MOUNTED CROSSBOW CR 2 (600 XP)

A twang from below, followed by the sound of ripping fabric sounds as you sit into the throne.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (1d4 rounds); activates on DC 15 or less. **Bypass** DC 25 Perception (a hidden button employs a safety switch on the crossbow so it does not fire).

Destroy Destroying the crossbow (AC 7, hardness 5, hp 5) defeats the trap.

Trigger Touch (anyone sitting in the throne); **Reset** Manual (2 rounds; reload the crossbow)

Effect Atk +15 ranged (bolt; 1d10+4/19-20)

HIDDEN PIT OR MOAT

As a defence, this throne is surrounded by a false floor that drops any who approach from the front or sides into a pit, or in some cases a water-filled moat filled with some sort of dangerous creature. Frequently, this trapped floor can be disabled by the monarch using a hidden switch to allow trusted allies to approach.

HIDDEN PIT OR MOAT CR 3 (800 XP)

As you approach the throne, the floor suddenly gives way revealing a horseshoe-shaped pit surrounding the throne on three sides.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception finds the hidden switch on the throne to deactivate the pit.

Destroy Destroying the false floor (AC 4, hardness 8, hp 30, DC 25 Break) reveals the trap, but the pit remains

Trigger Location; **Reset** Manual (1 round)

Effect 20 ft. deep pit (2d6 falling damage; DC 20 Reflex avoids); multiple targets (all targets in a 10-ft.-wide area to the front, right, and left of the throne)

Variants (CR 4) The pit is lined with spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each).

Variants (CR varies) The pit is filled with 10 ft. deep water within which lurk deadly aquatic creatures such as piranhas or sharks. Treat the monster(s) as a separate encounter (possibly including a modifier of +1 to take into account the disadvantageous terrain. The fall into a water filled pit deals only 1d6 nonlethal damage and the victim(s) must make a DC 10 Acrobatics check or sink.

BITING THRONE

This trap is typically installed in unnerving thrones constructed out of giant animal skulls or crafted to look as though the seat is inside the mouth of some great beast. Sitting in the throne without disarming the trap causes the trap to arm and trigger one round later. The fanged mouth collapses on the creature sitting on the throne impaling it upon its fangs and pinning it to the seat.

BITING THRONE CR 6 (2,400 XP)

Reclining into the comfortable throne you cannot help but notice the cruel, fanged maw that you sit within. Just as you are comfortable, the fangs descend piercing your skin and the great weight of the monstrosity holds you in place.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception locates the hidden switch that deactivates the trap.

Destroy Destroying the throne (AC 4, hardness 3, hp 50, DC 13 Break) defeats the trap.

Trigger Location; **Reset** Manual (2 rounds)

Effect (1 round delay) Atk +20 melee (bite; 4d8+2/20) plus +15 CMB grapple.

Variants (CR 7) The fangs are designed to rip and tear flesh. The traps inflict 2d6 bleed damage as well as the above effects.

Variants (CR 8) The fangs inject large scorpion venom into the trap's victim, making the grapple all the more effective (DC 17 Fortitude; 1/round for 6 rounds; 1d2 Str damage; cure 1 save).

WAIL OF LAST RESORT

Unwilling to be taken alive, some rulers choose to build a trap of last resort into their throne that they can activate when all is lost. Thrones that depict screaming faces, hissing snakes or snarling monsters have a ward inscribed inside their mouths that triggers a *wail of the banshee* spell targeting up to seventeen creatures, starting with any creature sitting in the throne and spreading outward affecting those closest first.

WAIL OF LAST RESORT CR 17 (102,400 XP)

A dreadful scream echoes from the open mouth of the angry face carved into the throne's back.

Search DC 34 Perception; **Type** Magic

Disarm DC 34 Disable Device (2d4 rounds); activates on DC 29 or less; **Bypass** DC 39 Perception (the trap is off by default, but can be activated by touching a hidden button).

Destroy Destroying the throne (AC 4, hardness 10, hp 90, DC 28 Break) defeats the trap.

Trigger Proximity (*alarm*; a creature that isn't sitting in the throne approaches within 15 ft. of the throne); **Reset** —

Effect Spell effect (*wail of the banshee*, 170 damage, DC 23 Fortitude negates).

TRAPDOORS: CHARACTERISTICS & APPEARANCE

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.

These notes present the basic characteristics of trapdoors.

COMMON CHARACTERISTICS

Trapdoors have several common characteristics.

- **Cover:** A raised trapdoor provides partial cover (+2 AC, +1 Reflex).
- **Line of Sight:** A closed trapdoor blocks line of sight.
- **Line of Effect:** A closed trapdoor blocks line of effect.
- **“Detect” spells:** Most “detect” spells can penetrate a normal trapdoor as it takes 3 feet of wood or 1 foot of stone to block the spell’s effect.
- **Hearing-Based Perception checks:** A closed trapdoor adds 5 to the DC to hear sound emanating from beyond.

CONSTRUCTION

Most trapdoors are wooden affairs, but in dungeons where access to wood is limited or nonexistent, stone is often used. They are rarely made of other, more outlandish materials.

- **Simple Wooden Trapdoor:** These trapdoors (AC 3; hardness 5; hit points 10; DC 13 Break [stuck] or 15 [locked]) constructed from stout wooden planks will not keep out determined intruders.
- **Good Wooden Trapdoor:** These sturdy trapdoors (AC 3; hardness 5; hit points 15; DC 16 Break [stuck] or 18 [locked]) can take some punishment before breaking.
- **Strong Wooden Trapdoor:** These wooden trapdoors (AC 3; hardness 5; hit points 20; DC 23 Break [stuck] or 25 [locked]) are bound with iron and often guard important areas.
- **Stone Trapdoor:** Crafted of stone these trapdoors (AC 3; hardness 8; hit points 60; DC 28 Break [stuck] or 28 [locked]) are difficult to break through. They are a feature in dungeons built by deep-dwelling races such as dwarves and drow.
- **Iron Trapdoor:** The toughest of nonmagical trapdoors (AC 3; hardness 10; hit points 60; DC 28 Break [stuck] or 28 [locked]) iron doors often protect vaults, sacred burial chambers and other important areas.

CONCEALED TRAPDOORS

Sometimes, trapdoors are concealed from casual sight. Finding a concealed trapdoor normally requires a DC 15 Perception check. Use the table below to determine what is used to conceal 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.

APPEARANCE

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

D%	
01-05	The door is made of ossified bone and has half a skull embedded into 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 area surrounding it are carved to resemble a yawning maw filled with sharp, pointed teeth.
13-14	This black iron door has runes written in Abyssal etched into its surface. When translated, 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, with alien runes that refuse translation and make one's head hurt the longer it is examined.
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 door bears the symbol of a giant, unblinking eye. The eye seems to follow one's movement throughout the room.
25-26	When this door is open, it activates a <i>magic mouth</i> , which sings a jaunty, merry tune about the horrible, grisly deaths the adventurers will meet if they descend through the door.
27-28	The door is covered with magically-preserved skin. This flesh-covering is made from discoloured, mismatched pieces, obviously from different creatures, while poorly-done stitches mar its uneven surface.
29-30	This trapdoor is of dwarven construction. It is shaped like a stylized dwarf face, with the key inserted 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' maws and the fare consists of 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	This door is adorned with a large, brass symbol depicting an eight-pointed star. A purple hued ruby is embedded in its centre (value 500 gp).
39-40	This door is made from four inches of smoked glass. Indistinct shapes can be made out beyond.
41-42	This door appears to be of extremely shoddy manufacture. A DC 14 Perception check reveals it is only disguised to look that way.
43-44	This door 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 door.
47-48	This door is designed to blend seamlessly with the surrounding floor (DC 20 Perception reveals).
49-50	A pair of crossed scimitars are emblazoned on this door, with a painted diamond-shaped ruby in the centre.
51-52	A six-pointed star-burst, surrounded by a series of smaller ones and carved from purplish marble, are emblazoned on this door.

53-54	This door bears the symbol of a wagon wheel, each spoke ending in a sharpened point.
55-56	A large keyhole lies in the centre of this iron door. At first it appears locked, but a DC 10 Perception check reveals this to be a ruse.
57-58	A stylized goat's skull adorns this door, with words written in Abyssal reading "The prince shall return."
59-60	This door is emblazoned with the image of a beautiful horned winged woman standing in front of an adoring crowd of robed figures.
61-62	This wooden door is painted in a series of garish colours, nearly nauseating in their brightness.
63-64	When opened, this simple door activates a <i>magic mouth</i> , that gives off 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 door, with a stylized eye in the centre of the palm.
69-70	A carving of a roaring fire adorns this door. Strangely, it is warm to the touch.
71-72	This simple iron door has the phrase "Never to return" in Gnome carved into it.
73-74	This circular door, emblazoned with strange dwarven runes, opens via a complicated, steam-powered, piston-like mechanism.
75-76	A porthole lies in the centre of this door; a sliding latch allowing one to look through.
77-78	This trapdoor is carved to resemble a snarling wolf's head.
79-80	This iron door is almost unbearably cold. Those touching it must make a DC 10 Fortitude save or suffer 1 non-lethal damage.
81-82	The stylized symbol of a star and a crescent moon decorate this door, with words written in Elven read "Under Moon-and-Star."
83-84	This door has a painted compass upon it pointing to the north.
85-86	This door always 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 portrait of a woodland scene adorns this door, the colours changing and shifting 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 door.
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 sitting atop a writhing nest of tentacles.

TRAPDOORS: DRESSING & FEATURES

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

D%	
1	Two keyholes adorn each side of this double trapdoor, but time has long since corroded its locking mechanism.
2	This trapdoor, of once fine craftsmanship, has of late been used as a privy by some foul creature with even fouler hygiene.
3	This door's hinges are so thoroughly rusted the slightest nudge snaps them.
4	A thick coating of charred ash coats this door, perhaps from some long ago explosion.
5	The words "Where is the dragon's hoard, anyway?" are daubed just above the door in what appears to be dried blood.
6	This wooden trapdoor is rotten to the point that the door sags under its own weight.
7	A patch of sickly and disgusting brownish mould encrusts this trapdoor.
8	This wooden door appears to have buckled upwards, the wood splintered as if some tremendous force hit it from below.
9	A series of deep, jagged gashes mar the surface of this door, giving the appearance of horrifically scarred flesh.
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, ready to give way at any moment.
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	Nearly endless gibberish written in Abyssal is scribbled in blood on this door.
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 (DC 20 Strength opens).
19	Clearly centuries old, numerous cracks and fissures mar this stone door.
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 door.

22	An inebriated orc has carved a rude limerick into this door in his native tongue.
23	Several bloody hand prints cover this door, some of them 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	There is a hole in the centre of this metal door, deformed as if something immensely hot lanced straight through it.
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 hand print 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 (DC 25 Strength opens).
33	The unholy symbol of some dark god has been scorched directly onto this door.
34	The bones of some diminutive creature lie half-crushed under this doors.
35	A throwing axe lies embedded in this door, old blood encrusted on its blade.
36	A plank of wood has been wedged between this door's hinges, preventing it from closing.
37	The metal of this trapdoor has become warped, resembling a rippling wave. Whatever caused this was obviously unnatural.
38	A giant, nauseating mushroom has grown out of this door, its cap resembling 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 door.
42	The metal of this door has formed into a horrific parody of a humanoid face, it's visage twisted into a 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 door, as if made by some flaming serpent.
45	This door once bore engraved writing, but deliberate vandalism has rendered it illegible.
46	Someone has deliberately scratched away the insignia on this door.
47	The underside of this trapdoor has several daggers embedded in it.

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 door has long since cracked with age.
50	This metal door bears several dents, as if struck repeatedly with a hammer.
51	A long and deep perfectly straight crack runs diagonally across this door (-50% hp).
52	Several throwing stars are embedded in this door in a star shaped pattern.
53	This wooden door has sprouted a thorny vine.
54	Some simpleton has painted a rather large smiley face on this door in yellow paint.
55	A crudely painted sign hangs above this door. It reads "Free Meat." An arrow points downwards.
56	Massive blood stains cover this door, splattered as if by some terrible act of violence.
57	Written in chalk above this door are the troubling words "Don't Go! Stay Away!"
58	The floor around this trapdoor has crumbled away, causing it to fall inwards.
59	A withered skeleton lies on the ground here, it's arm trapped underneath this heavy iron door.
60	Someone has placed several humanoid skulls in a circle around this door.
61	A dozen blood red candles surround this trapdoor, their flames still lit, casting flickering light over the area.
62	A pile of burnt, used torches lie discarded next to this door.
63	A piece of masonry has fallen from the ceiling and crashed straight through the trapdoor.
64	A water leak has sprung in the nearby ceiling, forming a puddle that trickles down and through this trapdoor.
65	A rusted dagger pins a skull firmly to this door.
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 door, in a pattern akin to something biting it and wrenching their teeth out.
68	Someone has nailed a wolf's hide to this door, meat and other grisly adornments still attached.
69	Words scrawled above this door reads: "One Flumph, Two Flumph, Red Flumph."
70	A severed elf head rests on this door, a lit candle protruding from its mouth.
71	This door is in extremely poor condition, it's wood having become sodden and rotten.
72	This door is heavily corroded, most likely from some form of acid.
73	Several passages from the bawdy play "The Lusty Serpentfolk Maid" are scrawled on the walls close to this door.
74	This door is covered in gore-slicked remains and other 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. (DC 15 Disable Device untangles).
77	A clawed hand is held firmly between this door's frame. The severed stump has been chewed off.
78	A spilled bottle of glue is stuck to the door.
79	Jagged pieces of glass lie scattered around this door, as well as the remains of a hooded lantern.
80	The engraved markings on this door have been filled with blood.
81	On closer inspection, the markings on this door are not words, but innumerable carved small, wriggling 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 form the Abyssal word for "Forbidden."
84	An expertly painted landscape scene on this door, added after its construction, is painted in dried blood.
85	The words "The worms of the earth crawl inside my head" are scribbled onto the door.
86	A steel gauntlet, made into a fist, is fused into this door.
87	This door has been nibbled on by an ungodly number of rats.
88	This door once opened via a lever to the side, though said lever is now broken and jammed (DC 22 Strength operates).
89	A trio of yellowed skulls is tied to this door by rope made from sinew.
90	A half-burnt (but now extinguished) torch has been wedged between a crack in this door.
91	A nauseating array of fungus sheets encrust this door, hanging off the bottom disgustingly into the darkness below.
92	Whatever carving that adorned this door has been deliberately smoothed off.
93	This door has been painted to appear as part of the floor (DC 15 Perception locates).
94	A skeleton lies next to this door, it's 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 door.
96	A jagged ice-shard is embedded in this door. When removed it melts away to nothingness.
97	Stringy, fibrous ropes connect this door to a mass of fungal matter on the nearby walls.
98	Seven humanoid tongues have been nailed to this door.
99	The tattered remains of a black cloak lie on this door; soot stains the surrounding floor.
100	A copper coin, placed under the trapdoor's rim, keeps this door slightly open.

TRAPDOORS: TRAPS & TRICKS

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 trapdoor is locked (DC 20 Disable Device). This spring loaded trapdoor attacks the first person to climb down the ladder below the trapdoor.

BASHING DOOR CR 3 (800 XP)

As you set your feet upon the ladder below this trapdoor, the trapdoor itself suddenly flies forward smashing you off the ladder.

Search DC 20 Perception; **Type** Mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch on one of the trapdoor's hinges arms and disarms the trap).

Destroy Destroying the trapdoor (AC 3, hardness 5, hp 15, DC 18 Break) defeats the trap.

Trigger Touch (the ladder below the trapdoor); **Reset** Automatic (1 minute)

Effect When triggered, this trap has the following effects:

Smash and Push (Round 1) When the first explorer sets foot on the ladder, the trapdoor flips forward and attacks (+10 melee, 2d6+3 damage plus bull rush [CMB +7]). If the trapdoor succeeds on its bull rush attempt, the target must make a DC 20 Reflex save or fall from the ladder, suffer 3d6 damage and land prone.

Slam Shut (Round 2) The trapdoor slams shut and locks.

Variants (CR var.) This trap's lethality can be adjusted by modifying the distance which the attacked character falls. For every additional 30 ft. fallen, increase the trap's CR by 1.

Variants (CR var.) Sometimes creatures lurk below this trapdoor waiting for creatures to fall from above. Treat these creatures as a separate encounter, but when designing this encounter remember that at least for a round or two, only one PC will be fighting.

FLOODING CHAMBER

This trap, floods the chamber the PCs are in when they open the trapdoor. The area below the trapdoor is flooded and the water – under pressure – spurts forth when the trapdoor is opened.

FLOODING CHAMBER CR 7 (3,200 XP)

As you open the trapdoor, a spray of water – that quickly turns into a raging torrent – bursts into the chamber.

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 25 Perception (a switch on one of the trapdoor's hinges arms and disarms the trap).

Destroy Destroying the stone trapdoor (AC 3, hardness 8, hp 60, DC 28 Break) defeats the trap.

Trigger Proximity (opening the trapdoor); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

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 makes a bull rush attack (CMB +16) against all characters adjacent to the trapdoor. Success indicates the character is pushed backwards the requisite distance. The room begins to flood; every round each mouth increases the water level by half a foot. Water levels in the chamber have the following effects:

- **Depth 1 ft. – 3 ft.:** Small or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
- **Depth 4 ft. – 6 ft.:** Small or smaller creatures must swim (DC 15 Swim) in the chamber. Medium or larger creatures treat the floor as difficult terrain (it costs 2 squares of movement to enter each square).
- **Depth 6 ft. and Deeper:** All characters in the chamber must Swim (DC 15 Swim) or go under the surface. (Refer to the "Drowning" sidebar for more information).

Shutting the Trapdoor (Round var.) The characters can shut the trapdoor to cut off the flow of water into the chamber. Doing so is a full-round action and characters adjacent to the trapdoor can assist their fellow. The DC to achieve this is partially dependant on the depth of water within the chamber:

- **1 ft. Deep:** DC 20 Strength check.
- **2 ft. Deep:** DC 22 Strength check.
- **3 ft. Deep:** DC 24 Strength check.
- **4 ft. Deep:** DC 26 Strength check.
- **5 ft. Deep (and Deeper):** DC 28 Strength check.

Drain (1 hour) The room drains slowly through tiny holes refilling the chamber beneath the trapdoor.

Variants (CR 7) This version of the trap uses sand. In all other regards, it has the same statistics, but the GM should change the trap's flavour text as appropriate.

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 the interlopers fall upwards to the ceiling (which has been treated with a *spike stones* spell).

Once the *reverse gravity* spell fails, the intruders then plummet back to the ground.

WHAT GOES UP... CR 8 (4,800 XP)

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

Search DC 32 Perception; **Type** Magic (*reverse gravity* and *spike stones*)

Disarm DC 32 Disable Device (2d4 rounds); activates on DC 27 or less; **Bypass** DC 30 Perception (tracing the Draconic rune for magic on the trapdoor disarms the trap).

Destroy Destroying the trapdoor (AC 3, hardness 5, hp 20, DC 25 Break) activates the trap but destroys its ability to reset.

Trigger Touch (opening the trapdoor); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Spike Stones (Round 1) A *spike stones* spell affects the ceiling.

Falling (Round 1) A *reverse gravity* spell blankets a 30 ft. by 30 ft. area around the trapdoor. Characters within the area of affect fall upwards to the 20 ft. ceiling taking 2d6 falling damage. The character opening the trapdoor can make a DC 20 Reflex save to grab hold of the trapdoor as he falls. If he is

successful, adjacent characters can make a DC 20 Reflex save to grab onto their companion.

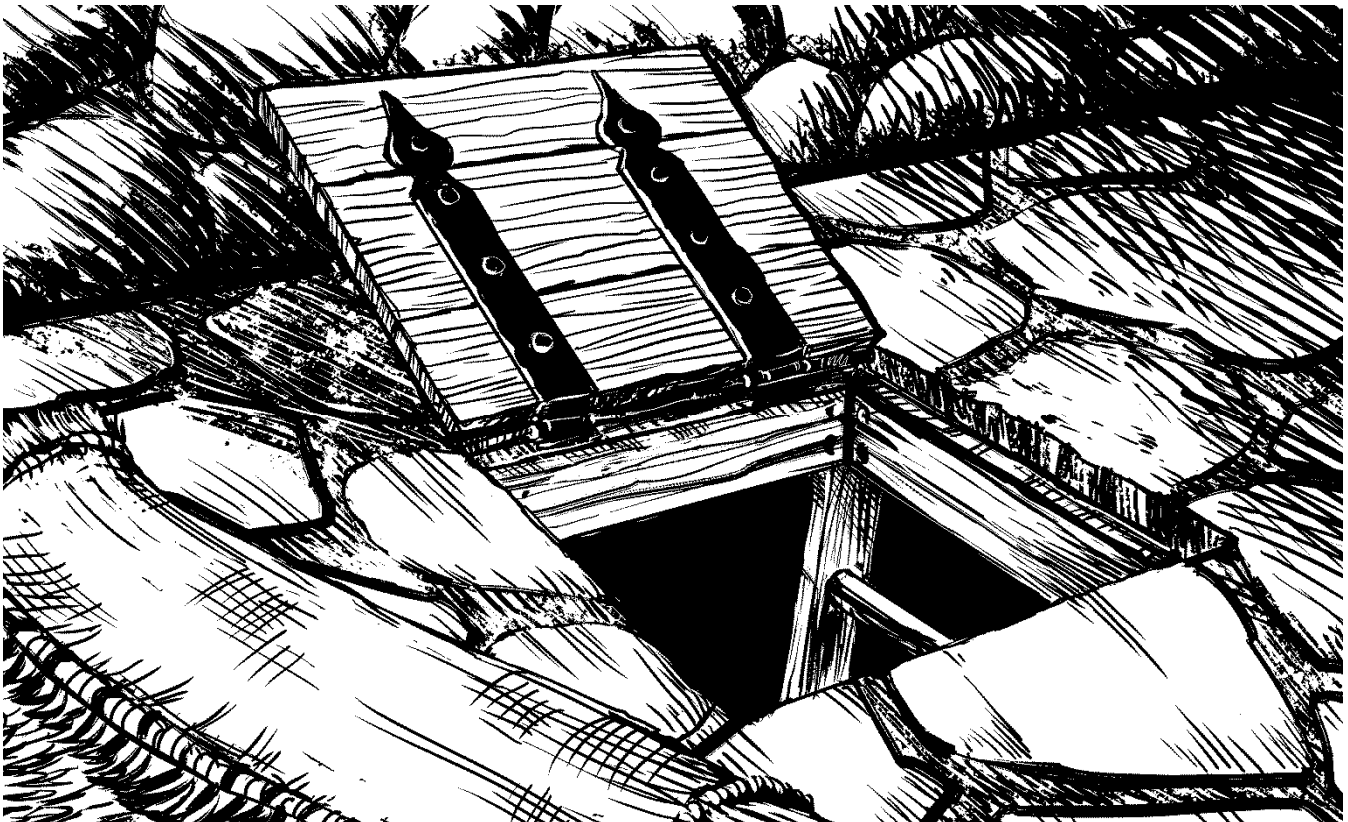
Spike Stones (Round 1) Characters hitting the ceiling suffer 1d8 damage from the *spike stones* covering the area.

Walking on the Ceiling (Round 2-17) Characters on the ceiling can move within the bounds of the *reverse gravity* affect as if they were on a floor affected by *spike stones*. (Such characters suffer 1d8 damage for every 5 ft. travelled and must make a DC 16 Reflex save or have their movement reduced by half for 24 hours or until they receive magical healing). Characters leaving the area of the *reverse gravity* suffer 2d6 falling damage.

Falling (Round 18) The *reverse gravity* effect ends and characters within its area of affect plummet to the ground suffering 2d6 damage and land prone.

Variant (CR var.) 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 PCs to overcome.

Variant (CR var.) Increasing the distance by which the characters fall up to the ceiling increases the CR of the trap by 1 for every extra 30 ft. fallen. However, take care to recalculate the overall area of affect of the *reverse gravity* spells as the default caster level (15) covers only fifteen 10 ft. cubes which makes particularly long falls problematic.



WALLS: CHARACTERISTICS & APPEARANCE

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

FUNCTION

The most basic purpose of a wall is to support the superstructure of a building at large, define a physical space, or separate a physical space into smaller sections. To this end, there are three specific types of walls; walls that support roofs and ceilings, walls that act as physical boundaries between locations and peoples and walls that retain earth as a landscaping tool in the construction of buildings. A single wall may be constructed with one, two or even all three of these basic functions in mind. Different walls in a single chamber often serve different purposes and may be built from different materials depending on that purpose. Below are some examples of how walls are put to use in common dungeon environments.

Castles: A quintessential castle dungeon is completely defined by its walls, and those walls must serve all three of the basic functions outlined above: they support the castle's horizontal infrastructure, serve to divide the construction space into smaller sections and often serve to landscape the entire region by retaining large quantities of earth or water.

Subterranean Environments: Dungeons built underground have little use for support walls; such dungeons often form naturally via water erosion or result from the movement of a massive, burrowing creature such as a purple worm. When a sentient architect builds within such a location, any walls he constructs often exist solely to divide the space into smaller sections.

Tombs: Crypts, tombs and similar burial grounds combine the qualities of both castles and subterranean environments in terms of their walls. Like subterranean environments, a tomb's walls are heavily focused on dividing one space into many sections. Unlike a subterranean environment, however, a tomb is seldom natural. Dug from the earth in the same manner as a castle's moat, a tomb's walls must be designed to retain the vast quantities of loose earth that likely surround it and many of the cave-ins that are iconic to tomb-themed dungeons result from damage to this type of wall.

CONSTRUCTION

Walls can be defined by a variety of building materials, although several prevalent materials endure across nearly all cultural and societal lines. The materials used to create a wall often depend

on several factors, such as the location of the dungeon, the resources available at that location, the wall's intended function and the aesthetics of the wall's designer. Wood and stone are the most common building materials for this purpose, but some cultures make use of animal hide, plant growth, paper and even metal.

D%	
01-50	Wood ¹
51-90	Stone
91-100	Exotic ²

¹ In locales where wood is scarce or unavailable, replace with another suitable, renewable animal or plant building material. (e.g. bamboo, bone, hide etc.)

² Choose randomly as appropriate: animal hide, bone, mortar, paper, magic effect, or GM's choice.

Glass: Stain glass walls are a popular means for dividing a large space into smaller sections suitable for displaying one's influence, relaxing or entertaining others. Glass walls have hardness 0 and 1 hit point per inch of thickness.

Hide: Common among nomads and hermits, hide walls are often employed in temporary shelters such as tepees and wigwams. In dungeons, hide walls are used for the sole purpose of dividing a large space into smaller sections. Hide walls have hardness 2 and 5 hit points per inch of thickness.

Metal: Considered wasteful by the standards of even the fabulously wealthy, metal is somewhat uncommon as a building material for castles, tombs and similar dungeons due to the effort that must spent purifying and shaping it. Rather than constructing entire walls of metal, it is far more common for architects to build walls engraved or leaved with metal atop a layer of stone or wood in order to give the illusion of solidity, and even then this tactic is often one belonging squarely to races with strong ties to the world's deep places, such as dwarves. Iron and steel have hardness 10 and 30 hit points per inch of thickness while mithral has hardness 15 and 30 hit points per inch of thickness and adamantine has hardness 20 and 40 hit points per inch of thickness.

Stone: Favoured by those of class and wealth, stone is often chosen as a building material because of its enduring nature and its strength. Stone is a poor insulator and requires much physical effort to obtain; it must be pulled from the earth, cut into blocks and dragged to the construction site. Subterranean structures almost always use stone for their walls. Stone walls have hardness 8 and 15 hit points per inch of thickness.

Wood: This lightweight building material is favoured for its lightweight and availability. Because it is flammable and decays

rapidly, wood is seldom picked for its longevity. Wooden walls have hardness 5 and 10 hit points per inch of thickness.

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

Expensive Dressings: A number of the dungeon dressings described on the table below note the presence of expensive art objects such as crown moulding, stained glass or exquisite statues. These objects typically possess a gp value appropriate for an encounter with a CR equal to the party's APL –2, though the exact value is subject to GM approval.

Hidden Dressings: Several dungeon dressings possess hidden elements such as secret doors and panels or minute details such as murder holes. The Perception DC to identify these elements is equal to 15 + the average CR of an encounter held within the dungeon, though the GM may award additional bonuses to DC based on the dungeon's setup.

Multiple Dressings: Although most chambers have a minimum of three walls, the table assumes a result applies to a single wall. At the GM's decision, a single dressing may be applied to multiple walls within a chamber or multiple rolls on the table can be used to generate dressings for each of a chamber's walls. Instead of rolling on the table, a GM may choose to simply pick an appropriate dressing to implement.

Stealing Dressings: Walls are usually designed for longevity, as are the art objects incorporated into them. As such, it can be both risky and difficult to remove an art object. Removing such an object often requires a Disable Device skill check with a DC equal to 15 + the average CR of an encounter set in the dungeon. This DC can be altered at the GM's decision based on any outstanding circumstances at work in the dungeon. In some situations, the GM may rule that failing this check by 5 or more destroys delicate objects such as stained glass or tapestries

D%	
01-10	An intricate carving of a mythical place decorates the wall.
10-14	A number of small storage nooks are incorporated into the wall's design. All have hinged wooden doors.
15-16	1d12 prisoners were sealed within the wall, their cells marked by small, barred openings from which their remains can be viewed.
17-20	The wall possesses an elegant wooden crowning with a motif matching the chamber's purpose.
20-25	The wall is a patchwork of several different types of materials; these materials may be of the same type, such as multiple kinds of wood or stone.
26-30	The wall was designed as a gauntlet and possesses 2d4 manhole-type openings.
31-34	The wall is built with an alcove designed to house a statue. The alcove stretches from the chamber's floor to its ceiling.

35-40	The wall possesses 1d3 barred windows; if underground, each window is fitted with an everburning torch.
41-43	Fine gravel or sand was added to the wall's construction materials, giving it a rough texture.
44-45	The wall is perfectly smooth to the touch and cannot be climbed without magical aid.
46-47	Rather than being vertically sound, the wall meets the ceiling at a 45° angle.
48-54	The wall is matted with decorative paper.
55-60	The wall has been painted in an exotic colour.
61-65	Iron hooks protrude from the wall, allowing objects such as weapon racks and coats to be hung there.
66-70	Exquisite shelves line the wall; there is a 10% chance a shelf holds a valuable item.
71-72	A secret door is built into the wall. This door may lead to a forgotten chamber or a secret passage.
73-75	The wall was designed to carry a fantastic tapestry and includes several iron hooks as well as the tapestry itself (or perhaps its remains).
76-80	A deity's holy (or unholy) symbol is prominently painted on the wall.
81-82	The wall was constructed from petrified creatures whose expressions and forms continue to haunt the chamber.
83-84	The wall was twisted and warped into its current shape by a spell effect such as <i>stone shape</i> or <i>wood shape</i> .
85-86	The wall was created by a spell effect, such as <i>wall of stone</i> or <i>wall of iron</i> .
87-88	The wall is reinforced to withstand punishment, increasing its hit points by 50%.
89-90	The wall is designed to allow defenders within the chamber to gain cover from one of the chamber's entrances.
91-92	The wall was designed to act as a fountain and utilizes a hidden <i>decanter of endless water</i> to achieve this effect.
93-94	The wall is lined with wood panelling.
95-96	The wall has been treated with an alchemical substance that gives it a unique, relaxing scent. At the GM's decision, this scent could relax select types of creatures and otherwise function as the stench universal monster ability for all others.
97-98	Roll twice on this table, ignoring further results of 91-100. The wall possesses a magical glamour that fools viewers into thinking the wall possesses the first result when it actually possesses the second. (Will negates; DC 15 + the party's APL.)
99	Each brick in the wall bears a religious symbol.
100	This brick wall is built around several large chunks of stone which were too tough for the builders to remove.

WALLS: DRESSING & FEATURES

Use this table to generate interesting features for your walls. As with Table A, this table assumes each result applies to a single wall; at the GM's decision, a dressing may be applied to multiple walls within a chamber or multiple rolls on the table can generate dressings for each wall in the chamber. Instead of rolling on the table, a GM may choose to simply pick which dressings are appropriate for the chamber. Should a feature be inappropriate for a dungeon's setup, ignore or modify the entry as needed.

Some features include the potential for encounters, noted by a CR entry on the table. GMs should adjust the number or type of creatures present as appropriate.

D%	
01	The wall is missing without signs of it having been uprooted or removed.
02	A proclamation of love is carved into the wall; a set of initials surrounded by a heart.
03	A mould infestation has taken over the wall, reducing its hardness by half.
04	A patch of deadly russet mould (CR 6) has grown over the wall.
05	A patch of deadly mindslaver mould (CR 3) has taken over the wall.
06	An important clue has been inscribed into the wall, either as graffiti or scraping it into the wall's surface.
07	The wall possesses a patch of space that is lighter and cleaner than the area surrounding it, suggesting an item was hung there for a time and then removed.
08	The wall contains 1d4 signs of combat, such as nicks or dents from a deflected weapon blow.
09	Part of the wall is charred save for a humanoid-shaped spot in the centre of the damage.
10	Someone appears to have recently attempted to clean the wall with soap and water in 1d4 places before giving up.
11	A light or one-handed weapon is wedged into the wall, likely as a result of a misplaced swing.
12	Small numerals are etched into the wall, noting the passage of time.
13	A meaty slop clings to the wall as though a plate of food were thrown at it.
14	Once-eldritch runes decorate the wall, expended following the casting of a powerful spell.
15	Several love letters have been stuck to the wall; at the GM's decision, these letters may require translation from an exotic tongue.
16	The spoils of conquest are proudly displayed upon the wall, including weapons, armour or even severed limbs.
17	Water oozes from the base of the wall.

18	The wall has been smeared with a foul-smelling substance by a superstitious denizen.
19	A childish illustration has been drawn or carved into the wall's surface.
20	An animal skin, a paper covering or a similar material obscures one of the wall's dressings from Table A.
21	The wall has been used as a canvas by an obviously talented artist.
22	Blood splatter coats the wall.
23	Damage from arrows, crossbow bolts or similar pieces of ammunition dot the wall. There is a 25% chance several projectile remain embedded in the wall.
24	Hundreds of sketches of a particular subject adorn the wall; at the GM's decision, these sketches may be of a PC or a prominent NPC.
25	Any flammable dressings from Table A the wall possessed have been burned away, leaving only charred remains.
26	Wild flowers have been dried and pressed onto the wall.
27	Roll once on Table A; a suitable dressing described by your result is actually a wandering mimic (CR 4) in disguise.
28	Major patches of the wall are damaged and have begun to crumble away; treat the wall as though it had half its total number of hit points.
29	Roll once on Table A; the wall was repurposed from its original dressings to the result's dressings, but faint traces of the original remain.
30	A number of wax dolls have been pinned to the wall by their heads; at the GM's decision, these dolls resemble the PCs or a prominent NPC.
31	The wall is slowly sloughing away in some places.
32	Damage from acidic corrosion dots the wall.
33	Water leaks into the chamber from a small opening at the top of the wall.
34	The wall is scarred and heavily cracked; treat the wall as though it had half its total number of hit points.
35	Something has made the wall unnaturally smooth to the touch.
36	Several iron pegs were hammered into the wall without care for whatever dressings that might have already been located there.
37	A crude drawing of a monster has been drawn onto the wall. There is a 25% chance this illustration correlates to the creature with the highest individual CR in the dungeon.
38	The wall is a hotspot for germ activity and creatures that come within 5 feet might contract filth fever (DC 12 Fortitude resists).
39	The wall has been modified to include a trap; see Table C for possible traps.

40	Someone has painted a picture of a person onto the wall. The portrait is covered with darts and other signs of impact; at the GM's decision, this sketch is of a PC or a prominent NPC.
41	Vines choke the wall, obscuring its surface. These vines offer no protection to the dressings beneath them.
42	As above, except an assassin vine (CR 3) also lurks on the wall.
43	Ancient runes written in a long-dead language pepper the wall.
44	A piece of furniture has been smashed into the wall; its broken pieces litter the ground.
45	The wall has been recently refurbished.
46	A religious saying has been written or carved onto the wall.
47	A holy (or unholy) symbol has been drawn or carved onto the wall.
48	A severed limb from a fallen adversary has been nailed onto the wall without concern for its existing dressings.
49	The wall is littered with the notes and musings of a genius artist, writer, wizard or philosopher.
50	Glittering specks of minerals cling to the wall and create a rainbow of colours in even the faintest light.
51	Spots on the wall are unexplainably darker than other parts.
52	The wall has been stained through careless behaviour.
53	Countless fist-sized holes dot the wall. A bat swarm (CR 2) makes its home in these holes.
54	A gargoyle (CR 4) clings to the wall, pretending to be part of the wall's dressings.
55	The wall and its dressings have been unexplainably bleached of their colour.
56	Curtains cover the wall and any dressings under them the dungeon's denizens find unappealing.
57	Countless fist-sized holes dot the wall. A centipede swarm (CR 4) makes its home in these holes.
58	A silken tapestry of spider webs cling to the wall.
59	Countless fist-sized holes dot the wall. A spider swarm (CR 1) makes its home in these holes.
60	Cracks, erosion and mould damage have the unexplainable consequence of imprinting a random PC or NPC's likeness upon the wall.
61	Any metallic dressings the wall possesses have rusted over. If none exist, reroll this dressing.
62	The wall is covered in a magically engineered mushroom. If it is cut a character can extract 1d4 doses of greenblood oil poison.
63	The wall is leaking a green, slimy substance.
64	The wall has been split open by water erosion.
65	The wall is drenched in a slick oil, increasing the DC to climb it by 10 and causing the entire wall to burst into flames if it is dealt fire damage.

66	Countless fist-sized holes dot the wall. A rat swarm (CR 2) makes its home in these holes.
67	A dark spirit passed through the wall, sapping it and all of its dressings of any resemblance of warmth, cheer or good tidings.
68	Letters have been cut from various tomes and pressed onto the wall, spelling out one or more of the PCs' names.
69	Countless fist-sized holes, now plugged up with mortar, dot the wall.
70	The wall is defaced with foul language.
71	A random piece of poetry or philosophy has been written onto the wall.
72	The wall oozes a gooey, amber sap that has ensnared thousands of insects.
73	A foul, violet mist leaks into the chamber from cracks in the wall.
74	Countless fist-sized holes dot the wall. A grey ooze (CR 3) makes its home in these holes.
75	The wall is coated with a grainy substance that, if licked, tastes like the individual's favourite meal.
76	The wall is coated with 1d6 doses of medium spider venom. (Contact poison; DC 14 Fortitude).
77	Parts of the wall have been removed and piled into the centre of the chamber.
78	The wall possesses a <i>major image</i> (DC 14 Will) that causes the viewer to see an idealized version of its ideal mate.
79	Countless fist-sized holes dot the wall. A wasp swarm (CR 3) makes its home in these holes.
80	Countless fist-sized holes dot the wall. A cockroach swarm (CR 2) dwells within.
81-82	Any dressings on the wall have been perfected by <i>masterwork transformation</i> , changing them into masterwork items.
83-84	The wall is coated with dust from the Shadow Plane, dispelling magical light effects present within the chamber as a <i>darkness</i> spell would.
85-86	The wall has been altered by <i>warp wood</i> , <i>stone shape</i> or a similar effect into an imperfect form.
87-88	Religious symbol is crudely carved into the wall.
89-93	Roll once on Table A. The resulting dressing is present on the wall, but was clearly added after the wall's construction.
94-98	A trap has been built onto (or into) the wall following its original construction; see Table C for a list of suitable traps. Attempts to locate this trap with Perception gain a +5 bonus.
99	Drab paint covers the wall. A DC 20 Perception check reveals the faint outline of another painting below it.
100	Several bricks have been removed from the wall at human head height to reveal an (empty) once-secret niche.

WALLS: TRAPS & TRICKS

Of course, walls are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that a well-constructed wall can hide.

AUTOMATIC MURDER HOLES

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

AUTOMATIC MURDER HOLES CR 7 (3,200 XP)

As the trap's pressure plate descends into the ground, a series of concealed murder holes slide open and unleash a volley of crossbow bolts into the unsuspecting victim.

Search DC 30 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception; a hidden switch disarms the trap for 1d4 rounds.

Destroy Destroying the pressure plate (AC 5, hardness 8, hp 30, DC 25 Break) defeats the trap.

Trigger Location (pressure panel, typically placed in doorway or adjacent to treasure); **Reset** Automatic (1 round)

Effect When triggered, this trap has the following effects:

Effect (Attack) Heavy repeating crossbow +15 (1d10/19-20x2); multiple weapons (three separate crossbows attack the same target simultaneously)

Variants Increasing the attack bonus of the crossbows to between +16 to +20 adds 1 to the trap's CR. Reducing the attack bonus to between +6 to +10 reduces it by 1.

CRUSHING WALLS

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

Basic Setup: This chamber is 30 ft. square and has one exit.

CRUSHING WALLS CR 8 (4,800 XP)

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

Search DC 25 Perception; **Type** Mechanical

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** DC 30 Perception (a small switch above the door).

Destroy Destroying the wall (hardness 8, hp 180, DC 45 Break per 1 ft. of thickness) defeats the trap.

Trigger Proximity (a pressure pad in the centre of the chamber); **Reset** Automatic (1 hour)

Effect When triggered, this trap has the following effects:

Effect (Round 1) The chamber's stone door (hardness 8, hp 60, DC 28 Break, DC 30 Disable Device unlocks) slams shut and the crushing wall activates.

Effect (Round 2-7) The crushing wall advances 5 ft. into the chamber each round. When it enters the line of squares against the opposite wall it inflicts 12d6 damage on all individuals still in the chamber. Characters so damaged are pinned until round 10.

- **Create a Niche** A PC can smash a niche in the advancing wall (hardness 8, hp 180, DC 45 Break per 1 ft. of thickness). One small or larger creature can hide in such a niche.
- **Brace the Wall:** A character making a DC 25 Strength check arrests the wall's progress for one round. Up to five characters can aid another on this check.

Effect (Round 10) The wall begins to retreat to its original starting position at a speed of 5 ft. per round.

Setup Notes Modifying the size of the chamber gives the PCs more or less time to batter the door down or to deactivate the trap. Moving the position of the door also affects this trap's lethality.

Variant (CR 4) This version of the trap has the following modified statistics: DC 20 Perception; DC 20 Disable Device; 6d6 damage. Additionally, the chamber's door is of wood (hardness 5, hp 15, DC 18 Break, DC 25 Disable Device unlocks).

MECHANICAL MIMIC

This subtle, deadly trap is often placed alongside real treasures or in a decoy treasury.

MECHANICAL MIMIC CR 8 (4,800 XP)

Designed to ensnare greedy adventurers, the mechanical mimic springs into action when incorrect attempts to disable it are made, sending the thief spiralling downward to her doom.

Search DC 15 Perception (false DC)/DC 30 Perception (true DC)
Type Mechanical

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less

Trigger Action (see text); **Reset** Automatic (1 round)

Effect A mechanical mimic possesses two search DCs; a false DC and a true DC. When triggered, this trap has the following effects:

- **False DC** A character that succeeds at the trap's false DC but not its true DC identifies the mechanical mimic as a secret door. Attempting to disarm a mechanical mimic without identifying it as such triggers the trap regardless of the Disable Device skill check's result, as does failing the disarm DC by 5 or more.
- **Triggered** When the trap activates, a chute located under the disarmer opens, dropping the character into a dangerous area, holding prison or similar location. A DC 25 Reflex save avoids the trap. *Detect secret doors* and similar magic react to a mechanical mimic as though it were a secret door.



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WELLS: CHARACTERISTICS & APPEARANCE

Wells are typically used as a method to access potable water by communities of all sizes. At its most basic a well only needs to access water below ground level. With that said, even a shallow hole dug ten feet into the ground to reach the water table is considered a well. Wells are important places in dungeons – they may contain the only readily accessible water in the entire place. Those that control a well can become wealthy charging others to draw water.

Wells are created by two methods:

- **Digging:** The most basic method of well creation is digging. It is dangerous and labour intensive. In most cases these wells are lined with brick or stone and are not more than two hundred feet deep. Very often these wells are found in areas of soft rock or in places where natural fissures in the rock make their construction easier.
- **Drilling:** Using machinery to drill through stone to access the water table is a feat of engineering not available to primitive races such as orcs. The construction of this type of well can only come from a culture with significant skills in natural and applied sciences such as dwarves. Drilled wells go deeper than dug wells and are very expensive to construct. They are labour intensive and the craftsmen must be skilful.

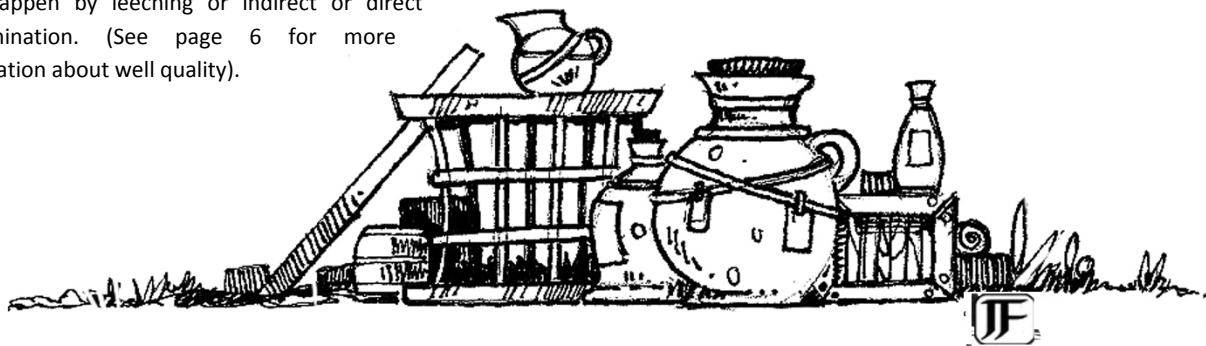
GETTING THE WATER

To draw water from a well, typically some form of container is used, lowered by a rope or chain. This is either done by hand or with a crank.

Builders capable of advanced engineering may also install a hand pump that draws up water to store in a nearby pool or other easily accessible storage system.

WATER QUALITY

A well can vary greatly in depth and depends on how deep the water lies. Water drawn from a well typically contains more than just water. Minerals from the surrounding rock, which leech in from the strata may flavour the water. In some cases the water can become contaminated by other toxins or parasites. Either may happen by leeching or indirect or direct contamination. (See page 6 for more information about well quality).



COMMON CHARACTERISTICS

An ingenious explorer can use wells to their advantage but, so may intelligent creatures.

Cover: A well with a low wall surrounding it can be used for cover (+4 AC, +2 Reflex).

CLIMBING (& FALLING) INTO WELLS

Adventurers are curious folk and often they'll explore a well shaft in search of hidden treasures or secret passages.

CLIMB DC ^{1,2,3}	WALL CONDITION
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Rough natural rock wall.
20	Typical dungeon wall.
25	Natural rock wall or brick wall.

1: If the wall is slippery increase the DC by 5.
 2: If the climber uses a corner to brace himself reduce the DC by 5.
 3: If the climber can brace himself against opposite walls reduce the DC by 10.

Sadly, sometimes explorers fall (or are pushed) into a well.

DISTANCE FALLEN	DAMAGE (GROUND)	DAMAGE (DEEP WATER ¹)
10 ft.	1d6 lethal	—
20 ft.	2d6 lethal	—
30 ft.	3d6 lethal	1d3 nonlethal
40 ft.	4d6 lethal	2d3 nonlethal
50 ft.	5d6 lethal	2d3 nonlethal plus 1d6 lethal
60 ft.	6d6 lethal	2d3 nonlethal plus 2d6 lethal
70 ft.	7d6 lethal	2d3 nonlethal plus 3d6 lethal
80 ft.	8d6 lethal	2d3 nonlethal plus 4d6 lethal
90 ft.	9d6 lethal	2d3 nonlethal plus 5d6 lethal
	etc.	etc.

1: The water must be at least 10 ft. deep.

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

D%	
01-05	A tumbled stone wall surrounds this well; a small wooden bucket tied to a rope lies nearby.
06-10	An iron grate covers this well. The central portion can be opened to access the water below.
11-12	Iron bound corners reinforce this wood-walled well.
13-14	A pile of disemboweled, petrified corpses form the wall surrounding this well of blood and bile.
15-16	Carved reliefs of the coastline and a rising sun adorn the walls of this solid stone well.
17-18	Two small stone buckets sit next to an open hole. Vines attach the buckets to a rough tree stump.
19-20	Four solid six-inch thick slabs of obsidian form a crude box around a low water well.
21-22	Sunken in a low hollow this well is filled nearly to the top.
23-24	Long blocks of stone interlock to form a wall bound with corroded iron bands.
25-26	This circular brick well, is topped by a double door lid, secured by iron hinges and a sliding bolt.
27-28	A 70-foot long slope steeply downward. Paved with small flagstones it ends at a shallow pool.
29-30	Octagonal in shape a rough-hewn stone wall with two low semicircular dips opposite each other surrounds this well. A log acts as a crank shaft for the wooden bucket.
31-32	An inverted step pyramid descends 80 feet to a small stone platform and pool.
33-34	Many humanoid skulls are mortared into the walls of this circular wall.
35-36	A DC 22 Knowledge (arcana) check reveals the well hole is actually the bore hole of a purple worm.
37-38	Leg bones of many large creatures decorate the top portion of this 150-foot deep dry well.
39-40	Wooden carved staves from a barrel form a tub atop this covered well.
41-42	A cast iron hand pump draws water from this stone slab covered well.
43-44	This open hole follows a natural fissure in the rock as it twists down to a small pool.
45-46	A leather bucket dropped by a tightly woven rope descends into a three-foot hole that opens into a cavern aquifer.
47-48	Cut stone forms a runoff basin ten-foot by ten-foot square and one-foot deep. Water is drawn by hand pump.
49-50	Cube-shaped slabs of rose granite form the walls of this well.

51-52	Terra cotta tiles roof the wooden frame surrounding this five-foot wide diameter well.
53-54	The eight walls of this octagonal wall each depict in bright tile mosaics the daily live of tradesmen.
55-56	Sharp shards of piled rock surround an open hole in the ground.
57-58	A crude wooden bridge crosses this ten-foot diameter hole.
59-60	Bricks of gold travertine marble form the round wall of this well. A simple wooden roof stands over the well.
61-62	A stone wall surrounds this dug earth well. A thick tangle of roots grow through its walls.
63-64	A wide thatch roof provides shelter for those using the well from the water dripping from the ceiling above.
65-66	Intricate locking stones carved as puzzle pieces form the walls of the well.
67-68	This 25-foot diameter stone-walled well has a spiral stone stair cut into its side.
69-70	Slightly pink hued crystals form a low wall around a perfectly carved circular well.
71-72	This square walled well has a green marble column at each corner; there is no roof.
73-74	A rough pile of stones form the walls of this well. A large skull – the eye sockets and mouth filled with wax – serves as a bucket.
75-76	Packed earth forms a smooth patio around an open hole in the dirt.
77-78	This capped well is flanked by a foot pump which draws water from the water far below.
79-80	Bronze lion faces, placed at each cardinal compass point on the wood and stucco walled well, glower at those drawing water.
81-82	Dark red brick walls form a rough circle around this well. The top of the wall is thick with the shards of broken weapons.
83-84	Carved figures of miner working in the mines cover the walls of these three small wells.
85-86	The stone floor is ominously riddled with cracks radiating outwards from this well.
87-88	Ropes attached to pulleys suspended from the roof provide the means of drawing water from this well.
89-90	Copper nails and other symbols of storms adorn the wooden beams of this unroofed well.
91-92	Adobe-like mud walls surround the well; a half dome roof partially covers the structure.
93-94	Carved stone imps lock arms to form the walls of the well and the supports for the roof.
95-99	This cut stone well has a side tunnel ten feet down in the wall that runs roughly eastwards for 30 ft.
100	The dome of an iron cage covers this well hole. It is accessed by a locked gate (DC 25 Disable Device).

WELLS: DRESSING & FEATURES

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

D%	
1	The well contains fetid water; the wooden structure is unstable and dangerous.
2	The entire structure of the well is decorated with red ochre, ogre-sized hand prints.
3	This dry well is filled with thick cobwebs and cocooned small animals.
4	Scorch marks and soot cover the ground around the well.
5	The burned wooden supports and the roof have collapsed and partially cover the well opening.
6	The well is covered by a thick sheet of leaded glass.
7	The droppings of giant centipedes cover the ground around the well (DC 11 Knowledge [nature] identifies).
8	Small rectangular holes are cut through the well wall; two brass bars lean against it.
9	A sigil depicting crossed falchions has been chiselled into the ground near the well.
10	The rope for the bucket has been cut and slashed.
11	Fresh blood splatters cover the ground around the well.
12	Fresh mortar, abandoned tools and fresh blood cover the floor. Tracks lead away from the well.
13	A shallow trench leads away from the well.
14	The well stands in a small alcove hacked out of the living rock; the niche walls are sharp.
15	The walls, roof and its supports for the well have collapsed choking its mouth with debris.
16	Stalagmites and stalactites from a cage-like structure around the well.
17	As the PCs approach the well a moaning wind issues forth from it.
18	The water in the well is fouled; drinking it causes the nauseated condition (DC 15 Fort negates; <i>onset</i> 1 hour; <i>duration</i> : 1d4 hours).
19	A pile of basic adventuring gear lies neatly next to the well.
20	The well's pulley mechanism is torn from supports; the rope is cut into several sections.
21	The hacked and rotting remains of a violet fungi lies next to the well (DC 13 Knowledge [nature], identifies).
22	Chewed and splintered bones litter the ground around the well.
23	The entire well has fallen into a 15-foot deep sinkhole; rough steps lead down to its tumbled wall.

24	A crude wooden structure is built over the well; manacles are mounted to each upright.
25	The well's walls have been pulverized into gravel and scattered around its mouth.
26	Many stones from the well's wall have been removed and replaced with human skulls, packed with mud.
27	Delicate chalk writing (in Undercommon) says "Drink, friend."
28	The well walls are cool to the touch. Lower down, ice covers the bare rock.
29	Footsteps and parallel drag marks lead around the well.
30	In Goblin crude writing, scrawled in blood, says "Humans here" and an arrow points into the well.
31	The well is well maintained and is in good condition.
32	Wet footprints lead away from the well.
33	The area around the well smells of wet dog.
34	The sound of something thrashing about in the water echoes from far below.
35	The smell of rotting flesh days old flows from the well's depths.
36	Wide cracks in the floor radiate out from the tumbled well's walls.
37	A faint glow from phosphorescent moss illuminates the water at the bottom of the well.
38	A battered helmet rests on the well's wall. Of the owner, there is no sign.
39	A grinning skull hangs from a thin rope above the well.
40	Slightly sour water fills the well; it is safe to drink but tastes "flat."
41	At the bottom of the well are the skeletal remains of two halflings resting on a small, slippery ledge. Their gear has rotted away.
42	At the bottom of this shallow ten-foot well a donkey is trapped. It is covered in mud and is cold and shivering.
43	One set of wet, webbed footprints lead away from the well.
44	A tangle of roots pierce the well's walls and hang down into the water below.
45	Ghostly faces swirl about in the inky black liquid that fills this well.
46	The stone walls of the well have been transformed into quivering, rotting flesh. The flesh oozes pus into the water below.
47	A long ladder rests against the well's wall.
48	Stones and rubble have been dumped about the well to hide it (DC 15 Perception reveals).
49	The well smells like a latrine.
50	The fresh corpses of three goblins lie mangled on the ground about the well.

51	A odd, unidentifiable slime trail runs past the well.
52	A section of the well wall has fallen in, partly blocking its shaft.
53	Gutted candles float on the water's surface.
54	A weak whirlpool effect stirs the well's water.
55	A broken longsword lies near the well; its blade is covered in dried blood.
56	A crudely carved arrow has been carved into the ground; it points away from the well.
57	A cage large enough for one human dangles over the well. A crank enables it to be lowered into the water below.
58	A complex hand crank provides water from this deep well; it is easily operated (and just as easily sabotaged).
59	The sound of loud splashing echoes from the well; the water within is turbulent but no creature is visible.
60	A faint purple and silver mist rises from the well.
61	Three buckets stand next to the well; all have had their bottoms smashed out.
62	Ghostly grey puff balls of fungi cover the inner wall of the well down to the waterline.
63	Sand, gravel and rocks fill this well. No water can be extracted from within.
64	This dry well has been used as a rubbish dump. The stench of decaying emanates from within.
65	A dry, hot wind carrying the smell of sulphur and drifting ash blows up from the well.
66	Tiny glowing fish swim in the well's waters.
67	The well uses a crank shaft to draw up water, but it is badly damaged; turning the crank causes the mechanism to fall out of the ceiling.
68	The water in the well is just warmer than body temperature.
69	A tight wisp of smoke rises from the well; a discarded torch lies on a ledge just above the waterline.
70	A column of light projects up from the well opening for ten seconds.
71	The smeared remains of a message written in charcoal decorate the well's wall. It is unreadable.
72	This old well is covered with an obviously new iron grate.
73	The water in the well is heavy with dust and grit; it must be strained before drinking.
74	A shattered clay pot lies on the floor; among the shards, lies a grotesquely gnarled severed hand.
75	A plume of red algae grows upon the water in this old, abandoned well.
76	The top of the well's wall is covered with half-burned candles.
77	The ceiling above the well is scared by acid.
78	Though empty and dry, the well hole is filled with bobbing and blinking tiny points of light.

79	The skeletal remains of a dwarf in tattered armour are tangled in chains running down into the well.
80	A burned roof and the remains of charred arrows litter the area around the well.
81	The well's bucket has been replaced with a three-foot diameter tarnished brass bell.
82	The well has crumbled into a ruin. The wall collapses in the well if touched making a series of loud splashes.
83	A host of bats dwell in the well.
84	The statues of two female drow stand nearby.
85	Coins have been hammered into the cracks in the floor surrounding the well; 25 gp worth of bent and twisted copper and silver coins can be recovered.
86	A DC 15 Perception check reveals the submerged skeletal remains of a humanoid at the bottom of the well.
87	This dry well is the camouflaged entrance to a warren of small tunnels.
88	This well is over 100-foot deep.
89	An iron ladder descends into the well; the bottom half is missing.
90	The sounds of sobbing emanate from the well.
91	Dark blue fungus grows in the well. Disturbing the fungus releases a cloud of (harmless) spores.
92	The gleam of a few copper and silver coins can be made out at the bottom of this well.
93	Half the body of a human adventurer lies near the well; he appears to have been literally bitten in half.
94	Jets of fire erupt from the well in spiraling tornados of smoke and heat.
95	The well water has recently had fresh honeysuckle flowers cast into it, a thick layer obscures the water.
96	The well is an illusion, designed to torment those desperate to drink.
97	A wall of bones once surrounded the well; it has been smashed apart – debris lies scattered about the chamber.
98	Recent signs of a campfire mar the ground near this well.
99	Four iron spikes have been rammed into the walls of the well; stout ropes hang from each one. At the bottom a narrow tunnel leads to the north.
100	The top of the well has been covered with a permanent <i>wall of force</i> ; beneath glimmers the unmistakable glint of submerged gold.

WELLS: TRAPS & TRICKS

Of course, wells 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 wells.

Remember, these traps only work well if the PCs have a reason to explore a well.

METHANE FILLED WELL

Methane gas fills this dry well. Explorers entering the well risk death through suffocation or fiery explosion.

- **Depth:** The well is 60 ft. deep.
- **Walls:** The well's dry, crumbling walls can be scaled with a DC 20 Climb check.

METHANE FILLED WELL CR 4 (1,200 XP)

This well's crumbling walls descend into darkness. At the very bottom of the well, an archway is barely visible.

Search DC 20 Perception reveals the faint scent of rotten eggs; reduce the DC by 1 for every 10 ft. an explorer descends into the well; characters with scent gain a +4 bonus to this check
Type Mechanical (natural)

Disarm –; **Bypass** PCs holding their breath in the well and not carrying a naked flame bypass the trap

Destroy DC 20 Perception reveals a small fissure in the wall at the bottom of the well; collapsing part of the wall (hardness 8, hp 90, DC 35 Break) blocks the small fissure through which the methane enters the well

Trigger Proximity (20 ft. into the well); **Reset** Automatic (24 hours)

Effect When triggered, this trap has the following effects:

Effect 1 (Explosion): If a PC brings an open flame 20 ft. into the well, the methane inside explodes. Characters caught in the blast suffer 6d6 fire damage (DC 20 Reflex halves). Those injured while climbing must make an immediate DC 20 Climb check or fall (suffering 1d6 damage for every 10 ft. fallen).

Effect 2 (Suffocation) A PC in the well that is not holding his breath must make a DC 10 Constitution check or start to suffocate. A PC that begins to suffocate falls to the bottom of the well and suffers 1d6 damage per 10 ft. fallen.

SUFFOCATING

Once a character begins to suffocate, death is close at hand and his fellows must act quickly to save his life:

- **Round 1:** The character falls unconscious (0 hp).
- **Round 2:** In the following round, he drops to -1 hp and is dying.
- **Round 3:** In the third round, the character dies.

THE GRAVITY WELL

This well is affected by powerful magic. Characters exploring the well's depths are propelled out inexorably by powerful magic.

- **Depth:** The well is 100 ft. deep.
- **Walls:** The well's mortared walls are difficult to scale (DC 25 Climb).
- **Ceiling:** The ceiling above the well is 20 ft. high.

THE GRAVITY WELL CR 8 (4,800 XP)

Suddenly an invisible force hurls you out of the well.

Search DC 33 Perception; **Type** Magic (*reverse gravity*)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less

Destroy Destroying an iron plate at the bottom of the well (hardness 10, hp 60, DC 28 Break) defeats the trap

Trigger Proximity (10 ft. from the water); **Reset Automatic** (1 hour)

Effect When triggered, this trap has the following effects:

Round 1 (Reverse Gravity): When a PC gets 10 ft. away from the water at the bottom of the well, a *reverse gravity* trap activates. Characters in the well must make a DC 20 Reflex save or fall out of the well and strike the ceiling above. Such characters suffer 1d6 damage per 10 ft. fallen. Additionally, the *reverse gravity* expels the water from the well in a geyser-like fashion. This reveals an iron plate at the bottom of the well which is the trap's key. Characters in the well when the trap activates are drenched and blinded for 2 rounds (DC 20 Fortitude negates being blinded).

Rounds 2-13 Characters in the well may scale the well's walls as normal. A Climb check failed by 5 or more indicates the character falls out of the well (but may make another DC 20 Reflex save to catch himself first) and suffers damage as detailed above.

WATER QUALITY

Not all well water is pure and safe to drink. Dungeon denizens may deliberately foul the water of some wells. Other wells could be contaminated by corpses, chemicals in the rock, magic emanations and so on.

Contaminated Water: Characters drinking contaminated water must make a DC 15 Fortitude save or be sickened for 1d4 days or nauseated for 1d4 hours (GM's choice). Both effects have a one-hour onset time.

Tainted Water: Deliberately tainted water could have effects similar to arsenic, dark reaver powder, hemlock, id moss, oil of taggit or striped toadstool.

WELL OF MADDENING VISIONS

The walls of this well are constructed from red agate; its water is accessible by a simple oak hand crank and bucket. Far below the surface the water shimmers with a slight sapphire iridescence. The water is raised in a bucket hewn from red agate (worth 100 gp [DC 20 Appraise values]). Only water drawn with the red agate bucket has the powers and effects noted below.

- **Depth:** The well is 30 ft. deep.
- **Walls:** The mortared walls are difficult to scale (DC 25 Climb).

WELL OF MADDENING VISIONS CR 8 (4,800 XP)

As you drink from the cool, refreshing water drawn forth from the well strange visions start to swirl at the corners of your eyes. As you watch, a gray mist descends across your eyes and you are suddenly elsewhere.

Search DC 33; **Type** magic (*vision* and heightened *phantasmal killer*); water in the red agate bucket radiates both strong divination and strong illusion magic (DC 22 Knowledge [arcana] to identify each aura)

Disarm DC 33 Disable Device (2d4 rounds); activates on DC 28 or less; **Bypass** —

Destroy Destroying the red agate bucket (hardness 8, hp 20, DC 25 Break) destroys the trap's magic defeats the trap

Trigger Proximity (water drawn forth from the well in the red agate bucket gains the magical powers noted below); **Reset** Automatic (1 hour)

Effect When drunk, the well's waters have the following effects:

Vision The character receives a vision (as the *vision* spell) of the person, place or object most on his mind. The vision is at first benign and may impart valuable information to the PC as the *legend lore* spell.

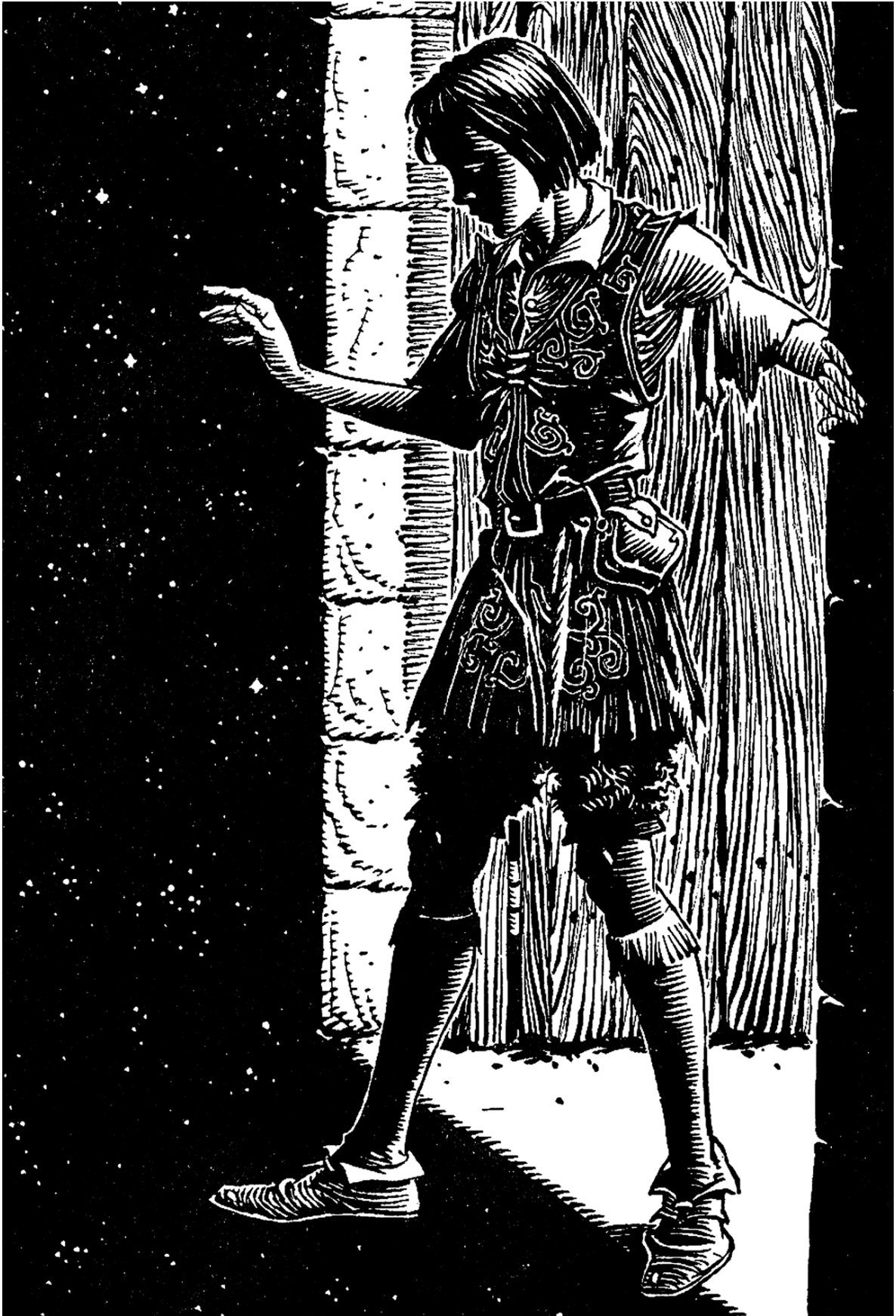
Phantasmal Killer As the *vision* ends, its tone and content change. Where the scene was once benign, things become more sinister in nature. A person may be struck down by treachery, a place destroyed or an object broken. At the climax of the vision, the agency doing the destroying turns and regards the character. It then transforms into a horrible amalgamation of the character's worst fears and attacks as a heightened *phantasmal killer* (DC 20 Will and then Fortitude).

Aftermath Characters that survive drinking from the well of maddening visions are fatigued.

Variants (CR var) Modify the trap's CR by increasing the level of the heightened *phantasmal killer* (which also modifies the saves required to resist the effect).

Important Note To stop the PCs bottling the water brought forth from the well, it is highly recommended the GM limit the amount of time the water remains magical.





RIDDLES

DESIGNING RIDDLES

Riddles come in two main types: wordplay or language-dependent riddles, and descriptive riddles. Both types may rhyme, but have no requirement to do so. Descriptive riddles are the older type and were a common entertainment among Vikings and Anglo-Saxons during the winter, when the snow was too deep for much outside activity. Many of them were also full of innuendo, and in their original form were rhymed and set to music to be sung. They tend to be longer than word-play riddles, but easier to guess, and as the name indicates, they describe the object in question at length, without once ever mentioning that object's name. A classic example of this is the Sphinx's riddle:

*What walks on four legs in the morning,
Two legs in the middle of the day,
And three legs in the evening?*

A: A man

Oracles, auguries and fortune-tellers also commonly speak in descriptive riddles, although these tend to be about events rather than objects. Descriptive riddles are the hardest to make up on the spot, but the simplest to use once created.

Wordplay or language-dependent riddles are both a more recent development and more varied. Some rely on simple puns and multiple meanings such as:

When is a dungeon door not a door?

A: When it's a jar

Others give out a clue for each letter of the answer. For example:

My first is in seeks, but not in looks,
My second in text, but not in took.
My third is in flea, but never in flight,
My fourth is in maybe and also in might.
My fifth is in pea, but not in bean,
My sixth in royal, but not in queen.
My last is in pigeon and also in dove,
My whole was written out clearly above.

A: Example

A variant on this type of spelling riddle is the acrostic, where the first letter of each line spells out the answer to the riddle. In the riddle below, the lines describe, while the initial letters spell out the answer. It also twists things a little by dropping the initial "h" to get the desired result:

'Orrible hordes unnumbered
Rolling in wave after wave
Caught, killed, on heroes' blades.

A: Orc

Acrostic riddles are among the quickest and easiest to create, but work better as a handout so that the players can see them, rather than just hearing them, where they might miss the acrostic part altogether and get frustrated.

DESIGNING RIDDLES

First, decide a riddle's basic characteristics:

- Wordplay or Descriptive
- Rhymed or Unrhymed
- Long or Short

Then choose its situation and format:

- Contest or Directions
- Spoken or Written

Finally, decide on the answer you want the players to get. With those decided, focus in on the actual writing of the riddle. Here is an example:

Type of Riddle: Wordplay, Unrhymed, Short. **Situation:** The PCs are following a series of clues through a maze. They come to a fork in the path with options of left and right. (Directions, Written.) **Answer:** Turn Left.

First GM Liz looks up pairs of words that can be matched with "left" and "right", such as "sinister and dexter" and "port and starboard." Then she considers synonyms (words spelt differently but with the same meaning) and homonyms (words spelt the same but with different meanings). For "right," she gets: right, correct, privilege, dexter and starboard. For "left," she gets: left, lost, departed, sinister and port. Then GM Liz puts them together. She decides to be obvious with the first line, writing down "The left way is the right way." That suggests a wordplay link between the pairs right/left and right/wrong, so she follows that with "and the right way is the wrong way."

Moving on, GM Liz looks at other words meaning left and picks out "sinister" and "port", simply because those two have a lot of other meanings to play off, and she wants to keep this a short riddle. That gives her a final line of "If the way ahead looks sinister, turn towards port," playing off sinister (left) and sinister (nasty) as well as port (left) and port (safe harbour).

That means the final riddle looks like this:

The left way is the right way,
And the right way is the wrong way.
If the way ahead looks sinister, turn towards port.

This gives four clues to the answer, each pointing to the same result and giving a good chance that at least one of the clues will be recognised and the answer found.

USING RIDDLES

Riddles should be tailored to each gaming group. Some groups hate them, others love them. Some groups grind to a halt at the first sight of a riddle, others tear through them like a raging barbarian through goblins. If the group groans when a riddle comes up, don't put it on the only entrance to the main encounter or fight. Give them options, or other ways to get round it, even if those aren't as optimal as going straight through the riddle. If they are bad at spotting puns, but good at descriptions, eschew word play riddles in favour of descriptive ones. If they use puns and bad jokes all the time, trade your careful descriptive riddles for wordplay ones and watch them groan (in a good way).

Part of the problem is that riddles almost always challenge the players rather than the PCs. There are, however, ways to work round that problem. Although it's rarely as atmospheric to do so, it's also much better than spending an entire evening wrestling with a single riddle that no one can figure out and that stalls the whole game.

Intelligence checks are the quickest and simplest method of bypassing a riddle. Meet the GM's DC, get the answer and move on. While there's no doubt that this works, it can also feel very forced and flat in play. An alternative is for each PC to make a check in turn, perhaps Intelligence, or a relevant skill with each successful check yielding a clue to the answer. This might be the number of words in the answer, or a few of the letters, or a cryptic hint about the subject. It could be written out hangman style and each successful check allows you a number of guesses without risk. It could be mastermind style – you have the right/wrong number of words/letters/right letters in the wrong place/right letters in the right place. It could even be a variation on Twenty Questions and you find the answer at the end even if you get all the questions wrong.

PLACING RIDDLES

There are two basic situations where riddles can come up. They can either be direction- or location-based (telling you which way to go, or how to get there) or they can be part of a contest. The GM can also combine these, and have the contest riddles also give clues to the direction. Most contest riddles come up in situations like Gollum challenging Bilbo in the goblin tunnels, where someone or something says "beat me at riddles and I will help you/won't hurt you." and then the players and GM start throwing riddles at each other. For a moment there, it really is player vs. GM, but with the right group, it can also be both immense fun and very memorable.

Direction and location riddles are even more common in games and fantasy, from *divination's* suggestion of a cryptic or rhyming omen to riddles that unlock doors and treasure chests.

Place them over doorways and on maps, from simple instructions such as "Speak, friend, and enter," to more complex and cryptic ones such as "On the day of the dead when the year too dies, must the youngest open the oldest hills through the door of the birds, where the breeze breaks." or "Stand by the grey stone when the thrush knocks and the last light of the setting sun will shine upon the keyhole."

Place them on walls, where single lines of a descriptive riddle can be found one by one, each not seeming to mean much by itself, but when the lines are all placed together, the riddle and the answer become clear. A classic example of this kind of placement can be found in Susan Cooper's *Silver on the Tree* where seven barriers must be broken to reach a crystal sword, each of which yields one line of the descriptive riddle that must be spoken aloud to breach the final barrier and gain the sword.

Place them in the mouths of seers and oracles. The Delphi Oracle in Ancient Greece was infamous for its cryptic rhymes and answers, with one of the better known ones being the oracle's answer to the Spartan King Leonidas when he asked about the Persian invasion.

"O ye men who dwell in the streets of broad Lacedaemon! Either your glorious town shall be sacked by the children of Perseus, or, in exchange, must all through the whole Laconian country mourn for the loss of a king, descendant of great Heracles."

Prophecies like this are almost always descriptive riddles that unravel at just the right time to defend the world against the next big evil. However, riddles are also best used sparingly, like spices, rather than found everywhere and needing to be solved all the time.

Again, some of this comes down to knowing your group and tailoring the riddles to them. Just as people's curry preferences vary from khorma to vindaloo, so too does their preference for more or fewer riddles in a game. If you have a split group, where some like riddles and others hate them, give the haters something to do while the others work on it. There's no reason why a riddle can't be guarded, or trapped, or the solution to a trap, or the trap trigger, or on the mcguffin that multiple NPCs want just as much as the PCs do.

One last word and riddle. However you decide to introduce riddles to your campaign, remember this:

When one does not know what I am, then I am something;
but when one knows what I am, then I am nothing.
What am I?

A: A riddle

RIDDLES: CREATURES

A man goes out drinking every night.
No matter how much he drinks, he never gets a hangover.
This drink is very well known, but is rarely consumed,
Served warm and taken straight from its source.
The man is a sucker for a free drink,
Especially since he can't live without it.
What is his favourite drink?

A: Blood – the man is a vampire

If a man carried my burden
He would break his back.
I am not rich,
But leave silver in my track.
What am I?

A: A snail

Rough and gray as rock,
I'm plain as plain can be.
But hidden deep inside there's great beauty in me.
What am I?

A: An oyster

I am gutless, but not spineless
Brainless but not 'armless.
What am I?

A: A skeleton

Which of the following words is the odd-one-out?
Ibis, Ibex, Oryx, Sika, Zebu
A: Ibis is a bird, the other four are mammals.

What do the following words have in common?
Work, Hobby, War, Sea, Race
A: Each can be followed by 'horse' to make a new word

Replace the missing vowels to find five animals.
Grll, Gzll, Chth, Lnd, Mpl
A: Gorilla, Gazelle, Cheetah, Eland, Impala

I was wrapped in white and buried long ago.
Now I wait in the dark with treasure all around
Outside, the sand piles high above my tomb
What am I?
A: A mummy

Most of the time I look just like you,
But once a month I howl at the moon.
If I bite you, you will see
That soon you'll howl along with me!
What am I?

A: A werewolf

My first is in giggle and also in laugh
My second in third and also in half
My third is in horror and also in bone
My fourth is in sun, but never in moon
My fifth is in castle and also in knight
My whole walks through walls to give people a fright.
What am I?

A: A ghost

I only come out at first black
And by sunrise I'm usually back
Blood's what I eat
No brains or meat
When I swing my cape I'm gone in a smack

A: A vampire

If a papa bull eats three bales of hay
And a baby bull eats one bale,
How much hay will a mama bull eat?
A: None, there's no such thing as a mama bull

When they are caught, they are thrown away.
When they escape, you itch all day.
What are they?
A: Fleas

What has a head like a cat, feet like a cat,
A tail like a cat, but isn't a cat?
A: A kitten

How far can a dog walk into a forest?
A: Halfway, after that it is walking out of the forest

Which side of a cat has more hair?
A: The outside

I have no eyes, no legs or ears, and I help move the earth.
What am I?
A: A worm

RIDDLES: DRAGONS

Dragons are classic opponents in many adventures. A GM wishing to provide the party with clues as to the nature, colour or type of dragon the party will be facing can use one of the riddles below. Alternatively, the riddles could be used as carvings or decorations in a temple dedicated to the worship of Tiamat.

DRAGON RIDDLES (METALLIC)

These five acrostic riddles cover each of the five types of metallic dragons: brass, bronze, copper, gold and silver.

Born of the desert
Raised with fire
Any money bears my name
Sleep I bring to those who don't deserve my fire
Seek me at the heart of the sandstorms

A: Brass

Born of the sea
Raised on the shore
On the crest of waves I ride
Neither stone nor iron, I am my own age
Ziggurat of living flesh
Even my breath repulses.

A: Bronze

Come, hear my banter
Open your ears to my riddles
Prepare to take your time, for I will slow you down, yet
Persevere and count your smallest coins
Each will grant you my name
Revealed in whimsical glory.

A: Copper

Gem-finder
Opulent-shapeshifter
Luck-granter
Doubloon-collector

A: Gold

Scion of the mountains
I tread clouds like solid ground
Locked in place by my breath
Villains await their death
Ere my namesake changes hands
Reflected in mirrored spell-light

A: Silver

DRAGON RIDDLES (CHROMATIC)

These five acrostic riddles cover the five types of chromatic dragons: black, blue, green, red and white, and a sixth riddle that covers dragons as a whole.

Born of the marshes
Living in water
Acid-tongued
Cousin of the lizards
Keen-eyed coin collector

A: Black

Born of the desert
Living skin of lightning
Under schemes and dreams
Even senses are untrusted

A: Blue

Gleaming in forests, horn
Rearing from the nose
Entangled undergrowth
Easily parts for me
Now binds you at my word

A: Green

Raging ruin born of fire
Eyes that see through smoke
Desiring golden crowns, king of my kind.

A: Red

Whisper in the snows
High in the mountains
Icewalker without care
Taking gems, bright yet cold
Even my very breath

A: White

Swifter than swallows, darting through blue air,
Winged I am, mightily, but no bird am I.
Armour I wear, many-scaled, shining,
But no fish spawned me in green depths under foam.
Flame is my breathing, fear is my shadow,
Long have I waited and garnered my wealth.

A: Dragon

RIDDLES: DESCRIPTIVE

A riddle, a riddle, a farmer's riddle
Alive at both ends and dead in the middle
What am I?

A: A horse-drawn plough

A box without hinges, key or lid
Yet golden treasure inside is hid

A: An egg

From cracks of stone I came in molten flood,
While flames were battering the rocky core,
And the loud-roaring furnace brightly glowed.
Now clear as ice am I, capricious too,
And very brittle; men may break my neck,
Taking my slippery body in their hands.
Yet wits I alter, when I kiss men's lips,
And fill their cheeks with Bacchic sweets, and make
Their tottering footsteps bring them to the ground.

A: A wine glass

Four brothers were all born together.
The first runs and never wearies.
The second eats and is never full.
The third drinks and is always thirsty.
The fourth sings a song that is never good.
Who are they?

A: Water, fire, earth and wind

A cloud was my mother, the wind is my father,
My son is the cool stream, my daughter is the land's fruit.
A rainbow is my bed, the earth my final resting place, and I'm
The torment of man.
What am I?

A: Rain

What's black when you get it,
Red when you use it,
White when you've finished with it?

A: Coal or charcoal

If you break me I do not stop working,
If you touch me I may be snared,
If you lose me nothing will matter.

A: Your heart

Each morning I appear to lie at your feet,
All day I follow no matter how fast you run,
Yet I nearly perish in the midday sun.

A: Your shadow

An iron horse with a flaxen tail.
The faster the horse runs,
The shorter his tail becomes.

A: Needle and thread

I cannot be other than what I am,
Until the man who made me dies
Power and glory will fall to me finally,
Only when he last closes his eyes

A: Heir to the throne/prince or princess

I wear a red robe,
With staff in hand,
And a stone in my throat.
What am I?

A: A cherry

She awakes, I touch her and she spreads her legs apart.
We are both nervous but I continue.
Finally the white liquid comes.
What happened?

A: Milking the cow

This old one runs forever, but never moves at all.
He has not lungs nor throat, but still a mighty roaring call.

A: Waterfall

Halo of water, tongue of wood
Skin of stone, long I've stood.
My fingers short reach to the sky
Inside my heart men live and die.

A: A castle

Snake coiled round and round,
Snake deep below the ground,
Snake that's never had a head,
Snake that binds but not with dread.

A: Rope

Thirty white horses upon a red hill
First they champ, then they stamp, then they stand still

A: Teeth

Once I was water, full of scaly fish;
But, by a new decision, Fate has changed
My nature: Having suffered fiery pangs,
I now gleam white, like ashes or bright snow.

A: Salt

Now I plough, now I toil,
Jaded throughout the years;
Many harvests come, but no bread I get;
Many acres I cultivated, but never tasted malted ale.

A: A plough-ox

One by one we fall from heaven
Down into the depths of past
And our world is ever upturned
So that yet some time we'll last

A: Sand in an hourglass

Weight in my belly; trees on my back;
Nails in my ribs; feet I do lack.

A: A ship

What force and strength cannot get through,
I, with a gentle touch, can do.
And many in the street would stand,
Were I not a friend at hand.

A: A key

I have learned that something grows in the corner,
Swells and expands, has a covering;
On that boneless thing a woman grasps
Around with hands, with a garment
The lord's daughter covered the swollen thing.

A: Bread dough

When I am alive I do not speak.
Anyone who wants to takes me captive must cut off my head.
They bite my bare body.
I do no harm to anyone unless they cut me first.
Then I soon make them cry.

A: An onion

My home is not quiet but I am not loud.
The lord has meant us to journey together.
I am faster than he and sometimes stronger,
But he keeps on going for longer.
Sometimes I rest but he runs on.
For as long as I am alive I live in him.
If we part from one another it is I who will die.

A: A fish

Voiceless I cry, wingless I flutter,
Toothless I bite, mouthless I mutter.
Who am I?

A: The wind

This creature is odd, its habits unaccountable.
It sings through its sides. Its neck is curved,
Skilfully carved, and above its back
It has pointed shoulders. It plays its fated part
As, gracefully, it stands by the roadside,
High and handsome, useful to men.

A: A harp

I am the black child of a white father,
A wingless bird, flying even to the clouds of heaven.
I give birth to tears of mourning in pupils that meet me,
Even though there is no cause for grief,
and at once on my birth I am dissolved into air.
Who am I?

A: Smoke

When you stop and look, you can always see me.
If you try to touch you cannot feel me.
I cannot move, but as you near me, I move away.

A: The horizon

Some ducks were walking down a path.
There was a duck in front of two ducks,
A duck behind two ducks,
And a duck between two ducks.
How many ducks were there in all?

A: Three ducks, in single file.

An eye in a blue face saw an eye in a green face
That eye is like to this eye, said the first eye
But in a low place, not a high place.

A: Sun on the daisies

What has roots that nobody sees, is taller than trees,
Up, up it goes, yet it never grows?

A: Mountain

I'm up and down and round about,
Yet all the world can't find me out.
There's neither chariot, coach nor mill
May move one inch except I will.
What am I?

A: A circle

RIDDLES: GAME MECHANICS

Some GMs like to reward player knowledge by basing their riddles on game mechanics – things of which strictly the PCs would have no real knowledge. These two pages present several sets of such riddles.

ABILITY RIDDLES

These six riddles cover the six basic abilities, Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma

Muscle bound, yet not dependent
I am a friend of conviction and of argument
I will bear your load.
Who am I?

A: Strength

Nimble-footed, nimble fingered,
Dodging blows by reflex, doling extra attacks
Faster than blades,
I speed arrows on their way.

A: Dexterity

Canny body-builder, body-guarder,
Fortitude my friend.
I am with you night and day
Only death can bring my end.

A: Constitution

The brains of the outfit, I.
Gifted to wizards and witches alike.
Smart at failure, think ahead,
Plans on plans I raise on high.

A: Intelligence

Born of sorrow,
Grows with age,
You need a lot to be a sage.

A: Wisdom

Silver-tongued and charming,
I befriend with but a word.
I am the song on the bard's lips,
The cry of the paladin leading the charge.

A: Charisma

ALIGNMENT RIDDLES

These five riddles cover the five types of alignment: law, chaos, good, evil and neutrality. These can even be combined to spell out specific alignments, if necessary.

I am the indifferent centre
The fence sitter
Touching all
Embracing none
Spin me upside-down,
I yet remain the same.

A: Neutral (N)

I am the rigid right angle
Sitting on the left
Quick to judge
Quick to command
Others seek my loopholes
For I do not bend or break

A: Law (L)

I am the crazy curve
Nestled on the right
Ever changing
Never bound
Flip me like a coin
See my face remain the same

A: Chaos (C)

I am the written coil
Set above the others
All I serve
And to me all turn
I hold all virtues
At the heart of my coil

A: Good (G)

I am the three pronged base
Supporting all above
I do not question
Save for what serves me
Those who join me
Rarely return

A: Evil (E)

ENERGY TYPE RIDDLES

These five riddles cover the five main types of spell energy: acid, cold, electricity, fire and sonic

Alchemy's friend
Concealed in a flask
I burn without fire
Destroy without weapons

A: Acid

I am the heart of ice and snow and wind
All things freeze at my touch
Yet I am caught by many
Come, shiver, yet chill.

A: Cold

I drift forever with the current down these long canals they've made.

Tame, yet wild, I run elusive, multitasking to your aid.
Before I came, the world was darker. Colder, sometimes, rougher, true.

But though I might make living easy, I'm good at killing people too.

A: Electricity

I can be touched
But I hurt those who touch me
I move swiftly through a dry forest
But die in a mountain stream
Where I pass I leave a black shroud.

A: Fire

I shatter glass and crystal
Yet form a bat's night sight.
Sound and fury signifying
Nothing visible at all.

A: Sonic

WEAPON DAMAGE RIDDLES

These three riddles cover the three main types of damage: bludgeoning, piercing, and slashing

Not sharp, but dull-edged,
I beat others into submission.
Breaking heads. Breaking bones.
As simple as a stick or stone,
As true as the smith's hammer
Pounding iron.

A: Bludgeoning

Spiked and pointed
I puncture, not cut.
A straightforward thrust
Driving me deep into my foe.
I leap from a bow,
Glower from the ranks
of a phalanx.

A: Piercing

Swift slicing, I
Cut to the bone.
Sword-blade catching the sun
Once, twice and again.
Red to the hilt,
Reaping lives
As a scythe reaps wheat.

A: Slashing



RIDDLES: LOGIC & NUMBERS

There are four girls, and four apples in a basket.

Every girl takes an apple,

Yet one apple remains in the basket.

How is this possible?

A: The last girl took the basket with her apple still in it

Two sailors stand on opposite sides of a ship.

One looks east and the other west,

Yet they have each other in view at all times.

How is this possible?

**A: One stands on the east side, looking west,
the other on the west side looking east across the ship**

What letter completes this sequence?

O, T, T, F, F, S, S

A: The letter E (they are the initials of the numbers 1-8)

A man is asked what his daughters look like.

He answers, "They are all blondes, but two,

All brunettes, but two, and all redheads, but two."

How many daughters did he have?

A: Three daughters – 1 blonde, 1 brunette and 1 redhead

Every day a man leads a loaded packhorse out of the town gates

Every day the town guards search the horse's packs,

But find nothing.

Yet they know the man is smuggling something out of town

What is the man smuggling?

A: He is smuggling the horses – the packs are the disguise

Can you find a four-digit number in which

The first digit is one-third the second digit,

The third is the sum of the first and second and

The last is three times the second?

A: 1,349

Six glasses are in a row.

The first three are filled with milk,

And the last three are empty.

By moving only one glass,

Can you arrange them so that the full and the empty glasses alternate?

**A: Yes, pick up the 2nd glass, pour the milk into the 5th glass,
then return the 2nd glass to its place**

How can you cut a cake into eight equal pieces,

With only three cuts?

**A: Make two vertical cuts, one front to back, one side to side,
then one horizontal cut halfway down the cake**

What number gives the same result when it is added to 1.5

As when it is multiplied by 1.5?

A: 3

Which of these numbers is the odd-one-out?

43, 26, 50, 37, 17, 82

A: 43, all the others are 1 greater than a square number

The number 8,549,176,320 has a rather special characteristic.

What makes it unique?

A: It has all the digits from 0 to 9 in alphabetical order

What should the tenth number in this series be?

3, 3, 5, 4, 4, 3, 5, 5, 4

A: 3 (they are the number of letters in the numbers 1, 2, 3 etc)

A hand of cards consists of one Queen, two Diamonds,

Three Aces, and four Spades.

What is the minimum number of cards the hand could contain?

A: 7

What is the next number in this series?

2, 4, 8, 10, 20

A: 22 (it alternates +2 and x2)

Water lilies double in area every 24 hours.

In spring, there is one water lily on a lake.

In sixty days the lake is completely covered with lilies.

How many days did it take to cover half of the lake?

A: 59 days

My first is a number, my second another,

And each, I assure you, will rhyme with the other.

My first you will find is one-fifth of my second,

And truly my whole a long period reckoned.

Yet my first and my second (nay, think not I cozen),

When added together will make but two dozen.

How many am I?

A: Four-score

I am a three digit number.

My tens digit is five more than my ones digit.

My hundreds digit is eight less than my tens digit.

What number am I?

A: 194

RIDDLES: OBJECTS (INTANGIBLE)

For some I go fast
For others I'm slow.
To most people, I'm an obsession
Relying on me is a well practiced lesson.

A: Time

If you take away my whole
You still have some left.
What am I?

A: Wholesome

What can be heard and caught but never seen?

A: A remark

What goes through the door without pinching itself?
What sits on the stove without burning itself?
What sits on the table and is not ashamed?

A: Sunlight or the sun

At the sound of me, men may dream,
Or stamp their feet.
At the sound of me, women may laugh,
Or sometimes weep.

A: Music

I am all that I am and all that you see,
Yet I'm nothing at all and from you I flee.
Formed of distortion, perceptions awry,
I play the horizon where always I lie.
What am I?

A: A mirage

I am purple, yellow, red, and green
The king cannot reach me and neither can the queen.
I show my colours after the rain
And only when the sun comes out again

A: A rainbow

What do the following words have in common?
Mellow, Slack, Clue, Grown, Bold

A: Changing the first letter makes the word into a colour

I never was, am always to be,
No one ever saw me, nor ever will,
And yet I am the confidence of all,
To live and breathe on this terrestrial ball
What am I?

A: Tomorrow

My head and tail both equal are,
My middle slender as a bee.
Whether I stand on head or heel
Is quite the same to you or me.
But if my head should be cut off,
The matter's true, though passing strange
Directly I to nothing change.
What am I?

A: The number eight

What always ends everything?

A: The letter G

What is it that we often return but never borrow?

A: Thanks

What herb cures all ills?

A: Thyme

When do bad days usually fall apart?

A: At daybreak

Only one colour, but not one size,
Stuck at the bottom, yet easily flies,
Present in sun, but not in rain,
Doing no harm, and feeling no pain.

A: A shadow

I cannot be smelt,
I cannot be dealt,
I cannot be touched,
I cannot be felt.
What am I?

A: Darkness

I cannot be felt, seen or touched,
Yet I can be found in everybody,
My existence is always in debate,
Yet I have my own style of music.

A: A soul

With no wings, I fly. With no eyes, I see. With no arms, I climb.
More frightening than any beast, stronger than any foe.
I am cunning, ruthless and tall; in the end, I rule all.
What am I?

A: Imagination

RIDDLES: OBJECTS (TANGIBLE)

You hear it speak, for it has a hard tongue.
But it cannot breathe, for it has no lung.
What is it?

A: A bell

Anyone can spin, wheel and twist,
But I can turn without moving.
What am I?

A: Milk

Walk on the living, they don't even mumble.
Walk on the dead, they mutter and grumble.
What are they?

A: Leaves

What is more useful when it is broken?

A: An egg

I have two hands and a round face
I run and run but stay in place.
What am I?

A: A clock

Dies half its life
Lives the rest
Dances without music
Breathes without breath
What am I?

A: A deciduous tree

We travel much, yet prisoners are,
And close confined to boot.
With the swiftest horse we keep pace,
Yet always go on foot.

A: A pair of spurs

Nothing inside, nothing outside, at least that you can see.
I'm as light as a feather, yet ten men can't lift me!
What am I?

A: A bubble

What has eyes, but no nose
A tongue, but no teeth
And is a foot long?

A: A laced boot or shoe

What comb has no teeth?

A: A honeycomb

What runs around a cemetery but doesn't move?

A: A fence, a wall etc.

When you take away two letters from this five-letter word,
You get one.
What word is it?

A: Stone

What is nothing but holes tied to holes, yet is as strong as iron?

A: A chain or chainmail

What is the difference between an oak tree and a tight shoe?

A: One makes acorns, the other makes corns ache

I can be long, or I can be short.
I can be grown, and I can be bought.
I can be painted, or left bare.
I can be round, or I can be square.
What am I?

A: Fingernails

I have many feathers to help me fly.
I have a body and head, but I'm not alive.
It is your strength which determines how far I go.
You can hold me in your hand, but I'm never thrown.
What am I?

A: An arrow

My first is in run, but not in won;
My second in apple and also in talk;
My third is in miss but not in score;
My last in win but not in more.

A: Rain

When liquid splashes me, none seeps through.
When I am moved a lot, liquid I spew.
When I am hit, colour I change.
And colour, I come in quite a range.
What I cover is very complex, and I am very easy to flex.
What am I?

A: Your skin

What runs around town all day and
Under the bed at night it lies with its tongue hanging out?

A: Your shoes

What food is absolutely no good until it's cracked?

A: A coconut or an egg

RIDDLES: PEOPLE & JOBS

The faster you work, the longer it is before you're done,
The slower you work, the sooner you're finished?
What are you doing?

A: Roasting meat on a spit

Two girls have the same parents.
They were born at the same hour
Of the same day of the same month,
But they are not twins.
How can this be possible?

A: They were born in different years

What man can shave 25 times a day
And still have a beard?

A: A barber

There was an old woman who lived in a giant's castoff shoe,
And the only food she had for her ten children was six
potatoes.

How did she make sure that each child had an equal share?

A: She mashed the potatoes and spooned them out

Seven men arrive at a meeting.

Each of them shakes hands once with each of the others.

How many handshakes does that make?

A: 21

Someone at a banquet introduces you

To your mother's only sister's husband's sister in law.

He has no brothers.

What do you call this lady?

A: Mother

A carpenter was in a terrible hurry.

He had to work as quickly as possible

To cut a very heavy ten-foot plank into ten equal sections.

If it takes one minute per cut, how long will it take him to get
the ten equal pieces?

A: 9 minutes. It only takes 9 cuts to get 10 pieces.

Johnny's mother had three children.

The first child was named April.

The second child was named May.

What was the third child's name?

A: Johnny. He's the third child

What is the difference between a fisherman and a lazy student?

A: One baits his hook, the other hates his book

What kind of music scale makes a good military leader?

A: A sharp major

What did the moneylender say to the abacus?

A: I'm counting on you

For what person do all men take off their hats?

A: A barber

At this moment everyone in the world is doing the same thing.

What is it?

A: Getting older

What is the difference between a composer and a courier?

A: One writes notes, and the other delivers them

Why is a book like a king?

A: Because they both have pages

How can you avoid hitting your fingers,

When driving in a nail with a hammer?

A: Hold the hammer in both hands

What is the difference between a farmer and a seamstress?

A: One gathers what he sows, the other sews what she gathers

If a hobgoblin army marches south at ten miles a day to attack
The elves' city

And the elven army rides north at 15 miles a day to stop them,

Which army is closest to the city when they meet and fight?

A: They are the same distance from the city when they meet

What teaches without talking?

A: A book

What kind of nails do carpenter's avoid?

A: Fingernails and Thumbnails

A farmer had 18 sheep. Unfortunately all but 2 died.

How many sheep did the farmer have left?

A: 2 sheep, all the others died

Two boys play checkers. They play five games.

They win the same amount.

How?

A: They don't play each other

RIDDLES: PLACES & LOCATIONS

Where is the ocean deepest?

A: At the bottom

When is a house not on land
And not on water?

A: When it's on fire

What's in the shrine, but not in the steeple;
The priest has it, but not the people?

A: The letter R

There was a one-storey house, and everything was blue.
The grass was blue. The brick was blue.
The people were blue. Their beds were blue.
Their clothes were blue, and their food was blue.
What colour were the stairs?

A: No colour, there are no stairs in a one-storey house

What type of ship can be found anywhere
Even in the desert?

A: Friendship

I'm sometimes full, but I never overflow.
What am I?

A: The moon

What is a ship for good writers?

A: Penmanship

There is a six-letter word of which "la" is the middle,
Is the beginning, and the ending.
What is the word?

A: Island

What is the difference between here and there?

A: The letter T

I have four wings, but cannot fly, I never laugh and never cry.
On the same spot I'm always found,
Toiling away with little sound.
What am I?

A: A windmill

Man walks over, man walks under,
In times of war he burns asunder. What is it?

A: A bridge

I am a path situated between high natural masses.

Remove my first letter & you have a path situated between
man-made masses.

What am I?

A: A valley (alley)

I am larger than you can imagine, possibly without bounds.

My last five letters name something found in poetry.

What am I?

A: A universe

My thunder rolls beneath me, my lightning flares above.

I dust the crust, and when I bust, all I touch will I shove.

What am I?

A: A volcano

I look flat, but I am deep,

Hidden realms I shelter.

Lives I take, but food I offer. At times I am beautiful.

I can be calm, angry and turbulent.

I have no heart, but offer pleasure as well as death.

No man can own me,

Yet I encompass what all men must have.

What am I?

A: An ocean

Round like an apple, deep like a cup.

Yet all the king's horses can't pull it up. What is it?

A: A well

A house of wood in a hidden place built without nails or glue

High above the earthen ground,

It holds pale gems of white or blue.

What am I?

A: A bird's nest

I run through hills; I veer around mountains.

I leap over rivers and crawl through the forests.

Step out your door to find me.

What am I?

A: A road

Why is an island like the letter "T"?

A: Because it is in the middle of water

RIDDLES: MISCELLANEOUS GROUPS

This section presents groups of riddles focused on a wide range of miscellaneous subjects.

ECHO RIDDLES

These three riddles all have the same answer: echo.

Lives without a body,
Hears without ears,
Speaks without a mouth,
To which the air alone gives birth.

I am sometimes strong
And sometimes weak,
But I am nobody's fool.
For there is no language that I can't speak,
Though I never went to school.

You heard me before,
Yet you hear me again,
Then I die,
Until you call me again.

EXORCISM RIDDLES

These three riddles cover the traditional ingredients for exorcism: bell, book and candle.

I am hollow, yet I holler when I'm hit
In school and in temple
On cow and on cat
On ships I cut time
Yet I'm rounded, not flat.

A: Bell

Inside me the adventurous find
Quests and treasures of every kind.
Trolls, goblins, orcs, and more, await
Within my closed walls for
All those that wish to visit me.
Your hands are the key
To secrets untold,
And your mind will unlock the door.
What am I?

A: Book

Always wax, yet always wane:
I melt, succumbing to the flame.
Lighting darkness, with fate unblest,
I soon devolve to shapeless mess.

A: Candle

FOUR HORSEMEN RIDDLES

These riddles link the four traditional horsemen of the apocalypse: War, Famine, Pestilence, and Death. A final riddle deals with the horsemen as a whole.

A harvest sown and reaped on the same day
In an unplowed field,
Which increases without growing,
Consuming all, yet unconsumed.
Is useless and yet the staple of nations.
What am I?

A: War

I am the failure of the fields
Seven years upon the land
Starvation lies beneath my hand
What am I?

A: Famine

I will plague you night and day
Doctors come and go away
Boil and rash and fever heat
Are my tools, which you will meet.
What am I?

A: Pestilence

A nightmare for some.
For others, as a saviour I come.
My hands, cold and bleak,
It's the warm hearts they seek.

A: Death.

One thin, one bold,
one sick, one cold.
The earth we span,
to prey upon man.
What are we?

A: The Four Horsemen of Apocalypse

HEART RIDDLES

These four riddles all have the same answer: heart.

A red drum which sounds
Without being touched,
And grows silent,
When it is touched.

You feel it, but never see it and never will.
What am I?

If you break me
I do not stop working,
If you touch me
I may be snared,
If you lose me
Nothing will matter.

I'm the source of all emotion,
But I'm caged in a white prison
Where air flows freely in and out.
What am I?

INSTRUMENT RIDDLES

These three riddles cover three common kinds of instrument.

I'm silver and narrow and held in your hands.
Just blow across me for you woodwind fans.
A piccolo's my cousin, but I'm just a bit longer.
I bet you know now, or do you still have to wonder?

A: Flute (or wind instruments)

I have four short strings, but you can't tie a knot.
I do have a bow so you can play me a lot!

A: Violin (or stringed instruments)

You can beat me and I won't get red in the face.
I come in all sizes from snare down to bass.
All bands like to use me to keep a good beat.
As you march me along on your two little feet.

A: Drum (or percussion instruments)

LOVE RIDDLES

These three riddles all have the same answer: love.

What can touch someone once and last them a lifetime?

You can feel me, but you can't hold me.
You can be pierced by me, but you don't bleed from my wounds.
Many seek to keep me, but I cannot be caged.
What am I?

I am something you can't see but still desire,
Can't wrap your hands around but still hold tight.
Something that can make you cry,
Laugh, weak, and strong all at the same time.

MIRROR RIDDLES

These three riddles all lead to the answer of Mirror.

Look into my face and I'm everybody;
Scratch my back and I'm nobody.

If you drop me I'm sure to crack
But give me a smile and I'll always smile back

In me is all reversed
In me you see what you never see elsewhere
But none can reach within.

MOON RIDDLES

These four riddles all have the same answer: moon.

Rises only in darkness,
But rises only in light.
It is always the same,
But is yet always different.

Scythe of darkness,
Shadow's light.
Guiding eye
Of thirteenth sight.

I am the hole in the night,
The ever watchful eye.
I return in a cycle,
To enlighten the sky.

My face is always changing,
But is always the same.

OAK RIDDLES

These three riddles all have the same answer: oak.

Its fruit is in a cup, but you can't eat its apple

My first is in owl, and also in rook
My second in bat but not in book
My last is in knot, but not in tie
Tell me quickly, what am I?

I was born in a wood and a wood is within
Tanners strip me, shipwrights carve me,
Pigs consume my children and kings call me royal.
What am I?

SHADOW RIDDLES

These three riddles all have the same answer: shadow.

They are dark, and always on the run.
Without the sun, there would be none.

I'm as small as an ant, as big as a whale.
I'll approach like a breeze, but can come like a gale.
By some I get hit, but all have shown fear.
I'll dance to the music, though I can't hear.
Of names I have many, of names I have one.
I'm as slow as a snail, but from me you can't run.
What am I?

I am closer than any friend you have.
I know your thoughts and your fears.
You see every day and night.
When you see me, either you don't care or you play with me.
Even when you are alone, I'm there by your side.
I see every good and bad things you do.

TIME RIDDLES

These four riddles all have the same answer: time.

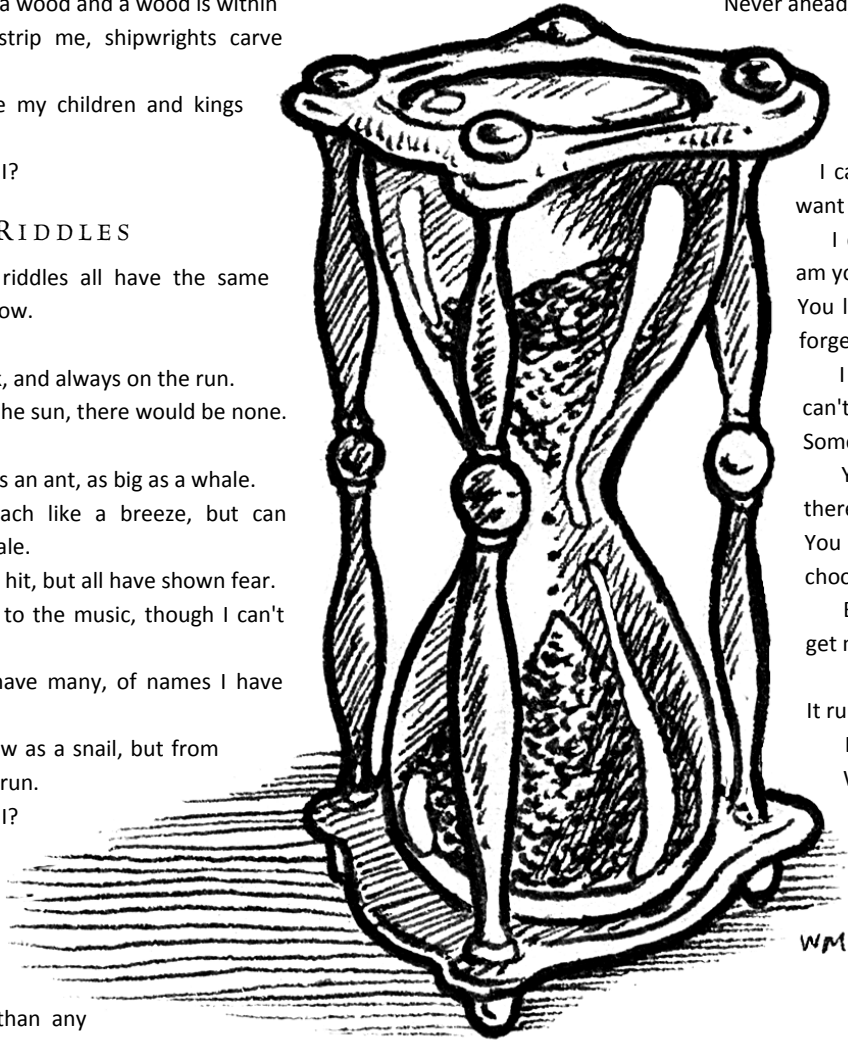
This thing devours all things:
Birds, beasts, trees, flowers;
Gnaws iron, bites steel;
Grinds hard stones to meal;
Slays king, ruins town,
And beats high mountains down. What am I?

Never ahead, ever behind, yet flying swiftly past;
For a child, I last forever;
For an adult, I'm gone too fast.
What am I?

I can run swiftly and silently when you want me to stay still,
I can move slowly and cautiously and am yours to fill.
You look at me often and yet you always forget me,

I am the most feared killer, yet you can't live without me.
Sometimes you have me for all to share,
Yet when you need me, I am not there.
You can waste me, or cherish me, you choose the track,
But once you're done you can never get me back.

It runs and runs but can never flee.
It is often watched, yet never sees.
When long it brings boredom,
When short it brings fear.
What is it?



RIDDLES: THE SEVEN DEADLY SINS

The seven deadly sins are a classic feature of many adventures and one very notable adventure path. A GM building an adventure or campaign around the seven sins can use these riddles at opportune moments to provide the party with vital guidance.

THE SEVEN SINS

The answer to this very long riddle is the Seven Sins, in the order of Pride, Wrath, Envy, Sloth, Gluttony, Greed and Lust.

We are but the children of darkness and evil,
We make people do the most regrettable deeds.
Let us introduce ourselves to you,
So you'll know who is who.

Our eldest is a not so bad guy,
But thinks of himself so high.
Our next is not cool, and rarely is cheery
But hot-headed, bad-tempered and rather more fiery.

Another of us wants this and that,
Whatever others do and have.
A brother of ours seems to be too tired and weary,
To do this and that, but he's just lazy.

We have the twins who are not brave,
Also not yet cowards, but they always crave.
One desires food and all it can consume.
The other for the wealth and power that leads to doom.

Last but not the least,
Is our sister who desires like a beast.
Sexual and sensual desires,
Are those that feed her fire.

Now answer us, don't be a poop,
Who are we, as individuals and as a group?

INDIVIDUAL SINS

These seven riddles each depict one of the traditional seven deadly sins: Pride, Sloth, Envy, Greed, Gluttony, Lust and Wrath.

I ride high, looking down at those below
Who wait for me to fall.
Lions bear my name,
For they, like me, are the first of their kind.

A: Pride

Slow, slower, slowest
Dreaming away the days.
No matter the need
There is no hurry.
Let others rush to act.

A: Sloth

I covet what you have
Green eyes glinting
Alighting always on something beyond my grasp.

A: Envy

For wealth I hunger
Gold-fingered touch my desire
Yet as much as I acquire
I am not satisfied.
I desire more than I have.

A: Greed

Gourmet, my desire
Food and wine of the best
Yet, quantity has a quality all its own.
Feed me, I hunger.

A: Gluttony

Desire, that universal thing,
My province.
Rousing the quietest sleeper
Until he stands erect at my service,
While I lie unquenchable
In the rut between sheets.

A: Lust

I see red at all times
Fury of old,
Vengeance I take
Crushing others like grapes for my wine

A: Wrath

RIDDLES: THE ELEMENTS

Many adventures deal with the supposed power the four elements can unleash if harnessed by a powerful enough spellcaster or legendary item.

ELEMENT RIDDLES (TRADITIONAL)

These riddles link the four traditional elements of earth, air, fire and water. A final riddle links the four elements together.

I am always hungry, I must always be fed.
The finger I lick will soon turn red.

A: Fire

Three lives have I.
Gentle enough to soothe the skin,
Light enough to caress the sky
Hard enough to crack rocks.
What am I?

A: Water

I pass before the sun,
But make no shadow.
What am I?

A: Air

I am mother of all and all I feed.
My back is warm and my belly cold,
Green and brown and dirty black
What am I?

A: Earth

There are four brothers in this world that were all born together:

The first he runs and never wearies,
The second eats and is never full.
The third he drinks and is ever thirsty,
And the fourth sings a
song that is never good.
Who are we?

**Answer: Water, Fire, Earth and
Wind.**



ELEMENT RIDDLES (EXTENDED)

In addition to the traditional elements, this set of riddles covers the other elements that have elementals.

I am, in truth, a yellow fork
From tables in the sky
By inadvertent fingers dropped
The awful cutlery.
Of mansions never quite disclosed
And never quite concealed
The apparatus of the dark
To ignorance revealed.

A: Lightning

A precious stone, as clear as diamond.
That shuns the sun's bright fire.
Though you can walk on water with its power,
Try to keep it, and it'll vanish ere an hour.

A: Ice

I thrive under pressure,
Go hard when it's hot.
I flow like sullen water,
Dance under children's feet,
Yet am never chosen to drink

A: Mud

I flow from earth to sky
Boiling upwards in smoke and fire
Then change my name as I emerge,
Tumbling, flowing, burning all in my path.

A: Magma

RIDDLES: WORDPLAY

My first is in sob but never in weep
My second in crawl but never in creep
My third is in woe but never in joy
My fourth in forever and ever is found
My fifth in the sheep, but not in the hound
My whole is a counter to day's active ploy
And a child will find me tucked in with a toy.

A: Sleep

What walks all day on its head?

A: A nail in a horseshoe

I am the beginning of sorrow, and the end of sickness.
You cannot express happiness without me,
yet I am in the midst of crosses.
I am always in risk, yet never in danger.
You may find me in the sun, but I am never out of darkness.

A: The letter S

What always runs but never walks,
Often murmurs, never talks,
has a bed but never sleeps,
Has a mouth but never eats?

A: A river

A mile from end to end, yet as close as a friend.
A precious commodity, freely given.
Seen on the dead and on the living.
Found on the rich, poor, short and tall,
But shared among children most of all.

A: A smile

What comes once in a minute,
Twice in a moment
But never in a thousand years?

A: The letter M

I am pronounced as one letter but written as three,
There are two of me, I am single, I am double,
I can be blue, brown, black or green.
I can be read from right to left or
Left to right and am still the same.
What am I?

A: An eye

I can run but not walk.
Wherever I go, thought follows close behind.
What am I?

A: A nose

When things go wrong,
What can you always count on?

A: Your fingers

I have five faces that call one name
I have a twin who will never be the same
But together we laud a hero's name
What am I?

A: A hand

What goes round the house and in the house but
Never touches the house?

A: The sun

What is it that you will break even when you name it?

A: Silence

Until I am measured I am not known,
Yet how you miss me when I have flown.

A: Time

What does man love more than life
Fear more than death or mortal strife
What the poor have, the rich require,
And what contented men desire,
What the miser spends and the spendthrift saves
And all men carry to their graves?

A: Nothing

What has a neck but no head,
Two arms but no hands?

A: A shirt or tunic

It may only be given, not taken or bought,
What the sinner desires, but the saint does not.

A: Forgiveness

The more of me you take,
The more you leave behind
What am I?

A: Footsteps

What has no beginning, end or middle?

A: A ring

What is the difference between a tailor and a groom?

A: One mends the tears and the other tends the mares.

Deep-delver
War-monger
Axe-wielder
Real-ale drinker
Forge-firer
Speak my name

A: A dwarf or dwarves

What has a head and a tail, but no body?

A: A coin

The one who made it, didn't want it.
The one who bought it, didn't need it.
The one who used it, never saw it. What is it?

A: A coffin

What creation allows you to look through a wall?

A: A window

What loses its head in the morning but gets it back at night?

A: A pillow

What is something that is feared by everyone,
Yet you cannot touch, see, smell, or hear it?

A: Fear itself

What is put on a table,
Cut, but never eaten?

A: A deck of cards

I go up and down,
But never move.
What am I?

A: A staircase

I am thought to be everywhere.
I only have one rival.
He hides within himself,
And stays wherever I cannot reach.
Who am I? and Who is my rival??

A: Light, and its rival dark

I am like day,
You can find me near the river
And you can make almost anything out of me.
What am I?

A: Clay

What flies when it's on and floats when it's off?

A: Feather

I have an eye but cannot see.
I am stronger and faster than any man alive,
But have no limbs.
What am I?

A: A hurricane

I can be cracked, I can be made.
I can be told, I can be played.

A: A joke

Give me food and I live;
Give me water and I die.
Who am I?

A: Fire

I have four fingers and one thumb,
Yet am not flesh, fish, bone, or fowl.
What am I?

A: A glove

Remove the outside,
Cook the inside,
Eat the outside,
Throw away the inside.

A: A chicken (or corn on the cob)

How can you calm down an angry fire-breathing dragon?

A: Throw water at him and he will let off steam.

Everyone needs it, asks for it and gives it,
Almost nobody takes it.
What is it?

A: Advice

What is the beginning of eternity,
The end of time and space;
The beginning of every end,
And the end of every race?

A: The letter E

What is the difference between a dog and a gossip?

A: One has a wagging tail, the other a wagging tongue

What has six legs, yet only walks on four?

A: A horse and rider

A farmer stands in a field with two horses, a donkey, a mule
Three cows, four sheep, a cat with six kittens, and his dog.
How many feet are in the field?

A: 2 – The farmer's (everything else has hooves or paws)



TREASURE HOARDS

LEVEL 1 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 1st-level treasure hoard is 260 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	261 gp, 7 sp, 3 cp
2	Hoard 2	268 gp, 4 sp, 7 cp
3	Hoard 3	265 gp, 5 sp, 2 cp
4	Hoard 4	269 gp, 1 sp, 3 cp
5	Hoard 5	257 gp, 2 cp
6	Hoard 6	255 gp, 4 sp, 5 cp
7	Hoard 7	276 gp, 9 sp, 6 cp
8	Hoard 8	276 gp, 9 sp, 6 cp
9	Hoard 9	261 gp, 3 sp
10	Hoard 10	261 gp, 5 sp, 7 cp
11	Hoard 11	270 gp, 8 sp, 1 cp
12	Hoard 12	260 gp, 1 sp

TREASURE HOARD 1

- **Coinage:** 93 cp, 38 sp, 7 gp.
- **Unworked Ruby:** A small roughly cut ruby, obviously unworked, with a purplish-red colouration shot through with veins of orange (worth 35 gp; DC 20 Appraise identifies and values).
- **Cut Malachite:** This worked gem is a deep sea foam green, cut into a roughly square shape (worth 40 gp; DC 20 Appraise identifies and values).
- **Copper Band:** A dented copper ring with a barely legible emblem of a soaring bird. DC 20 Perception reveals it to actually be a set of crossed daggers (worth 45 gp; DC 20 Appraise values).
- **Nobleman's Portrait:** A painting of a nobleman done by a second-rate artist. The man's face is set in a sneer of disdain (worth 80 gp; DC 20 Appraise values).
- **Oil of Magic Weapon:** This vial seems heavier than it should be (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

TREASURE HOARD 2

- **Coinage:** 267 cp, 74 sp, 4 gp.
- **Matching Opal Ring:** A medium-sized opal set into a silver band. The gem is black with veins of red, giving it a somewhat fiendish appearance (worth 50 gp; DC 20 Appraise values).
- **Matching Opal Necklace:** A silver necklace made to appear as a fiendish face, complete with horns and fangs. Three black and red opals are set into it as the fiend's eyes (worth 100 gp; DC 25 Appraise values).
- **Potion of Protection from Evil:** This iron vial contains water flecked with silver (faint [DC 16 Knowledge {arcana}

abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

- **Potion of Endure Elements:** This plain pottery vial is rough to the touch (Strength [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

TREASURE HOARD 3

- **Coinage:** 142 cp, 21 sp, 12 gp.
- **Amethyst Pendant:** A simple string necklace, with a pendant shaped like a tankard. The pendant is carved from amethyst, a gem with a deep violet colouration (worth 20 gp; DC 20 Appraise values).
- **Flask of Whiskey:** A metal flask with an embossed emblem of a large tree (worth 30 gp; DC 20 Appraise values).
- **Bottle of Absinthe:** A dark green bottle filled with murky liquid. Two elves dance and cavort on the label (worth 50 gp; DC 20 Appraise values).
- **Elixir of Love:** This vial contains a liquid that smells vaguely of roses (faint [DC 16 Knowledge {arcana} enchantment]; DC 21 Spellcraft identifies; worth 150 gp).

TREASURE HOARD 4

- **Coinage:** 163 cp, 5 sp, 7 gp.
- **Giant Onyx:** A worked black onyx gem with bands of white, roughly the size of a grown man's fist (worth 60 gp; DC 20 Appraise identifies and values).
- **Lapis Wolf:** This statuette of a stylized wolf is about the size of a small cat and carved from lapis lazuli, giving it an intense blue colouration (worth 200 gp; DC 25 Appraise values).
- **Crowbar:** This iron crowbar's edges are only barely touched by the reddish tint of encroaching rust (worth 2 gp; DC 20 Appraise values).

TREASURE HOARD 5

- **Coinage:** 82 cp, 3 sp, 46 gp.
- **Barrel of Rare Spices:** A large barrel of rare and exotic spices. It gives off a very distinctive peppery smell (worth 50 gp; DC 20 Appraise values).
- **Potion of Cure Light Wounds:** (faint [DC 16 Knowledge {arcana} conjuration {healing}]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Potion of Hide from Undead:** The stench of death emanates from this vial (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Potion of Expeditious Retreat:** (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

TREASURE HOARD 6

- **Coinage:** 75 cp, 24 sp, 46 gp.
- **Ornate Hourglass:** A large hourglass made from polished oak with golden inlay (worth 100 gp; DC 25 Appraise values).
- **Potion of Detect Secret Doors:** Red text covers this frayed scroll (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Universal Solvent:** This heavy water flask contains a thick, smelly liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 50 gp).

TREASURE HOARD 7

- **Coinage:** 256 cp, 57 sp, 37 gp.
- **Handful of Emerald Fragments:** The shattered pieces of an unworked emerald; several of the jagged fragments are sharp. (worth 20 gp; DC 20 Appraise identifies and values).
- **Ruby Crown:** This circlet of burnished silver has three flawless red and violet rubies set into its centre (worth 150 gp; DC 25 Appraise values).
- **Potion of Disguise Self:** A small crystal vial holds a transparent liquid (faint [DC 16 Knowledge {arcana} illusion]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

TREASURE HOARD 8

- **Coinage:** 196 cp, 38 sp, 4 gp.
- **Masterwork Lute:** A beautiful lute, made from high-quality oak decorated with a silvery inlay pattern (worth 115 gp; DC 25 Appraise values).
- **Rare Books:** Several obscure tomes, detailing subjects such as the proper etiquette for gnomish ball-room dancing and the ecology of the bulette (worth 85 gp; DC 25 Appraise values).
- **Potion of Stabilize (2):** The liquid in this vial is light and viscous (faint [DC 15 Knowledge {arcana} conjuration {healing}]; DC 15 Spellcraft or Perception identifies; worth 25 gp each).

TREASURE HOARD 9

- **Coinage:** 83 cp, 23 gp, 9 pp.
- **Gilded Dinner Plate:** A fine plate like one would find in a nobleman's dining room. On the bottom of the plate is the artisan's symbol, a stylized falcon (worth 100 gp; DC 25 Appraise values).
- **Scroll of Cure Light Wounds:** Beautifully rendered divine symbols border this scroll (faint [DC 16 Knowledge {arcana} conjuration {healing}]; DC 21 Spellcraft identifies; worth 25 gp).

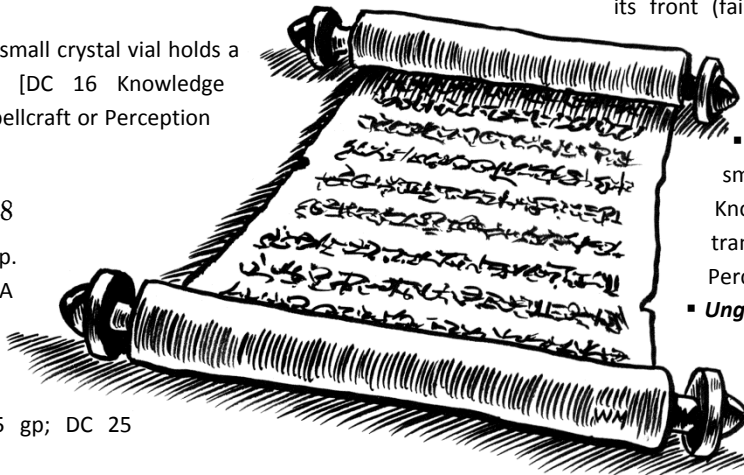
- **Scroll of Magic Missile:** This rigid scroll is hard to unroll (faint [DC 16 Knowledge {arcana} evocation {force}]; DC 21 Spellcraft identifies; worth 25 gp).

TREASURE HOARD 10

- **Coinage:** 457 cp, 87 gp.
- **Tiger's Eye Stone:** This oval worked gemstone has a reddish gold hue (worth 40 gp; DC 20 Appraise identifies and values).
- **Silver Locket:** A silver locket hung on a chain of the same material. On the inside is a portrait of a young woman with blonde hair. (worth 110 gp; DC 25 Appraise values).
- **Scroll of Obscuring Mist:** Cramped words covers this yellowed parchment (faint [DC 16 Knowledge {arcana} conjuration {creation}]; DC 21 Spellcraft identifies; worth 25 gp).

TREASURE HOARD 11

- **Coinage:** 621 cp, 2 pp.
- **Potion of Longstrider:** This plain leather vial has J.H burnt into its front (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Oil of Magic Fang:** This vial smells of wet fur (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Unguent of Timelessness:** This vial contains a dull gray liquid (faint [DC 16 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 150 gp).



TREASURE HOARD 12

- **Coinage:** 1 pp.
- **Flask of Lamp Oil:** A simple, battered steel flask contains enough lamp oil to fill a lantern (worth 1 sp; DC 20 Appraise values).
- **Anchor Feather Token:** Tar covers this thick black feather (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 50 gp).
- **Fan Feather Token:** This multi-coloured feather catches the light in a spectacular fashion (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 200 gp).

LEVEL 2 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 2nd-level treasure hoard is 550 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	582 gp, 8 sp
2	Hoard 2	545 gp, 4 sp, 9 cp
3	Hoard 3	549 gp, 2 sp
4	Hoard 4	555 gp
5	Hoard 5	590 gp
6	Hoard 6	550 gp
7	Hoard 7	542 gp
8	Hoard 8	551 gp, 7 sp, 9 cp
9	Hoard 9	550 gp, 25 sp
10	Hoard 10	560 gp
11	Hoard 11	540 gp, 9 sp
12	Hoard 12	545 gp, 2 sp

TREASURE HOARD 1

- **Coinage:** 12 gp, 4 pp.
- **Nose Ring:** This plain, thin golden ring is too small for a typical finger, and stops a quarter inch shy of being a complete band; it has rounded ends on either side of the gap (worth 30 gp; DC 20 Appraise values).
- **Cook Pot:** A black, well-used cook pot in good condition with a heft perhaps better suited to use as a makeshift bludgeoning weapon than part of a traveller's gear. (worth 8 sp; DC 20 Appraise values).
- **Elixir of Tumbling:** This oily liquid easily foams when shaken (faint [DC 17 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 250 gp).
- **Elixir of Vision:** This effervescent liquid smells slightly oniony (faint [DC 20 Knowledge {arcana} divination]; DC 17 Spellcraft identifies; worth 250 gp).

TREASURE HOARD 2

- **Coinage:** 3,549 cp.
- **Giant Lapis Chunk:** A large gemstone, with a deep indigo colour, about the size of a humanoid's head (worth 160 gp; DC 25 Appraise identifies and values).
- **Silk Vest:** A tailored vest of red silk, stitched with golden thread. It is plain yet obviously of good quality (worth 50 gp; DC 20 Appraise values).
- **Bird Feather Token:** This large, black feather is incredibly smooth (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 300 gp).

TREASURE HOARD 3

- **Coinage:** 102 sp, 14 gp, 1 pp.
- **A is for Aboleth:** A rare copy of the famed children's book. Goes all the way from A – Aboleth to Z – Zuvembe (worth 50 gp; DC 20 Appraise values).
- **Owlbear Statue:** Roughly the size of a halfling, this statue depicts an owlbear roaring in triumph. The statue is carved from dark green jade, flecked with specks of red (worth 165 gp; DC 25 Appraise values).
- **Potion of Eagle's Splendour:** The syrupy potion has alternating layers of white and black liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp).

TREASURE HOARD 4

- **Coinage:** 10 sp, 20 gp.
- **Banded Jasper:** A deep red bead with bands of darker red. Inscribed on the bead are various esoteric symbols (worth 75 gp; DC 25 Appraise identifies and values).
- **Masterwork Jewellers Kit:** A small box made from highly polished wood filled with exquisite tools used for the jewel smith's trade (worth 200 gp; DC 25 Appraise values).
- **Silversheen:** Glimmering silver liquid fills this polished iron flask (faint [DC 15 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 250 gp).

TREASURE HOARD 5

- **Coinage:** 5 pp.
- **Elixir of Truth:** This small silver-plated vial contains a coppery liquid (faint [DC 17 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 500 gp).
- **Darkwood quarterstaff:** This dark grained wooden quarterstaff's finish is smooth and even. It weighs roughly half what one might expect (worth 40 gp; DC 20 Appraise values).

TREASURE HOARD 6

- **Coinage:** 20 sp, 123 gp.
- **Silver Lapis Medallion:** A circular silver medallion hung on leather cord. In the centre of the medallion is a large blue stone of lapis lazuli, surrounded by a wave pattern (worth 80 gp; DC 25 Appraise values).
- **Giant's Ivory Necklace:** A necklace of tribal fetishes, made of walrus ivory and bearing a scrimshaw pattern. The necklace is larger than those worn by humans and must have belonged to some kind of giant (worth 85 gp; DC 25 Appraise values).
- **Landscape Painting:** A beautiful painting of a serene forest glade. Off to one side is a small pond, with an adjacent

waterfall. Various scantily-clad fey creatures frolic in its pristine waters (worth 100 gp; DC 25 Appraise values).

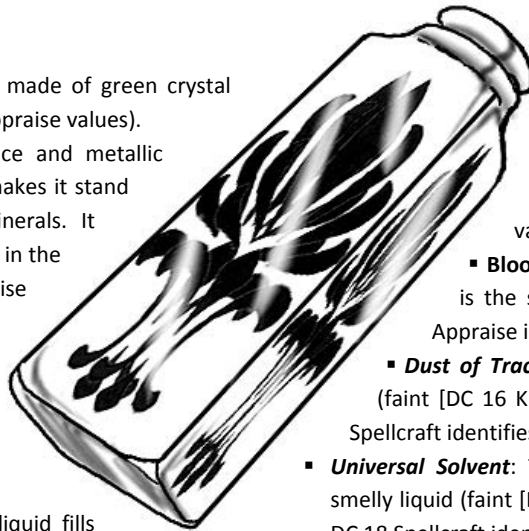
- **Golden Statuette:** A small statue of a beautiful elven woman, naked except for a strategically placed shawl. The entire statue is of solid gold (worth 155 gp; DC 25 Appraise values).

TREASURE HOARD 7

- **Coinage:** 300 cp, 63 gp.
- **Ranger's Charm:** A small pendant on a leather string. The pendant is three crossed arrows made of iron (worth 30 gp; DC 20 Appraise values).
- **Potion of True Strike:** This vial has a stylised archery target carved in its cap (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft or Perception identifies; worth 50 gp).
- **Sleep Arrows (3):** These white arrows have red fletching (faint [DC 16 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 132 gp each).

TREASURE HOARD 8

- **Coinage:** 89 cp, 47 sp, 54 gp, 1 pp.
- **Gilded Decanter:** An exquisite carafe made of green crystal inlaid with gold (worth 65 gp; DC 20 Appraise values).
- **Haematite:** The glassy smooth surface and metallic sheen of this satiny dark grey stone makes it stand out as unique amongst valuable minerals. It warms quickly to body heat when held in the hand. (worth 10 gp; DC 20 Appraise identifies and values).
- **Potion of Invisibility:** A thin gray liquid fills this glass vial (faint [DC 18 Knowledge {arcana} illusion]; DC 18 Spellcraft or Perception identifies; worth 200 gp).
- **Potion of Barkskin:** A brown sludgy liquid fills this earthen vial (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 200 gp).



TREASURE HOARD 9

- **Coinage:** 320 cp, 5 sp, 92 gp.
- **Bundle of Letters:** In faded script, the words "My dearest love, Lisandria" adorns the topmost letter in a stack of a dozen or so folded pages bound with waxed twine. The pages comprise love letters (worth 0 gp; DC 20 Appraise values).
- **Amber Spider:** A large oval-shaped, clear golden-brown gem. Trapped inside it is a large spider with blue and green markings (worth 150 gp; DC 25 Appraise identifies and values).
- **Potion of Cat's Grace:** A milky scum covers this gray liquid contains (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp).

TREASURE HOARD 10

- **Jewel-Encrusted Statue:** Roughly 4 feet tall, this statue is made of solid gold studded with dozens of small set valuable gems. It depicts an immensely obese, bearded man wearing ornate robes and carrying a mitre (worth 365 gp; DC 25 Appraise values).
- **Packet of Wasabi Spice:** A packet formed of folded and twine-tied waxed paper contains a finely grated green root. Preserved well by its careful packaging, a whiff of it stimulates the sinuses and nostrils with a burn like strong mustard (worth 20 gp; DC 20 Appraise values).
- **Scroll of Resist Energy:** Stylised flames decorate this scroll (faint [DC 17 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 150 gp).
- **Scrolls of Remove Fear (2):** Martial symbols dot this scroll. A faint bloodstain mars the scroll's reverse side (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft identifies; worth 25 gp each).

TREASURE HOARD 11

- **Coinage:** 55 sp, 12 pp.
- **Golden Signet Ring:** A golden ring bearing the symbol of a two-headed falcon (worth 65 gp; DC 20 Appraise values).
- **Bloodstone:** This red spotted blue-green stone is the size of a thumbnail (worth 50 gp; DC 20 Appraise identifies and values).
- **Dust of Tracelessness:** This fine dust is barely visible (faint [DC 16 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 250 gp).
- **Universal Solvent:** This heavy water flask contains a thick, smelly liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 50 gp).

TREASURE HOARD 12

- **Coinage:** 32 sp, 47 gp, 6 pp.
- **Flawed Diamond:** This small, somewhat clear, white gem has a brilliant lustre. Although it has numerous flaws, it is still valuable (worth 180 gp; DC 25 Appraise identifies and values).
- **Tribal Headdress:** An old and timeworn headdress, made from numerous feathers and beads. Worthless except to a collector (worth 40 gp; DC 20 Appraise values).
- **Embroidered Cloak:** A black cloak, elaborately embroidered and lined with violet silk (worth 70 gp; DC 25 Appraise values).
- **Noble's Cane:** A masterwork walking stick made from dark mahogany and capped with a golden eagle's head (worth 145 gp; DC 25 Appraise values).

LEVEL 3 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 3rd-level treasure hoard is 800 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	800 gp
2	Hoard 2	798 gp, 4 sp, 8 cp
3	Hoard 3	811 gp, 5 sp, 7 cp
4	Hoard 4	804 gp, 6 sp, 3 cp
5	Hoard 5	804 gp, 1 sp, 2 cp
6	Hoard 6	798 gp, 9 sp, 8 cp
7	Hoard 7	794 gp, 9 sp, 1 cp
8	Hoard 8	807 gp, 8 sp, 6 cp
9	Hoard 9	857 gp, 4 sp, 3 cp
10	Hoard 10	788 gp, 2 sp, 7 cp
11	Hoard 11	815 gp, 9 sp, 8 cp
12	Hoard 12	838 gp, 5 sp, 6 cp

TREASURE HOARD 1

- **Assorted Masterwork Jewellery:** Various minor rings, amulets and suchlike made from gold and studded with small gems. They are meant to be worn with a royal outfit (worth 250 gp; DC 25 Appraise values).
- **Resplendent Royal Outfit:** A red, blue and gold robe made of the finest silks and embroidered with fabulous skill and talent. A cloak and mantle made from wolf's fur completes the outfit (worth 250 gp; DC 25 Appraise values).
- **Royal Sceptre:** A golden rod studded with various gems and capped with a two-headed eagle clutching a sword (worth 300 gp; DC 25 Appraise values).

TREASURE HOARD 2

- **Coinage:** 8 cp, 4 sp, 123 gp.
- **Flawless Amethyst:** A brilliant dark violet stone that sparkles when held up to the light (worth 175 gp; DC 25 Appraise identifies and values).
- **Giant Emerald:** A greenish turquoise gem the size of a closed fist (worth 200 gp; DC 25 Appraise identifies and values).
- **Emerald Necklace:** This large cut sea-blue gemstone is suspended on a golden chain (worth 300 gp; DC 20 Appraise values).

TREASURE HOARD 3

- **Coinage:** 27 cp, 12 sp, 18 pp.
- **Flawless Diamond:** A very small clear white stone. When held up to the light its lustre is almost blinding (worth 300 gp; DC 25 Appraise values).
- **Masterwork Cold Iron Longsword:** This longsword has a basket hilt of bluish steel (worth 330 gp; DC 25 Appraise values).

TREASURE HOARD 4

- **Coinage:** 23 cp, 4 sp, 347 gp.
- **Jade Necklace:** A necklace of beads made from green jade, intermixed with what appears to be wolf or worg fangs (worth 200 gp; DC 25 Appraise values).
- **Darkwood Shield:** This round shield made from dark brown wood has an almost charred appearance. Emblazoned on the front is a red wolf's head (worth 257 gp; DC 25 Appraise values).

TREASURE HOARD 5

- **Coinage:** 22 cp, 59 sp, 78 gp, 10 pp.
- **Runic Crystal:** This pyramid-shaped crystal of unknown type has a clear purplish colouration. Engraved on each side is a series of dwarven runes (worth 120 gp; DC 20 Appraise identifies and values).
- **Amethyst Ring:** This gold band set with three deep violet stones has an inscription on the underside. A DC 20 perception check reveals it to be the phrase, "Enduring as the Mountain" written in Dwarven (worth 250 gp; DC 25 Appraise values).
- **Ceremonial Helm:** This open-faced helmet of gilded steel has a crest of red horse hair. A DC 20 Perception check reveals the phrase "Strength of the Earth" inscribed in Dwarven around the inner rim of the helm (worth 100 gp; DC 25 Appraise values).
- **Potions of Cure Light Wounds (3):** These three identical potions glow with a faint silver radiance (faint [DC 16 Knowledge {arcana} conjuration {healing}]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).

TREASURE HOARD 6

- **Coinage:** 378 cp, 12 sp, 42 gp, 3 pp.
- **Diamond Ring:** This somewhat plain gold ring is set with three small diamonds forming a pyramid shape (worth 300 gp; DC 25 Appraise values).
- **Raven Idol:** A small statuette carved from jade, depicting a man in regal robes with the head of a raven (worth 250 gp; DC 25 Appraise values).
- **Dragon's Head Stein:** A beer mug made to look like a snarling dragon's head. Two deep green emeralds serve as the dragon's eyes (worth 200 gp; DC 25 Appraise values).

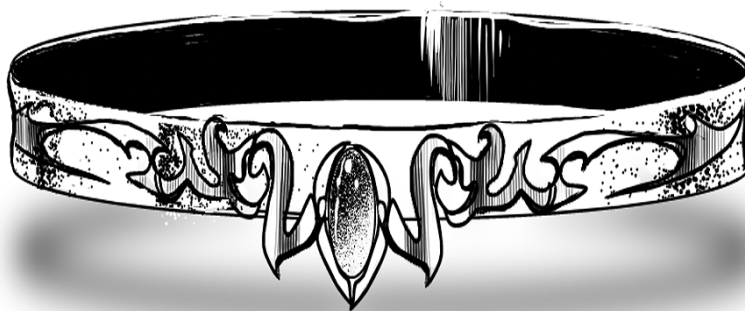
TREASURE HOARD 7

- **Coinage:** 21 cp, 7 sp, 160 gp.
- **Screaming Bolts (2):** These thick bolts have been painted jet black; some of this paint is now flecking off (faint [DC 16 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 267 gp each).

- **Masterwork Bongos:** This pair of small bongo drums, bound together by a wide, hardened leather strap, is constructed from ironwood with pebbled grey leather stretched across their heads. (worth 100 gp; DC 20 Appraise values).

TREASURE HOARD 8

- **Coinage:** 6 cp, 48 sp, 3 gp, 10 pp.
- **Bejewelled Gold Medallion:** This circular amulet is set with a large crimson ruby in the centre flanked by two violet amethysts (worth 320 gp; DC 25 Appraise values).
- **Radiant Raiment:** A beautiful gown made from white elven silk decorated with gold embroidery. It was obviously made for a wealthy noblewoman with discriminating tastes (worth 230 gp; DC 25 Appraise values).
- **Silver Hand Mirror:** This small handheld vanity mirror is fashioned from a single piece of silver; a riot of leaves and daisy-petals in relief ring the flat surface of a thin sheet of glass over the polished viewing surface. (worth 50 gp; DC 20 Appraise values).
- **Potions of Feather Fall (2):** This clear liquid has flecks of gray floating within (faint [DC 16 Knowledge {arcana} school]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).



TREASURE HOARD 9

- **Coinage:** 3 cp, 14 sp, 6 gp.
- **Masterwork Monocle:** This round lens, meant to be worn over one eye, is rimmed in gold and attached to a thin silver chain. Although the lens is smudged, it is otherwise in good condition (worth 20 gp; DC 20 Appraise values).
- **Broken Spyglass:** An extendable copper tube used to view distant objects. The glass on the inside is broken, rendering the device useless, but repaired it is serviceable again (worth 800 gp; DC 25 Appraise values).
- **Tiger Eye Stone:** While this rich brown stone appears opaque, fading to translucent at the edges, a sliver of yellow emerges in the centre no matter which way it is turned to catch the light. (worth 30 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 10

- **Coinage:** 87 cp, 32 sp, 21 gp, 2 pp.
- **Gold Circlet:** A golden crown crafted to appear like a circlet of vines and leaves (worth 200 gp; DC 25 Appraise values).
- **Set of Silver Goblets:** These four silver cups are decorated with wave-like images (worth 100 gp; DC 25 Appraise values).

- **Silver Pitcher:** A silver jug decorated with wave patterns (worth 50 gp; DC 20 Appraise values).
- **Potions of Divine Favour (2):** These potions have a wan golden hue (faint [DC 16 Knowledge {arcana} evocation]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).
- **Scroll of Hideous Laughter:** This scroll has a frayed bottom edge as if it had been torn in two (faint [DC 17 Knowledge {arcana} enchantment {compulsion, mind-affecting}]; DC 18 Spellcraft identifies; worth 150 gp).
- **Masterwork Heavy Wooden Shield:** This hefty rectangular shield, sized to cover a full-grown man from shoulder to knee, is constructed of dense wooden planks bound by iron bands. It bears the scars of battle more shallowly than a seasoned warrior might expect (worth 157 gp; DC 20 Appraise values).

TREASURE HOARD 11

- **Coinage:** 8 cp, 29 sp, 13 gp.
- **Crimson Garnet:** A tear-shaped stone with crimson colouration marbled with veins of orange (worth 95 gp; DC 25 Appraise identifies and values).
- **Darkwood Buckler:** A small round shield with a symbol of a silver tree emblazoned on it (worth 205 gp; DC 20 Appraise values).
- **Potions of Jump (2):** These sweet potions taste of honey (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft or Perception identifies; worth 50 gp each).
- **Tree Feather Token:** This feather has been cut into the shape of an oak leaf (strong [DC 20 Knowledge {arcana} conjuration]; DC 27 Spellcraft identifies; worth 400 gp).

TREASURE HOARD 12

- **Coinage:** 26 cp, 43 sp, 237 gp, 8 pp.
- **Spider Medallion:** An amulet made from dark silver shaped like a fiendish-looking spider. Several small violet and red gemstones serve as the creature's eyes (worth 175 gp; DC 25 Appraise values).
- **Masterwork Silver Dagger:** This foot-long blade has a jewelled hilt. The blade is of shining silver, and the symbol of a bear's claw is engraved on the guard (worth 322 gp; DC 25 Appraise values).
- **Lords of the Pit; a Guidebook to Devils:** A beautifully illustrated book, bound in leather with a pentagram on the cover. It describes the various types of devils with dubious accuracy (worth 100 gp; DC 25 Appraise identifies and values).

LEVEL 4 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 4th-level treasure hoard is 1,150 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	1,188 gp
2	Hoard 2	15 pp, 1,068 gp
3	Hoard 3	878 gp, 19,926 cp
4	Hoard 4	1,200 gp
5	Hoard 5	1,050 gp
6	Hoard 6	1,245 gp
7	Hoard 7	1,078 gp
8	Hoard 8	798 gp, 27,763 cp
9	Hoard 9	49 pp, 781 gp
10	Hoard 10	1,169 gp
11	Hoard 11	1,174 gp
12	Hoard 12	1,050 gp

TREASURE HOARD 1

- **Coinage:** 163 gp.
- **Old Book:** A scuffed and well-worn text written with manticore blood ink on fine linen paper, bound in aged dried leather, bears the title “Elementary Principles of the Arcane Instrument” (worth 1,000 gp; DC 20 Appraise values).
- **Scroll of Hypnotism:** This weathered roll of parchment bears the stains of time, its corners raggedly worn away (faint [DC 16 Knowledge {arcana} enchantment]; DC 21 Spellcraft deciphers; worth 25 gp).

TREASURE HOARD 2

- **Coinage:** 488 gp, 15 pp.
- **Flasks of Acid:** Three thick glass flasks slosh thickly with a heavy black fluid; an acrid stench greets anyone who opens one of these (each worth 10 gp; DC 20 Appraise values).
- **Wand of Animate Rope (36 charges):** Thin, rough twine is wrapped around this wand, marring the smoothness of its shaft. Its length subtly undulates as though warped by dampness, giving the appearance of thin rope frozen in the act of shifting in a gentle breeze (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 550 gp).

TREASURE HOARD 3

- **Coinage in Piggy Banks:** Half a dozen old, chipped ceramic pigs with small slots in the top wider than most coins sit in an orderly row, ranging from a cute pink piglet to an angry looking razorback with threatening tusks. Each of these piggy banks is heavy with the coinage it contains, and an odd specimen made to look like a gravid, mottled sow wearing a bow on its tail weighs as much as the rest of them put together: 19,926 cp, 178 gp.

- **Zircons:** A forest green felt drawstring pouch contains four cut stones, in varying shades of translucent yellow and grey (worth 20, 40, 80, and 90 gp; DC 20 Appraise identifies and values).
- **Golden Bracelet:** This plain golden bracelet is a thin circle of metal half an inch wide with the edges curled into narrow lips. A deep nick in one edge cuts halfway across its width, and a crust of black could be the blood of its former owner (worth 70 gp; DC 20 Appraise values).
- **Ivory Chest:** The coins, stones and bracelet lie within a sturdy ivory chest, big enough to contain three times the volume of its contents. It has masterfully worked steel fittings decorated by gold inlay (worth 500 gp; DC 20 Appraise values).

TREASURE HOARD 4

- **Carnelians:** A reddish translucency, as of sunlight seen through closed eyelids on a cloudless noon, colours this pair of polished stones. One is uncut, the other showing the first marks of a jeweller's work (worth 40 and 60 gp; DC 20 Appraise identifies and values).
- **Jasper Dice:** A pair of cubic dice exactly carved from a transparent burnt umber stone share a small suede drawstring bag. The dices' pips are rendered in perfect squares cut with painstaking attention to detail; the surfaces polished and edges smoothed so that they rest comfortably in the hand (worth 100 gp as a set; DC 20 Appraise identifies and values).
- **Cherry Wood Jeweller's Tools:** A well-made cherry wood box a bit larger than a breadbox, its interior lined with black velvet, contains the unfinished carnelians and a jeweller's loupe made to the highest standards. A tiny metal mallet and chisel, small bottle of polishing compound, and other tools of a gem cutter's trade each rest in their own compartments (worth 1,000 gp; DC 20 Appraise values).

TREASURE HOARD 5

- **Amber:** This stone is a polished oval of transparent golden yellow, deepening to brown in the centre. It is about as long as a man's thumb and twice as wide at its thickest point (worth 400 gp; DC 20 Appraise identifies and values).
- **Ruby:** A tiny cut stone the hue of pigeon's blood glints and glimmers as its facets catch the light; when backlit its clarity is unmistakable (worth 600 gp; DC 20 Appraise identifies and values).
- **Anchor Feather Token:** Angled bands of colour, fading from indigo to aqua, mark this remarkable eight-inch feather that feels almost like liquid when brushed against the skin (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 50 gp).

TREASURE HOARD 6

- **Foreign Coinage in Coffer:** An iron coffer contains hundreds of round golden coins, each marked on one face by a wreath shape in relief and on the other by four small runic symbols evenly spaced around the edges. The centre of each coin is pierced by a square hole: 495 gp.
- **Pearls:** Five small, cream coloured spheres with an oily metallic sheen are trapped within a tea ball of tin wire mesh (each worth 150 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 7

- **Coinage in Socks:** A random assortment of gold coins is stored in a collection of heavy woollen socks, knotted shut at the top to contain their precious cargo: 428 gp.
- **Mithral Chalice:** A glistening silvery chalice, delicately crafted and possessing an airy lightness, lies within a fraying hempen sack. It shares the sack with several woollen socks stuffed with coins; a worn, dull hacksaw; and an unused torch whose pitch had long since hardened. Both the hacksaw and the torch seem serviceable, but unremarkable except in their neglect (worth 650 gp; DC 20 Appraise values).

TREASURE HOARD 8

- **Coinage:** A heap of coins mixes copper with gold, about fifty to one, with nary a minting of grey or silver among them: 27,763 cp, 568 gp.
- **Bloodstone:** A fist-sized blue-green stone with tiny red flecks crudely carved to suggest a patrician visage rests among the coins (worth 80 gp; DC 20 Appraise identifies and values).
- **Assorted Ornamental Stones:** A small bag contains fifteen polished spheres, each composed of a different colourful stone. These marbles bear the faint wear of use in a child's game, perhaps a very wealthy couple's child (each worth 10 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 9

- **Coinage:** A worn, weathered woollen belt pouch, originally dyed grey-blue, holds coins in its roomy main compartment and a valuable jewel in each of two small exterior pockets. A belt, torn raggedly with the buckle-end missing, is still threaded through the pouch's loops: 221 gp, 49 pp.
- **Amethyst:** The multitude of tiny facets in this transparent, purple heart-shaped stone creates a dizzying flicker of light and dark, catching and refracting light as you turn it in your fingers (worth 160 gp; DC 20 Appraise identifies and values).

- **Tourmaline:** The unusual acorn cut of this translucent stone reveals a play of colour between the pale green at its edges and the pallid reddish hue of its heart (worth 400 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 10

- **Onyx:** This egg-shaped, polished stone that seems just a touch too small to perfectly fit in one's palm draws the gaze inward, as if peering into a well of impenetrable black shadows, where the deeper one looks the deeper the darkness gets (worth 60 gp; DC 20 Appraise identifies and values).
- **Black Pearl:** At first glance, this small black sphere looks like nothing more than a pale echo of the larger stone beside it. On closer inspection, it stands out distinctly with a glistening, almost liquid metallic sheen (worth 1,100 gp; DC 20 Appraise identifies and values).
- **White Gold Clasp:** A disembodied hook and lever clasp, with a few trailing links of fine chain probably from a delicate necklace, shares a silvery hue that reflects subtle flashes of yellow as you turn it in your hand (worth 9 gp; DC 20 Appraise values).



TREASURE HOARD 11

- **Star Sapphire:** A thin patina of dust lies on the surface of a lavender blue translucent stone with the white rays of a tiny star lurking in its heart. It is set in the corroded steel pommel of a rapier; the weapon's blade and quillions have rusted away (worth 1,000 gp; DC 20 Appraise identifies and values).
- **Masterwork Buckler:** This small steel shield appears unremarkable at first glance, but closer examination reveals a labyrinthine, watery twists of banding and mottling characteristic of high-quality steel (worth 165 gp; DC 20 Appraise values).
- **Velvet Hat:** This wide-brimmed hat with a shapeless crown is made from maroon crushed velvet, its stitching so skilfully worked that it is invisible to any but the most expert eye (worth 9 gp; DC 20 Appraise values).

TREASURE HOARD 12

- **Coinage:** 15 pp.
- **Masterwork Thieves' Tools:** A rich brown leather clamshell pouch with belt loops on one side and grommet fasteners at the edges of the top opening contains a set of dull steel tools suitable to the work of a locksmith, or of a burglar (worth 50 gp; DC 20 Appraise values).
- **Pearl of Power (1st-level):** This small lustrous sphere is almost translucent in its whiteness (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 1,000 gp).

LEVEL 5 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 5th-level treasure hoard is 1,550 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	1,489 gp, 343 sp
2	Hoard 2	30 pp, 1,049 gp
3	Hoard 3	1,430 gp, 1,284 sp
4	Hoard 4	1,631 gp
5	Hoard 5	1,423 gp
6	Hoard 6	1,431 gp
7	Hoard 7	1,243 gp, 5,182 sp
8	Hoard 8	1,463 gp
9	Hoard 9	1,553 gp
10	Hoard 10	1,656 gp
11	Hoard 11	1,531 gp
12	Hoard 12	1,650 gp

TREASURE HOARD 1

- **Coinage:** The coins of several kingdoms spill from a split seam in an old woollen sack: 343 sp, 158 gp.
- **Aquamarine:** This transparent blue gemstone's teardrop shape flickers with light reflecting from the insides of its many facets (worth 1,099 gp; DC 20 Appraise identifies and values).
- **Chrysoberyl:** The milky translucency of this oval stone scintillates as the light plays across its faceted surface (worth 232 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 2

- **Coinage:** 649 gp, 30 pp.
- **Masterwork Manacles:** A star key is still inserted into the barrel of the cylindrical lock attached to one cuff of these sturdy, adjustable-size, heavy steel manacles (worth 50 gp; DC 20 Appraise values).
- **Elixir of Love:** This vial contains a liquid that smells vaguely of roses (faint [DC 19 Knowledge {arcana} illusion]; DC 19 Spellcraft or Perception identifies; worth 150 gp).
- **Never-Dull Shears:** These scissors are sized to comfortably fit a human hand, their blades about five inches long. The metal is clearly old, with tiny rust marks on them in places, but no corrosion or even dust has made its home on the cutting edges. On close inspection, the cutting edges appear honed to a razor keen gleam that has not faded or dulled with the passage of time (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 200 gp).

TREASURE HOARD 3

- **Coinage:** A hundred and seven rolls of a dozen silver coins each are wrapped in cylinders of stiff white linen (1,284 sp).

- **Moss Agate:** The translucent, nearly opaque milky white of this prism-shaped, polished stone is dominated by the mossy green hue that grants its mottled appearance (worth 22 gp; DC 20 Appraise identifies and values).
- **Rhodochrosite:** Narrow bands of pale rose pink irregularly stripe the deeper, more dramatic red of this mineral. It is shaped and smoothed like a river stone, and barely small enough to fit in the palm of a man's hand (worth 33 gp; DC 20 Appraise identifies and values).
- **Pearl:** The almost metallic lustre and light weight of this tiny, powder-pink sphere identifies it as a pearl (worth 295 gp; DC 20 Appraise identifies and values).
- **Dragonhide Armour:** Reflected light glints on the pebbled scales of this armour. The breastplate, gauntlets and greaves are stiff, their surfaces hard, but the heavy leathery material on the inside of each piece yields slightly when pressed (worth 330 gp; DC 20 Appraise values).
- **Potion of Tongues:** This liquid has a slight sweet smell (faint [DC 18 Knowledge {arcana} divination]; DC 18 Spellcraft or Perception identifies; worth 750 gp).

TREASURE HOARD 4

- **Coinage:** 586 gp.
- **Carnelian:** The fleshy red colour of this nearly opaque, smooth, oval stone appears warmed by the touch of bright light (worth 64 gp; DC 20 Appraise identifies and values).
- **Tiger Eye:** This rich brown stone with golden undertones has been worked to depict a round, grotesquely smiling face with flat, angular features (worth 31 gp; DC 20 Appraise identifies and values).
- **Property Deed:** A sheet of yellowed paper, the deed to a country estate, describes a seventeen acre parcel of land with a large house at the property's southern border (worth 800 gp; DC 20 Appraise values) but not the estate's actual position.
- **Scroll of Protection from Arrows:** A thin papyrus scroll, stained a dark reddish brown on one corner (faint [DC 17 Knowledge {arcana} abjuration]; DC 22 Spellcraft identifies; worth 150 gp).

TREASURE HOARD 5

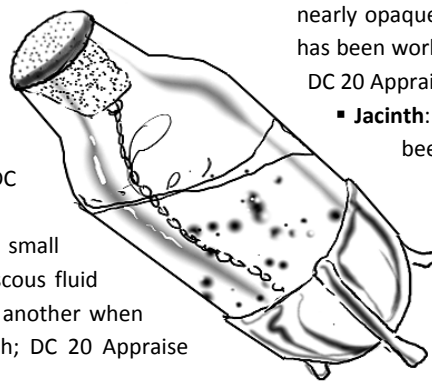
- **Onyx:** This gleaming, translucent, chocolate brown stone has been cut to the shape of a small faceted square (worth 73 gp; DC 20 Appraise identifies and values).
- **+1 Splint mail:** The vertical bands of steel that make up the cuirass of this armour are painted the red of congealed blood (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,350 gp).

TREASURE HOARD 6

- **Coinage:** 778 gp.
- **Cyclops Agate:** Irregular concentric rings of varying shades of red give this polished stone the appearance of an inhuman, fiery eye (worth 22 gp; DC 20 Appraise identifies and values).
- **Sardonyx:** The rust-red hue of this convex, nearly flat round stone is broken into layers by thin stripes of orange and off-white (worth 185 gp; DC 20 Appraise identifies and values).
- **Flash Powder:** A small waxed paper envelope contains a strange powder. This fine, neutral grey dust feels soft to the touch (worth 50 gp; DC 20 Appraise values).
- **Sleep Arrows (3):** These arrows have shafts, fletching and stone heads the colour of beach sand. They are tied together with a dirty blue ribbon (faint [DC 20 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 132 gp each).

TREASURE HOARD 7

- **Coinage:** A worn and threadbare haversack contains a few wool bags tied shut with twine, all of them heavy with silver coins: 5,177 sp.
- **Masterwork Javelins (3):** Three thin, straight wooden poles are surmounted by steel heads patterned with labyrinthine twists of narrow bands of light and dark metal (worth 301 gp each; DC 20 Appraise values).
- **Flasks of Alchemist's Fire (4):** Four small earthenware bottles are heavy with a viscous fluid that can be felt oozing from one side to another when one moves the bottle (worth 20 gp each; DC 20 Appraise values).
- **Elixir of Swimming:** This elixir has a slightly salty odour (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft or Perception identifies; worth 250 gp).
- **Scroll of Resistance:** A large water stain mars this scroll (Faint [DC 15 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 12 gp, 5 sp).



TREASURE HOARD 8

- **Coinage:** 813 gp.
- **Superior Lock:** This double-shaft brass and steel rim lock was obviously designed to be attached to the outside of a door. It sits in the bottom of a leather belt pouch, along with its key. (worth 150 gp; DC 20 Appraise values).
- **Oil of Continual Flame:** This thick oil faintly glimmers (faint [DC 17 Knowledge {arcana} evocation]; DC 22 Spellcraft or Perception identifies; worth 350 gp).
- **Scroll of Summon Swarm:** A doodled insect swarm decorates this scroll's margins (faint [DC 17 Knowledge {arcana} conjuration]; DC 22 Spellcraft identifies; worth 150 gp).

TREASURE HOARD 9

- **Masterwork Banded Mail:** Blackened steel plates overlap each other like wide shingles to form the segmented body of this banded cuirass; a shirt of mail is attached as its backing (worth 400 gp; DC 20 Appraise values).
- **+1 Light Wooden Shield:** The planks of this round shield are bound together by black iron bands and bear the scars of many strikes, but still appear strong and sturdy (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,153 gp).

TREASURE HOARD 10

- **Star Ruby:** Inside this ovoid purplish red translucent stone is a six point white starburst of three intersecting lines (worth 1,656 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 11

- **Coinage:** 578 gp.
- **Carnelian:** A red stone with a touch of orange to its colour, nearly opaque but for a faint translucency visible at its edges, has been worked into the shape of a small apple (worth 60 gp; DC 20 Appraise identifies and values).
 - **Jacinth:** A tiny pyramid with faceted convex sides has been cut from a transparent, reddish-brown gemstone (worth 877 gp; DC 20 Appraise identifies and values).
- **Moss Agate:** A creamy eggshell-coloured stone carved in the shape of a small skull is marked by narrow, green-black threads (worth 16 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 12

- **Jade and Silver Tea Service:** A silver tray is the base of a tea service whose utensils and vessels are of carved, deep green jade. The fittings, handles and the base of the teapot being silver with a raised floral pattern that matches the edges of the tray (worth 650 gp; DC 20 Appraise values).
- **Large Wool Tapestry:** A wool tapestry, when unrolled, depicts a hunting party surrounding a unicorn, its flanks peppered with arrows and streaming with blood. The colours are particularly vibrant, and the workmanship sufficiently masterful that even a glint of fear may be detected in the unicorn's eye (worth 400 gp; DC 20 Appraise values).
- **Scrimshaw Incense Burner:** An incense boat of beautiful ivory has intricate scrimshawed details of a mass of tiny undulating serpents. Gold fittings provide a gleaming trough to collect ash and a small receiver for the stem of an incense stick (worth 600 gp; DC 20 Appraise values).

LEVEL 6 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 6th-level treasure hoard is 2,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	1,988 gp
2	Hoard 2	1,604 gp, 35,657 cp
3	Hoard 3	1,760 gp, 1,886 sp
4	Hoard 4	1,959 gp
5	Hoard 5	2,149 gp
6	Hoard 6	1,724 gp, 3,315 sp
7	Hoard 7	2,000 gp
8	Hoard 8	1,900 gp, 804 sp
9	Hoard 9	25 pp, 1,234 gp, 6,304 sp
10	Hoard 10	2,078 gp
11	Hoard 11	44 pp, 1,550 gp
12	Hoard 12	2,185 gp

TREASURE HOARD 1

- **Citrine:** This transparent amber stone is cut into a shape that calls to mind a small, angular throw pillow (worth 80 gp; DC 20 Appraise identifies and values).
- **Magnifying Glass:** Dark brown leather provides the edge of a three inch wide circle of glass, convex on both sides, with a loop of cord fixed to the leather ring by a tiny iron post with a hole through the end (worth 100 gp; DC 20 Appraise values).
- **Masterwork Glaive:** The blade of this glaive is decorated with complex floral engravings on either side of its base (worth 308 gp; DC 20 Appraise values).
- **Masterwork Scale Mail:** Apart from being an obviously high-quality cuirass of scale mail, this armour's scales have each been individually acid-etched with a simple image of an eight point sunburst (worth 350 gp; DC 20 Appraise values).
- **Pipes of the Sewers:** This set of pipes (faint [DC 17 Knowledge {arcana} conjuration]; DC 17 Spellcraft identifies; worth 1,150 gp) is stained dark brown, but this colour has faded in places.

TREASURE HOARD 2

- **Coinage:** This beer cask has one end removed; it is filled to within an inch of the rim with coins: 35,657 cp, 907 gp.
- **Haematite:** This dark grey, dimpled ball with a metallic gloss is about the size of a small apricot (worth 22 gp; DC 20 Appraise identifies and values).
- **Potion of Levitate:** Bubbling gray liquid fills this small vial (faint [DC 17 Knowledge {arcana} transmutation]; DC 17 Spellcraft or Perception identifies; worth 300 gp).
- **Scroll of Cure Serious Wounds:** Filled with dense, but beautiful, handwriting this scroll also features several prayers (faint [DC 18 Knowledge {arcana} conjuration]; DC 23 Spellcraft identifies; worth 375 gp).

TREASURE HOARD 3

- **Coinage:** A large, unadorned red clay vase with a chip in one side of its lip contains about two thousand gold and silver coins: 1,886 sp, 370 gp.
- **Black Pearl:** Light glints almost reluctantly off the surface of this small black sphere (worth 1,390 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 4

- **Coinage:** 849 gp.
- **Tourmaline:** A transparent, pale green stone has been cut into the shape of a rhombohedra (worth 290 gp; DC 20 Appraise identifies and values).
- **Vial of Holy Water:** Silvery water fills this crystal vial. It has a beaten copper stopper (worth 25 gp; DC 20 Appraise values).
- **Wand of Detect Undead (50 charges):** A rat's skull tops this wand of black, gnarled wood (faint [DC 16 Knowledge {arcana} divination]; DC 16 Spellcraft identifies; worth 750 gp).

TREASURE HOARD 5

- **Fine Gold Chain:** The thin gold links of this fine chain support a tiny, intricate clasp. It is long enough to comfortably fit around a slender neck (worth 560 gp; DC 20 Appraise values).
- **Ruby Earrings:** Bright red diamond-cut rubies serve as elegant, expensive stud earrings via the intricate knot work design of their settings (worth 520 gp; DC 20 Appraise values).
- **Bottle of Fine Wine:** A broad-bottomed green glass bottle with a hemp bottle basket tightly woven about its base contains an exceptionally fine elven red wine (worth 201 gp; DC 20 Appraise values).
- **Silk Stockings and Garter Belt:** A white satin lace garter belt and a pair of sheer white silk stockings share a simple wooden box with a felt-wrapped corset (worth 25 gp; DC 20 Appraise values).
- **Sterling Silver Snuffbox:** The mirrored surface of this silver snuffbox is edged in detailed ornamental scrollwork. It contains a powder (see *dust of illusion*, below) that looks like chalk dust (worth 50 gp; DC 20 Appraise values).
- **Whalebone Corset:** Carefully wrapped in felt, the white satin of this whalebone corset is still in excellent condition; it has no snags or discolouration (worth 72 gp; DC 20 Appraise values).
- **Oil of Disguise Self:** A shimmering multi-coloured liquid fills this battered vial (Faint [DC 16 Knowledge {arcana} illusion]; DC 16 Spellcraft or Perception identifies; worth 25 gp).
- **Dust of Illusion:** A fine white powder fills the silver snuffbox (moderate [DC 21 Knowledge {arcana} illusion]; DC 21 Spellcraft identifies; worth 1,200 gp).

TREASURE HOARD 6

- **Coinage:** 3,315 sp, 854 gp.
- **Moonstone:** An opalescent, translucent ovoid stone rests atop a loose pile of gold and silver coins (worth 70 gp; DC 20 Appraise identifies and values).
- **Oil of Keen Edge:** This grey oil seems viscous but smells vinegary (Faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 750 gp).
- **Potion of Shield of Faith:** This white, faintly luminous liquid is opaque (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft or Perception identifies; worth 50 gp).

TREASURE HOARD 7

- **Star Sapphire:** One flagstone bears the rippling appearance of a thick, viscous fluid, flash frozen in mid-flow. The curled claw of a charred and grasping hand reduced to charcoal and scorched bone extends a few inches from the undulant texture of the stone, like the hand of a drowning man just breaking the surface. A glint of something blue hints at an object clutched by the bony fingers: a translucent blue precious stone, four points of a star radiating from its centre within its otherwise flawless, pacific hue (worth 2,000 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 8

- **Coinage:** 804 sp.
- **Alexandrite:** An elongated pear-shaped cut with triangular facets lends an exotic appearance to this transparent, dark green stone (worth 700 gp; DC 20 Appraise identifies and values).
- **Emerald:** The deep, bright green colour of this rectangular cut stone draws the gaze deeper into what begins to look like a mysterious series of dark doorways in a dimly lit corridor (worth 1,200 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 9

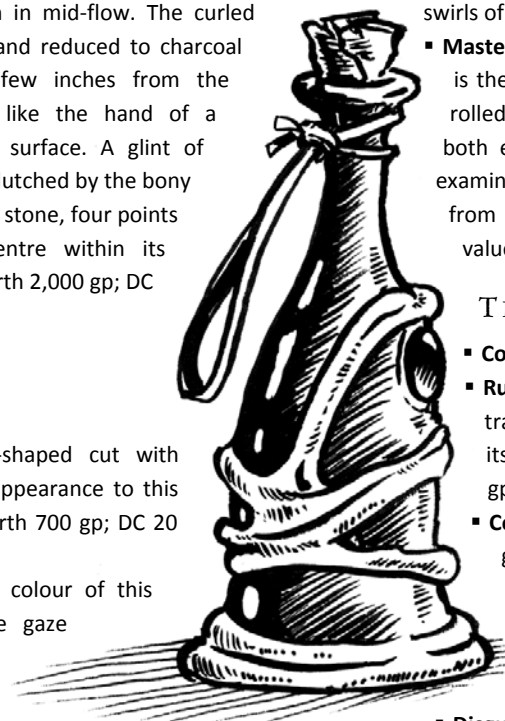
- **Coinage:** Thousands of coins are heaped in a large basalt bowl, spilling over its lip: 6,309 sp, 204 gp, 25 pp.
- **Aquamarine:** The square top surface and pointed base of this transparent blue stone are characteristic of a princess cut (worth 1,030 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 10

- **Coinage:** 578 gp.
- **Brooch of Shielding:** This wrought iron brooch has been crafted in the shape of a miniature tower shield (faint [DC 16 Knowledge {arcana} abjuration]; DC 16 Spellcraft identifies; worth 1,500 gp).

TREASURE HOARD 11

- **Coinage:** 274 gp, 24 pp.
- **Azurite:** Green flecks contrast sharply with the deep azure blue of this rounded, triangular, translucent stone (worth 16 gp; DC 20 Appraise identifies and values).
- **Jade Amulet:** This tiny amulet of white jade has been cut into the intricate shape of a stylized lionfish surrounded by frothy swirls of water (worth 60 gp; DC 20 Appraise values).
- **Masterpiece Painting:** A beautiful woodland landscape is the subject of this painting; the canvas is carefully rolled and tucked into a stiff leather tube closed at both ends by brass caps with lined with felt. Upon examination, it looks like the canvas may have been cut from its frame (worth 1,200 gp; DC 20 Appraise values).



TREASURE HOARD 12

- **Coinage:** 110 gp.
- **Ruby:** The facets that define the edges of this translucent, triangular cut, purplish red stone lend its three sides a subtly convex curve (worth 1,605 gp; DC 20 Appraise identifies and values).
- **Composite Longbow:** The smooth finish over graceful woodgrain surface grant this bow an attractive quality, though the marks of hard use upon it attest more to its practical utility than beauty of design (worth 400 gp; DC 20 Appraise values).
- **Disguise Kit:** Clumps of thick prosthetic paste, tins of make-up, twined bundles of hair, and other tools of an actor's (or spy's) trade are carefully arranged inside the small drawers and trays of a small pine trunk with a brass carrying handle on its lid (worth 50 gp; DC 20 Appraise values).
- **Silk Rope:** A coil of one hundred feet of silk rope shimmers with reflected light from the multitudinous thin, periwinkle dyed strands (worth 20 gp; DC 20 Appraise values).

LEVEL 7 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 7th-level treasure hoard is 2,600 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	2,488 gp, 3,547 sp
2	Hoard 2	2,668 gp
3	Hoard 3	2,560 gp
4	Hoard 4	2,508 gp
5	Hoard 5	2,700 gp
6	Hoard 6	2,790 gp
7	Hoard 7	2,830 gp
8	Hoard 8	2,535 gp, 2 sp
9	Hoard 9	2,535 gp
10	Hoard 10	2,500 gp, 1,057 sp
11	Hoard 11	1,599 gp, 9,704 sp
12	Hoard 12	2,611 gp

TREASURE HOARD 1

- **Coinage:** 3,547 sp, 987 gp.
- **Bag of Odds and Ends:** A heavy, black leather sack has a brown leather thong threaded through a series of small slits near its opening to serve as a drawstring. It contains a carefully wound ball of waxed twine, a three-barb steel fishing hook with its points embedded in tiny cylinders of cork, and the remains of a broken lantern (worth 1 gp; DC 20 Appraise values).
- **Javelin of Lightning:** The point of this javelin has been forged to depict a lightning bolt (faint [DC 20 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 1,500 gp).

TREASURE HOARD 2

- **Coinage:** 1,093 gp.
- **Emerald:** This grass-green transparent stone is cut in the form of a thick square with bevelled edges. It rests in a small felt-covered square box, on a tiny white satin pillow inside (worth 1,575 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 3

- **Garnet:** This orange-pink heart-cut is as translucent as glass (worth 210 gp; DC 20 Appraise identifies and values).
- **Earring:** A single golden earring takes the form of a thin hoop with seven short strands of golden beads hanging from it (worth 200 gp; DC 20 Appraise values).
- **Choker:** A pair of criss-crossing waveforms of fine gold chain, between two thin strands of gold links, defines the lattice of precious metal in this choker necklace (worth 400 gp; DC 20 Appraise values).
- **+1 Half-Plate:** This battered and dented armour is definitely second-hand (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,750 gp).

TREASURE HOARD 4

- **Masterwork Scale Mail:** Offset rows of rectangular metal scales overlap atop a leather tunic, the silk ties tying it all together artfully concealed beneath the tiny steel plates (worth 200 gp; DC 20 Appraise values).
- **+1 Kukri:** The forward-angled blade of this heavy chopping knife appears to have been ground from a single flat piece of metal and fitted with two pieces of heavy dowel split lengthwise as handle halves bracketing the blade's tang. The handle, held together by three brass pins, has been worn (by long use) to a sheen by many owners' hands (faint [DC 18 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,308 gp).

TREASURE HOARD 5

- **Black Pearl:** A dagger whose blade has long since rusted away shows a setting on one side of the hilt where perhaps a gem was once installed, and on the other side a black stone remains still glinting darkly in the light once the dust is brushed away (worth 1,450 gp; DC 20 Appraise identifies and values).
- **Monocle:** A thin gold chain is attached to the gold rim that encircles this glass lens (worth 50 gp; DC 20 Appraise values).
- **Bejewelled Anklet:** Dainty, transparent purple amethysts in silver settings are connected together as an anklet by pairs of dainty silver chains (worth 1,200 gp; DC 20 Appraise values).

TREASURE HOARD 6

- **Gold Buckle:** A heavy, unornamented gold buckle is still attached to the dried, cracked remains of a wide, black leather belt (worth 40 gp; DC 20 Appraise values).
- **Coronet:** A golden circlet supports a swan with five wings extending to either side; the bird's chest is set with a single blood-hued garnet (worth 1,400 gp; DC 20 Appraise values).
- **+1 Splint Mail:** Dried blood covers the rear portion of this exquisitely crafted armour (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,350 gp).

TREASURE HOARD 7

- **Rock Crystal:** A piece of irregularly-shaped granite sports a dense, haphazard spray of colourless, obelisk-shaped crystals (worth 50 gp; DC 20 Appraise identifies and values).
- **Bronzewood Tankard:** A pewter handle, pewter rings at the top and bottom and a pewter badge depicting a parrot adorn the apparently seamless bronzewood body of this beautifully crafted drinking vessel (worth 30 gp; DC 20 Appraise values).
- **Artisan Tools:** The tools of a woodworker, including plane, awl, precision saw and numerous other utensils, are stored in a beautiful rosewood case (worth 50 gp; DC 20 Appraise values).

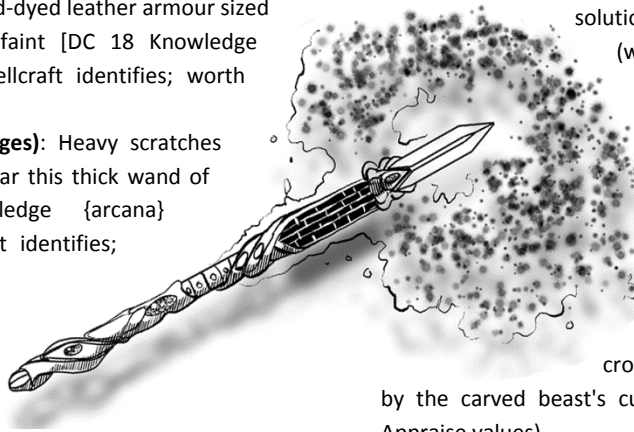
- **+1 Two-Bladed Sword:** One blade of this double sword glows with a dim radiance (faint [DC 18 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

TREASURE HOARD 8

- **Coinage:** 491 gp.
- **Dog Collar:** The beaten leather of this russet brown collar provide a startling contrast to the two blue-green ovals (see below) and pair of red-flecked dark green stones (see below) set into it. (worth 2 sp plus the value of the stones; DC 20 Appraise values).
- **Turquoise:** This is matched pair of polished blue-green oval stones is veined with threads of near black (worth 21 gp each; DC 20 Appraise identifies and values).
- **Bloodstones:** This matched pair of square-cut dark green stones have bright red flecks. They appear opaque at first, but admit a faint glow through the edges when held to the light (worth 63 gp each; DC 20 Appraise identifies and values).
- **+1 Spiked Leather Dog Barding:** Small, curved, iron spikes stud the shoulders of the hardened red-dyed leather armour sized to fit a large, muscular dog (faint [DC 18 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,210 gp).
- **Wand of Magic Fang (50 Charges):** Heavy scratches picked out with white lacquer mar this thick wand of oak (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 750 gp).

TREASURE HOARD 9

- **Medal:** A heavy bronze disc half again the diameter of a silver coin, bearing the profile of a man with patrician features and a formal wig who is bracketed by two curves of laurel branch, trails a pair of tattered pieces of green and blue ribbon attached to a small stud on the top of the medal. An inscription on the back reads "For Honour And Duty" (worth 100 gp; DC 20 Appraise values).
- **Pearl Necklace:** This is a simple strand of small pearls, with a silver clasp connecting its ends (worth 1,800 gp; DC 20 Appraise values).
- **Silver Holy Symbol:** The chain of this silver divine symbol has heavy iron links (worth 25 gp; DC 20 Appraise values).
- **Torc:** A stiff bronze ring has the appearance of scales on its surface, and a gap in the circle ends in serpent heads glaring at each other across the inch-wide space (worth 10 gp; DC 20 Appraise values).
- **Potions of Invisibility (2):** Two glass vials appear empty at first, but a fluid so clear and pure as to almost elude sight sloshes within (faint [DC 17 Knowledge {arcana} illusion]; DC 17 Spellcraft or Perception identifies; worth 300 gp each).



TREASURE HOARD 10

- **Coinage:** 1,052 sp.
- **Ivory Comb:** This off-white comb's base is intricately carved to depict sprites frolicking amongst flowers (worth 200 gp; DC 20 Appraise values).
- **Hat Pin:** The thin shaft of this platinum pin is surmounted by a bluish moonstone carved to resemble a honeysuckle flower in bloom (worth 700 gp; DC 20 Appraise values).
- **Gold Helm:** This gaudy helm of beaten gold with a bright magenta dyed horsehair crest is obviously not meant for use in battle (worth 1,300 gp; DC 20 Appraise values).
- **Ivory Scroll Case:** The off-white surface of this cylinder is marked by gold wire inlay giving shape to a simple labyrinth design. Prying off one of the stitched leather end caps reveals a number of rolled sheets of linen paper, each bearing painstakingly neat handwriting describing gourmet recipes (worth 300 gp; DC 20 Appraise values).
- **Pickled Eggs:** A glass jar large enough to hold a live chicken instead contains only a greenish pickling solution and two dozen hard boiled eggs (worth 5 sp; DC 20 Appraise values).

TREASURE HOARD 11

- **Coinage:** 9,704 sp, 509 gp.
- **Masterwork Hand Crossbow:** Black-stained wood is carved to present the face of a ram at the front of this small, hand-held crossbow; its dull steel arms are fronted by the carved beast's curling horns (worth 400 gp; DC 20 Appraise values).
- **Masterwork Scimitar:** This curved, single-edged sword has a pommel in the shape of a falcon's head and the ends of its quillions resemble the talons of a bird of prey, each clutching an obsidian sphere (worth 315 gp; DC 20 Appraise values).
- **Scroll of Dispel Magic:** Written in dull gray ink, this scroll is brittle and cracked (faint [DC 18 Knowledge {arcana} abjuration]; DC 23 Spellcraft identifies; worth 375 gp).

TREASURE HOARD 12

- **Coinage:** 51 gp.
- **Obsidian (2):** This pair of translucent black glass spheres weighs heavily in the hand (worth 30 gp each; DC 20 Appraise identifies and values).
- **Ring of Jumping:** This plain, thick iron band seems very light for its size and composition (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 2,500 gp).

LEVEL 8 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 8th-level treasure hoard is 3,350 gp.

- **Identification:** Unless noted, a mundane item in an 8th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	3,353 gp
2	Hoard 2	3,353 gp, 1 sp
3	Hoard 3	3,247 gp, 5 cp
4	Hoard 4	3,100 gp
5	Hoard 5	3,269 gp
6	Hoard 6	3,351 gp, 5 sp, 7 cp
7	Hoard 7	3,392 gp
8	Hoard 8	3,220 gp, 1 sp
9	Hoard 9	3,400 gp
10	Hoard 10	3,273 gp, 7 sp
11	Hoard 11	3,478 gp
12	Hoard 12	3,363 gp, 4 sp

TREASURE HOARD 1

- **Coinage:** 2,010 sp, 752 gp.
- **Silver Circlet:** Two bands of interwoven silver each set with a line of small deep green glass beads, form this elegantly understated circlet (worth 400 gp).
- **Potions of Cure Moderate Wounds (3):** Small vials of dimly glowing blue liquid (faint [DC 17 Knowledge {arcana} conjuration {healing}]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Mithral Shirt:** Extraordinarily lightweight, this short chainmail hauberk is made of hundreds of ultra-fine links that gleam like silver. A leaf motif of gold filigree winds its way around the collar (worth 1,100 gp; DC 25 Appraise values).

TREASURE HOARD 2

- **Coinage:** 801 sp, 603 gp.
- **Bloodstones (10):** These small lustrous stones are solid black with riddled with tiny red flecks (worth 50 gp each).
- **Emerald Earrings:** These earrings feature gold wire twisted into the shape of an eye; a sparkling emerald in the centre serves as the pupil (worth 600 gp).
- **Painted Ball:** A battered felt-lined box holds a wooden orb, covered in faded paint depicting a man descending from the clouds (worth 400 gp).
- **+1 Heavy Steel Shield:** This metal shield has been polished to a mirror-like finish that still gleams brightly despite its age. On the back, an inscriptions reads "May my enemies break upon themselves" (faint [DC 17 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,170 gp).

TREASURE HOARD 3

- **Coinage:** 505 cp, 310 sp, 123 gp.
- **Turquoises (6):** These small, lopsided light blue stones are marred by rough black spots (worth 10 gp each).
- **Opal Brooch:** This bronze brooch is embossed with images of warring elementals, and a large blue and yellow opal dominates its centre (worth 140 gp).
- **Ivory Animals:** A small silk pouch contains a veritable menagerie of miniscule figurines, each of them in the shape of some exotic animal (worth 600 gp).
- **+1 Scimitar:** The wide hilt of this weapon is plated in bronze, and the sharply curving blade bears the image of a charging elephant at its base. (Faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,315 gp).

TREASURE HOARD 4

- **Coinage:** 400 gp.
- **Malachites (16):** This worn leather pouch holds uncut green stones shot through with darker streaks (worth 10 gp each).
- **Pearl Cufflinks:** These cufflinks, shaped like tiny swordfish, have been expertly carved from whole pearls (worth 350 gp).
- **Platinum Sextant:** This complex device is mostly made of platinum, though the more delicate moving parts are of polished steel (worth 450 gp).
- **Potions of Bull's Strength (4):** Dull iron flasks each containing brown, viscous liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Masterwork Silver and Iron Two-Bladed Sword:** Two blades – one silver, the other iron – emerge from a single hilt wrapped in crimson-stained leather. Along the silver blade, in lavish flowing text, "I dethrone tyrants" has been etched. In rougher letters, "I hold the destroyers at bay" has been chiselled into the iron blade (worth 540 gp).

TREASURE HOARD 5

- **Coinage:** 374 gp, 27 pp.
- **Quartz Fragments (9):** A small wooden case contains a series of crystal fragments. They are uncut and filled with impurities, but each is a different colour and carved with a different rune (worth 25 gp each).
- **Signet Ring:** This iron ring has a thick band, and the wide bezel bears an intricate carving of a horned serpent winding around an arcane symbol (worth 1,500 gp).
- **Potions of Cat's Grace (3):** Small tarnished silver vials filled with light gray liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).

TREASURE HOARD 6

- **Coinage:** 2,527 cp, 2,013 sp, 600 gp
- **Citrines (4):** These large faceted gems are of a muted yellow hue (worth 50 gp each).
- **Jewelled Holy Symbol:** This gleaming golden holy symbol is ringed with an alternating pattern of red, green and orange gemstones (worth 600 gp).
- **Potions of Lesser Restoration (2):** Black iron flasks each filled with shimmering silver liquid (faint [DC 17 Knowledge {arcana} conjuration {healing}]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Scroll of Raise Dead:** Beautifully penned scroll; the ink sparkles in the light (moderate [DC 19 Knowledge {arcana} conjuration {healing}]; DC 22 Spellcraft identifies; worth 1,125 gp).

TREASURE HOARD 7

- **Coinage:** 600 sp, 200 gp.
- **Azurites (15):** These small coarse stones are clear blue in colour (each worth 10 gp).
- **Exotic Hairpins:** A darkwood box lined with red velvet holds eight slightly tarnished bronze hairpins each adorned with a small animal carving. Indentations in the velvet indicate four pins are missing (worth 300 gp).
- **Embroidered Scarves:** Three scarves woven with brightly coloured cloth; when stretched out together they depict a beautiful rainbow (worth 400 gp).
- **Slaying Arrow (Undead):** The tip of this arrow is in the shape of a stern-faced man in a judge's raiment, a pointed hat forming the broad tip. The fletching is of dull copper (strong [DC 22 Knowledge {arcana} necromancy]; DC 28 Spellcraft identifies; worth 2,282 gp).

TREASURE HOARD 8

- **Coinage:** 651 sp, 703 gp.
- **Jaspers (7):** Just beneath the smooth surface of these polished red stones run a labyrinth of small cracks and fractures (each worth 50 gp).
- **Tinted Spectacles:** These small round lenses, resting in a thin frame of gold, are crafted from slightly curved glass with a distinctive green tint (worth 500 gp).
- **Screaming Bolts (6):** The shafts of these bolts have long, fluted holes along their lengths; simply passing them through the air produces a low whistle (faint [DC 18 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 267 gp each).

TREASURE HOARD 9

- **Amethysts (15):** These cloudy, faceted gems are pale purple in colour with dark bands running parallel to their various faces (worth 100 gp each).

- **Wooden Diadem:** A miracle of botany, this narrow headband comprises three twisting tendrils of cherry wood. Notches run down their lengths (worth 400 gp).
- **Wood Relief:** This large oak slab is extremely rough with dead bark still clinging to the side; the centre has been masterfully engraved to depict a circle of druids gathered around a massive burning tree (worth 750 gp).
- **Wand of Entangle (50 charges):** At first glance, this seems to be a broken branch wrapped in vines, but closer inspection reveals its contours fit comfortably in one's hand, and a few simple runes adorn the tip (faint [DC 16 Knowledge {arcana} transmutation]; DC 19 Spellcraft identifies; worth 750 gp).

TREASURE HOARD 10

- **Coinage:** 2,047 sp, 2,013 gp, 31 pp.
- **Wand of Grease:** A small misshapen pearl caps this narrow bronze rod. The wand is slick with a viscous liquid, save for a oiled leather hand wrapping (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 750 gp).

TREASURE HOARD 11

- **Coinage:** 1,600 gp.
- **Garnets (15):** These brownish-red ovular stones are nearly opaque, but the cut is not perfect; many are slightly chipped (worth 75 gp each).
- **Damaged Puzzle Box:** This tiny box is covered over a hundred tiny panels; each can be manipulated to slide in any of four direction, presumably to open the lock. One side has been forced open and the contents removed, but the craftsmanship is still remarkable. (worth 250 gp).
- **Hand of the Mage:** Attached to a slender silver cord, this slender hand has been carefully wrapped in frayed blue satin (faint [DC 16 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 900 gp).

TREASURE HOARD 12

- **Coinage:** 1,504 sp, 1,413 gp.
- **Tiara:** The silver-plated frame of this tiara is inlaid with many small diamonds (worth 500 gp).
- **Faded Swan Painting:** Unfurling this large roll of canvas reveals it to be a skilful, but now faded, painting of a swan in flight (worth 300 gp).
- **Cloak of Resistance +1:** Finely woven brown cloak with a voluminous hood (Faint [DC 18 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 1,000 gp).

LEVEL 9 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 9th-level treasure hoard is 4,250 gp.

- **Identification:** Unless noted, a mundane item in a 9th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	4,253 gp
2	Hoard 2	4,005 gp
3	Hoard 3	4,300 gp, 7 sp
4	Hoard 4	4,341 gp, 2 sp
5	Hoard 5	4,150 gp
6	Hoard 6	4,350 gp
7	Hoard 7	4,220 gp
8	Hoard 8	4,251 gp
9	Hoard 9	4,323 gp, 1 sp
10	Hoard 10	4,252 gp, 8 sp
11	Hoard 11	4,300 gp
12	Hoard 12	4,250 gp

TREASURE HOARD 1

- **Coinage:** 653 gp.
- **Flawed Diamonds (4):** A rough burlap pouch holds four shining diamonds, though they are rife with impurities and have other, less valuable minerals clinging to them (worth 50 gp each).
- **Ruby and Sapphire Ring:** This ring has two gems set into its band. One is a gleaming ruby, the other an icy blue sapphire (worth 750 gp).
- **+1 Full Plate Mail:** This magnificent suit of armour is crafted from solid gold, but it seems as solid as steel. The image of a peacock, its tail fanned prominently, is emblazoned on the breastplate (faint [DC 17 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 2,650 gp).

TREASURE HOARD 2

- **Coinage:** 700 cp, 905 sp.
- **Pearls (3):** Each of these silvery pearls is perfectly formed (worth 100 gp each).
- **Jewellery Box:** The corners of this smooth black box are adorned with golden attachments, and the lid is inlaid with hundreds of small semi-precious stones (worth 450 gp).
- **Caster's Shield (Empty):** This small wooden shield is overlaid with supple leather. There are four small brass clips on the underside where a scroll or page could be easily held (moderate [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 3,153 gp).

TREASURE HOARD 3

- **Coinage:** 2,307 sp.
- **Silver Torc:** This open-throated necklace is sized for a Small wearer (worth 250 gp).
- **Potion of Remove Disease (2):** Two milky potions that smell vaguely of honey in ceramic flasks (faint [DC 18 Knowledge {arcana} faint conjuration {healing}]; DC 20 Spellcraft or Perception identifies; worth 750 gp each).
- **+1 Alchemical Silver Greataxe:** The curving head of this massive bearded axe is reminiscent of a beast's claw, and a wolf's head adorns either side of the edge. Eight notches have been carved into its haft, seven with a small blade and the last with a claw (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,320 gp).

TREASURE HOARD 4

- **Coinage:** 412 sp.
- **Pearl-Studded Ribbon:** This ribbon of ultra-fine green silk has a pair of small yellow pearls tied to both end (worth 400 gp).
- **Decorative Bracers:** A string of emeralds runs down this pair of thick bronze bracers (worth 1,200 gp).
- **+1 Mighty Composite Longbow (+3 Str Bonus):** This wide, flat bow is built with a mighty recurve. Each end is carved in the shape of a horse's head, holding one end of the string in its mouth (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

TREASURE HOARD 5

- **Coinage:** 50 pp, 600 gp.
- **Fire Agates (6):** These stones are filled with clusters of rainbow colour, and practically flash with an inner radiance in the light (worth 100 gp each).
- **Ruby Bracelet:** This silver bracelet has seven rubies threaded along its length (worth 700 gp).
- **Exotic Spices:** This simple wooden box contains glass bottles filled with seasonings and fine powders, ground to varying degrees of fineness (worth 350 gp; DC 25 Appraise values).
- **Scrolls of Fire Shield (2):** Thick vellum with a large red ribbon attached (moderate [DC 19 Knowledge {arcana} evocation]; DC 22 Spellcraft identifies; worth 700 gp each).

TREASURE HOARD 6

- **Coinage:** 500 gp.
- **Large Alexandrites (2):** This translucent faceted gem, nearly the size of a fist, changes from blue to purple and back again as light passes through its surface (worth 800 gp).

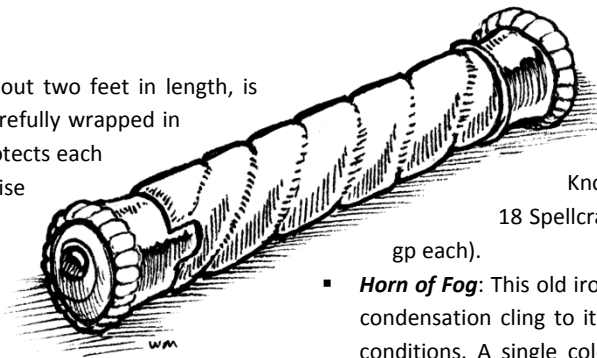
- **Scrolls of Flame Strike (2):** Images of falling fire decorate each scroll (moderate [DC 19 Knowledge {arcana} evocation]; DC 22 Spellcraft identifies; worth 1,125 gp each).

TREASURE HOARD 7

- **Snowflake Obsidians (8):** These small, black stony globes have small blossoms of white rock just beneath their surfaces (each worth 200 gp).
- **Golden-Rope Necklace:** This long, dangling necklace is crafted from numerous golden wires woven together into a long rope (worth 800 gp).
- **Calligraphy Scrolls:** These eight rolls of parchment each bear four large, carefully painted symbols. The ink sparkles in the light, and close inspection reveals it contains finely crushed jade (worth 500 gp).
- **Sleep Arrows (10):** Each of these arrows end in a tip of blunted lead. Their shafts are of white birch and are carved with a short Elven lullaby (faint [DC 18 Knowledge {arcana} enchantment]; DC 20 Spellcraft identifies; worth 132 gp each).

TREASURE HOARD 8

- **Coinage:** 450 gp.
- **Telescope:** This unusual device, about two feet in length, is well-crafted and well-preserved, carefully wrapped in supple black leather; a steel cap protects each lens (worth 1,500 gp; DC 25 Appraise values).
- **+1 Shuriken:** A thick leather bandolier holds a single shuriken of smooth steel (faint [DC 17 Knowledge {arcana} evocation]; DC 28 Spellcraft identifies; worth 2,301 gp).



TREASURE HOARD 9

- **Coinage:** 4,231 sp.
- **Tourmalines (5):** These small crystalline deep pink beads have a hint of blue around their edges (worth 100 gp each).
- **Intricate Coffer:** This small octagonal chest has a wooden panel on each side. Each panel bears a different keyhole; above each is a carving of a vigilant watchdog (worth 400 gp).
- **Lesser Metamagic Rod of Silent Spell:** This rod has been wrapped in uncoloured silk and tied with a fine string. A set of tightly pursed silver lips protrudes from the cloth at one end (strong [DC 24 Knowledge {arcana} no school]; DC 32 Spellcraft identifies; worth 3,000 gp).

TREASURE HOARD 10

- **Coinage:** 508 sp, 302 gp
- **Rough Peridots (3):** These rectangular pale green gemstones have darker green bands at their edges (worth 25 gp each).

- **Carved Runestones:** A leather pouch contains smooth silver discs, each decorated with a different rune of the Dwarven alphabet (worth 450 gp).
- **Wand of Cure Serious Wounds (15 Charges):** A twisted pearl handle forms the base of this wand, and leads to a soft branch of burnt hickory. Despite its age, it still bears the faint scent of a cosy campfire (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 20 Spellcraft identifies; worth 3,375 gp).

TREASURE HOARD 11

- **Onyx Beads (10):** These small lustrous black stones each has a small hole bored through it (worth 50 gp each).
- **Worn Crown:** The five spires of this leaden crown are badly bent and three bear empty sockets where gemstones have been pried out, but radiant blue opals adorn the other two, and the base bears a crudely beaten image of dogs chasing a stag (worth 250 gp).
- **Ancient Electrum Coins:** An old satin pouch contains nearly a hundred coins of a silver-gold metal. They all bear the regal image of some forgotten figure of authority, and have a small square hole punched through their centre (worth 650 gp).
- **Potions of Levitate (3):** Each battered iron flask contains a minty, green liquid (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp each).
- **Horn of Fog:** This old iron war horn is relatively plain, drops of condensation cling to its surface regardless of environmental conditions. A single colourless gem rests near the mouth, a strange mist roiling within it (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies; worth 2,000 gp).

TREASURE HOARD 12

- **Coinage:** 20 pp.
- **Deep Green Spinel (2):** A pair of translucent, sage-green gemstones; Their cut suggests they were once set into a ring (worth 100 gp each).
- **Gem-Encrusted Top:** Small gems of various sizes and colour cover this ostentatious toy. It is lopsided and cannot complete a single spin (worth 350 gp).
- **Potions of Cure Serious Wounds (2):** Carved wooden vials contain red liquid that smells of copper (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 20 Spellcraft or Perception identifies; worth 750 each gp).
- **Amulet of Natural Armour +1:** This rough bronze scale, about six inches in diameter, may be draconic in origin. Two holes have been punched into it (faint [DC 18 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 2,000 gp).

LEVEL 10 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 10th-level treasure hoard is 5,450 gp.

- **Identification:** Unless noted, a mundane item in a 10th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	5,400 gp
2	Hoard 2	5,525 gp
3	Hoard 3	5,753 gp
4	Hoard 4	5,212 gp
5	Hoard 5	5,250 gp
6	Hoard 6	5,445 gp
7	Hoard 7	5,553 gp
8	Hoard 8	5,451 gp
9	Hoard 9	5,550 gp
10	Hoard 10	5,650 gp
11	Hoard 11	5,452 gp
12	Hoard 12	5,500 gp

TREASURE HOARD 1

- **Platinum Locket:** This moon-shaped locket contains a folded piece of paper, upon which is sketched the striking visage of a scarred halfling woman (worth 400 gp).
- **Marble Sundial:** Each number on the face of this sundial comes from a different alphabet. A polished bone protrudes from the centre, and a carving of twelve humanoids of various races, holding hands, surrounds it. Beneath the bone, a wooden plaque reads “In time, we are all joined in the grave” (worth 600 gp).
- **+2 Banded Mail:** This suit of gleaming armour is crafted from interlocking strips of metal. The larger ones are gold plated, gilding the chest, legs and arms, while the smaller pieces are of hard, dull steel (moderate [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 4,400 gp).

TREASURE HOARD 2

- **Chrysoprases (4):** These smooth, opaque stones are pale green, with jagged stripes of black running along their surfaces (worth 50 gp each).
- **Large Mithral Earrings:** These brilliant spiral earrings are so enormous that a human ear could not bear their weight. A small fragment of ivory is set into the centre of each one (worth 650 gp).
- **Potions of Cure Serious Wounds (2):** Tough crystal vial holding a dark liquid smelling of raspberries (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 20 Spellcraft or Perception identifies; worth 750 gp each).

- **+1 Glamered Studded Leather:** Brass stud, each resembling a different and remarkably detailed tiny face, decorates this armour (moderate [DC 20 Knowledge {arcana} illusion]; DC 25 Spellcraft identifies; worth 3,175 gp).

TREASURE HOARD 3

- **Coinage:** 90 pp, 503 gp.
- **Blue Topaz:** This large triangular gem is as blue as ocean surf, and has an inner radiance (worth 600 gp).
- **Clockwork Egg:** This bronze egg, a little larger than that of a chicken, has hinges and features a small knob. Turning the knob causes the egg to pop open, revealing a wonder of gears that squeak loudly as they turn, reminiscent of a chirping bird (worth 750 gp; DC 25 Appraise values).
- **+1 Heavy Repeating Crossbow:** This mechanism of this bulky crossbow is crafted of hammered steel, but a bulky protrusion juts out just above the crank. Gold filigree runs down the length of bow, and the string is of sturdy copper wire (faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,700 gp).

TREASURE HOARD 4

- **Coinage:** 30 gp, 50 pp.
- **Hematite Stones (15):** These round grey stones have an almost mirror-like surface, the darkened reflections of their surroundings appearing in their face (worth 10 gp each).
- **Badge:** This badge appears to be a small iron shield, its face bearing a small pearl cameo of a griffon filled with arrows (worth 200 gp).
- **Potions of Rage (2):** Two iron flasks contain odourless blood-red liquid (faint [DC 18 Knowledge {arcana} enchantment {compulsion}]; DC 20 Spellcraft or Perception identifies; worth 750 gp each).
- **Adamantine Warhammer:** This squat, black hammer is sturdy but extremely rudimentary. The angles on the head are hard and crude; a simple leather wrap serves as its grip (worth 3,012 gp; DC 25 Appraise values).

TREASURE HOARD 5

- **Coinage:** 450 gp
- **Fluorspars (3):** These roughly cut crystal prisms are each a different colour, and seem to glow ever so faintly in dim light (worth 50 gp each; DC 20 Appraise identifies and values).
- **Chess Set:** The board of this gaudy chess set is of red and black marble. One set of pieces, carved from rubies, depicts various devils, while the comprises assorted demons and is crafted from jagged obsidian (worth 1,250 gp).

- **Scroll of Cone of Cold:** Written in concise, tight script this scroll uses startling blue ink (moderate [DC 20 Knowledge {arcana} evocation]; DC 24 Spellcraft identifies; worth 1,125 gp).
- **Scroll of Spell Turning:** In concise, tight script this scroll is entitled “Magic Immunity” (strong [DC 22 Knowledge {arcana} abjuration]; DC 28 Spellcraft identifies; worth 2,275 gp).

TREASURE HOARD 6

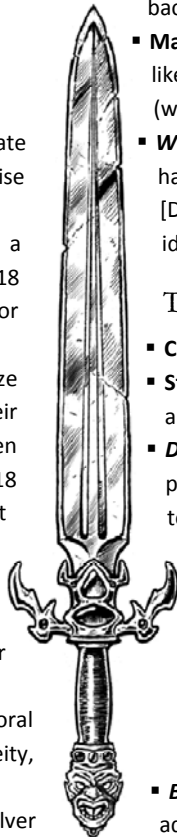
- **Coinage:** 755 gp, 2,500 sp.
- **Jade Beads (4):** These elongated beads are perfectly smooth. They are opaque, and of a pale green colour, with a few darker glossy streaks around the edges (worth 100 gp each).
- **Coral Necklace:** This heavy necklace comprises nearly 100 red-brown strands of miniscule coral beads (worth 800 gp).
- **Darkwood Totems:** A pouch crafted of tanned human flesh holds 12 figurines, carved from darkwood and brightly painted. Each represents a different denizen of the jungle, though all of them have exaggerated fangs and claws (worth 850 gp).
- **Scroll of Animal Shapes:** Written in brown ink in a strong, confident hand this scroll has mud stains on its back (strong [DC 23 Knowledge {arcana} transmutation]; DC 30 Spellcraft identifies; worth 3,000 gp).

TREASURE HOARD 7

- **Coinage:** 203 gp.
- **Golden Anklet:** Smooth but low-quality jet stones decorate this thick golden bands (worth 350 gp; DC 20 Appraise values).
- **Potions of Haste (2):** Tiny leather flasks containing a tasteless, green liquid that smells of wet dog (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 750 gp each).
- **Javelins of Lightning (2):** Each of these long, bronze javelins is twisted to look like a serpentine dragon. Their long spiralling tails form the shaft, and from their open mouths protrude jagged pieces of quartz (faint [DC 18 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 3,500 gp).

TREASURE HOARD 8

- **Golden Pearls (3):** These exquisite globes almost appear to be spheres of solid gold (worth 100 gp each).
- **Charm Bracelet:** This simple chain bracelet has six small coral carvings, each depicting the holy symbol of a different deity, dangling from it (worth 250 gp).
- **Holy Book:** Yellow pages are held between the heavy silver covers. The pages hold anatomy diagrams of various demons along with instructions on dispatching them (worth 600 gp).



- **+1 Cold Iron Sling Bullets (10):** Each of these Small bullets rattles like a bell and is painted with a prayer (written in Halfling) in miniscule letters (Faint [DC 17 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 4,301 gp).

TREASURE HOARD 9

- **Carnelians (5):** Each of these stones are of a dull, brown-red hue, with an opaque glossy finish (worth 50 gp each).
- **Decorated Skull:** This dwarf skull has large yellow sapphires inserted into its eye sockets. The teeth are of silver, and a disk of gold has been hammered into the top (worth 1,100 gp).
- **Wand of Enervation (10 Charges):** One end of this thin bone is wrapped in black silk (moderate [DC 19 Knowledge {arcana} necromancy]; DC 22 Spellcraft identifies; worth 4,200 gp).

TREASURE HOARD 10

- **Misshapen Black Pearls (2):** These small black pearls are beautiful to look at, but are marred by several lumps and dents that cause their quality to suffer (worth 250 gp each).
- **Exotic Headdress:** Enormous and colourful feathers adorn this leather skullcap. A curtain of coral beads runs down from the back like a short cape (worth 450 gp).
- **Magnifying Glass:** This crystal lens is set into a frame shaped like an eye. The handle is electrum, wrapped in purple velvet (worth 200 gp).
- **Wand of Acid Arrow (50 charges):** Set into a carved bone handle this iron wand drips slightly caustic grey liquid (faint [DC 17 Knowledge {arcana} conjuration]; DC 18 Spellcraft identifies; worth 4,500 gp).

TREASURE HOARD 11

- **Coinage:** 40 pp, 552 gp
- **Star Sapphire:** This round blue stone is vaguely translucent, and has a brilliant starburst pattern within (worth 1,000 gp).
- **Dust of Disappearance:** Contained in a supple black leather pouch, this dull grey powder is so fine as to be undetectable to the naked eye in small amounts (moderate [DC 19 Knowledge {arcana} illusion]; DC 20 Spellcraft identifies; worth 3,500 gp).

TREASURE HOARD 12

- **Mithral Bullion:** Five small mithral bars; each stamped with the image of a coiled legless dragon (worth 300 gp each).
- **Belt of Might Constitution:** This wide leather girdle is adorned with a buckle crafted from a turtle shell. Hard chitin rivets run its length in four tight rows (moderate [DC 19 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 4,000 gp).

LEVEL 11 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of an 11th-level treasure hoard is 7,000 gp.

- **Identification:** Unless noted, a mundane item in an 11th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	6,988 gp
2	Hoard 2	6,990 gp
3	Hoard 3	6,136 gp
4	Hoard 4	7,111 gp
5	Hoard 5	7,126 gp, 5 sp, 6 cp
6	Hoard 6	6,999 gp
7	Hoard 7	7,030 gp
8	Hoard 8	6,745 gp
9	Hoard 9	7,155 gp
10	Hoard 10	7,016 gp
11	Hoard 11	7,302 gp
12	Hoard 12	7,050 gp, 7 sp

TREASURE HOARD 1

- **Coinage:** 1,578 gp, 81 pp.
- **Copper Armband:** Cast in the shape of a snake eating its tail; a tiny chip of green jade forms each eye (worth 700 gp).
- **Silver Knotwork Belt:** Silver mesh woven in knotwork patterns and fastened with a clasp shaped like a leaping salmon (worth 1,200 gp).
- **Iron Brazier:** Iron bowl for coals supported by the figures of three intricately carved nymphs (worth 1,200 gp).
- **Bolt of Silk:** 60 ft. of bright blue silk, rolled up and tied with rough black twine (worth 200 gp).
- **Half-plate:** Small set of battered half-plate armour painted with 4-petalled flowers (worth 600 gp).
- **Scroll of Freedom of Movement:** This surprisingly brief scroll has a small bloodstain on one corner (moderate [DC 19 Knowledge {arcana} abjuration]; DC 22 Spellcraft identifies; worth 700 gp).

TREASURE HOARD 2

- **Coinage:** 1,190 gp.
- **Chrysoberyl (2):** Small transparent yellow-green rhomboid (worth 500 gp).
- **Alabaster Lamp:** Translucent cream stone carved in the shape of a lion with a hollow body to contain oil; if used, it functions as a common lamp (worth 400 gp).
- **Velvet Slippers:** Green velvet, decorated with a starburst pattern of mother-of-pearl beads (worth 1,100 gp).
- **Leather Belt:** Finely crafted with an intertwined cats design (worth 100 gp).

- **Onyx Chess Set:** Each piece is carved from subtranslucent black and white onyx (worth 3,200 gp; DC 25 Appraise values).

TREASURE HOARD 3

- **Coinage:** 1,726 gp.
- **Gold Stag:** Eight-inch high gold statuette of a stag sniffing the air (worth 600 gp).
- **Astronomer's Carpet:** Dark blue plush carpet featuring a segment of night sky, complete with constellations in silver thread (worth 1,000 gp).
- **Brass Spyglass:** Stamped with an acorn sigil (worth 1,000 gp).
- **Masterwork Breastplate:** A coat of arms depicting a stag and an oak tree, quartered, is enamelled over the heart of this highly polished breastplate (worth 350 gp).
- **+1 Longsword:** This sword's hilt is carved in a stylised stag's head shape with spreading antlers forming the crosspiece and guard (faint [DC 16 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,315 gp).

TREASURE HOARD 4

- **Coinage:** 9,750 sp, 1,786 gp.
- **Amethyst (1):** Large transparent purple amethyst crystal embedded in a half-sphere of grey granite (worth 500 gp).
- **Decanter:** Clear crystal decanter wrapped with a spiral of pewter wire (worth 850 gp).
- **Bronze Bowl:** Large, shallow bronze bowl engraved with male and female dancers (worth 1,300 gp).
- **Gold Comb:** Gold hair comb inset with tiny circles of translucent pale pink and white star rose quartz (worth 1,700 gp).

TREASURE HOARD 5

- **Coinage:** 89,956 cp, 1,037 gp, 189 pp.
- **Sapphire (3):** Matched set of small transparent blue hearts (worth 500 gp each).
- **Ivory Pin:** Decorative ivory hair pin with blue-green turquoise set in the head (worth 500 gp).
- **Ebony Coffin:** Miniature ebony chest lined with white satin; a galleon in full sail is inlaid in the lid in pale birch wood (worth 600 gp).
- **Scroll of Air Walk:** Stylised clouds decorate this scroll's margins (moderate [DC 19 Knowledge {arcana} transmutation]; DC 22 Spellcraft identifies; worth 700 gp).

TREASURE HOARD 6

- **Coinage:** 7,760 sp, 1, 693 gp.
- **Bronze Statuette:** Depicts a female elf; a butterfly is perched on her extended hand (worth 2,400 gp).
- **Tapestry:** Features a hilly landscape with a lone rider on a central crest (worth 1,000 gp).
- **Wool Rug:** Large dark red circular rug marked with the lines of a traditional magic circle in white (worth 800 gp).
- **Dwarven Waraxe:** Masterwork axe with a braided leather grip and worn traces of gold inlay on the axe head (worth 330 gp).

TREASURE HOARD 7

- **Coinage:** 209 pp, 300 gp.
- **Garnet (1):** Small translucent violet stone (worth 500 gp).
- **Fire Opal (1):** Medium subtranslucent shimmering scarlet oval (worth 3,000 gp; DC 25 Appraise identifies and values).
- **Coral Bracelet:** Pink coral bracelet carved with wave patterns and sized for a gnome (worth 1,000 gp).
- **Sack of Salt:** Tightly woven beige linen sack containing 10 lbs. of salt; a stylised rose is drawn on the sack's centre in black ink (worth 50 gp).
- **Sack of Cloves:** This beige linen sack contains 6 lbs. of cloves; a black stylised rose is drawn on the sack's centre (worth 90 gp).

TREASURE HOARD 8

- **Coinage:** 6,180 sp, 1,227 gp.
- **Pearl (1):** Tiny opaque black sphere (worth 500 gp).
- **Spinel (1):** Small transparent deep blue spindle (worth 800 gp)
- **Silk Scarf:** Dark green silk edged with tiny malachite beads (worth 700 gp).
- **Portable Screen:** Three panelled free-standing screen; each dark blue panel features an embroidered dragon (one gold, one silver and one copper; worth 2,000 gp).
- **Bone Stool:** Three-legged stool formed from scrimshawed wyvern bones (worth 900 gp).

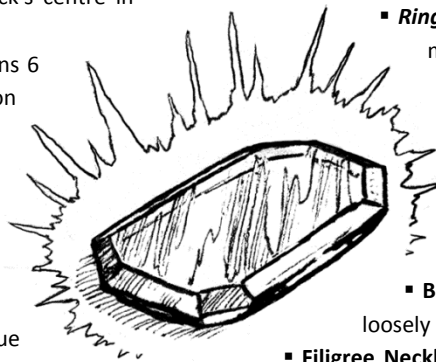
TREASURE HOARD 9

- **Coinage:** 768 gp, 83 pp.
- **Peridot (1):** Small transparent olive green heptagon (worth 500 gp).
- **Mahogany Box:** Curly-grained dark red mahogany box lined with black velvet and inlaid on the lid with a gold scorpion (worth 1,100 gp).
- **Painting:** A landscape of a forest clearing; the moonlight highlight a dark pool (worth 700 gp).

- **Darkwood Shield:** A battered and scarred kite-shaped shield made of darkwood; DC 20 Perception reveals the initials "K.S.L." cut into the back of the shield (worth 257 gp).
- **Rod of Lesser Extend Metamagic:** A foot long mahogany rod, banded in segments like a scorpion's tail (strong [DC 15 Knowledge {arcana} no school]; DC 32 Spellcraft identifies; worth 3,000 gp).

TREASURE HOARD 10

- **Coinage:** 1,316 gp.
- **Pearl (1):** Small opaque white sphere (worth 200 gp).
- **Lizard Buckle:** Enamelled steel belt buckle shaped like a green-grey lizard (worth 500 gp).
- **Tapestry:** Large silk tapestry depicting a fox and a stork sitting down to dinner (worth 1,500 gp).
- **Masterwork composite longbow (Strength +3):** Re-curved bow with layers of bone, horn and wood forming cream and gold ripples down its length (worth 700 gp).
- **Masterwork Half-Plate:** This matt black armour has a weapon loop on the left hip (worth 600 gp).
 - **Ring of Feather Falling:** This bronze ring is moulded in the shape of a coiled feather (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 2,200 gp).



TREASURE HOARD 11

- **Coinage:** 922 gp, 111 pp.
- **Bolt of Silk:** Seven yards of crimson silk rolled loosely around a pine board (worth 70 gp).
 - **Filigree Necklace:** Gold necklace shaped in elegant filigree swirls around five tiny rubies (worth 2,200 gp).
- **Crenulated Silver Chalice:** Set with a jade dragon curled on the base; DC 30 Perception reveals a hidden compartment for holding poison, operated via pressure on the dragon's head (worth 3,000 gp).

TREASURE HOARD 12

- **Coinage:** 8,997 sp, 1,751 gp.
- **Jacinth (1):** Small transparent orange prism (worth 1,000 gp).
- **Feather Cloak:** Black woollen cloak cut to look like feathered wings (worth 60 gp).
- **Brass Candlestick:** Badly tarnished plain brass candlestick (worth 40 gp).
- **Opal Bracelet:** Heavy golden chain with a shimmering scarlet stone (worth 1,000 gp).
- **Ring of Jumping:** This thin platinum band is unadorned apart from a stylised leaping frog faintly etched inside band (faint [DC 15 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 2,500 gp).

LEVEL 12 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 12th-level treasure hoard is 9,000 gp.

- **Identification:** Unless noted, a mundane item in an 12th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	8,829 gp
2	Hoard 2	8,791 gp
3	Hoard 3	9,632 gp
4	Hoard 4	8,965 gp, 7 sp, 6 cp
5	Hoard 5	8,975 gp, 6 sp
6	Hoard 6	9,853 gp
7	Hoard 7	8,727 gp, 1 sp, 2 cp
8	Hoard 8	9,071 gp
9	Hoard 9	9,177 gp
10	Hoard 10	9,353 gp
11	Hoard 11	9,036 gp
12	Hoard 12	8,898 gp

TREASURE HOARD 1

- **Coinage:** 1,889 gp.
- **Blue Spinel (1):** Tiny transparent deep blue star (worth 500 gp; DC 25 Appraise identifies and values).
- **Sapphire (1):** Small transparent bright blue pyramid (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Incense:** Three ounces of pale gold frankincense resin in a small white ceramic pot (worth 90 gp).
- **Bolt of Linen:** Ten yards of pure white linen rolled loosely and stored in a wooden crate (worth 40 gp).
- **Gold Collar:** Wide pectoral gold collar, decorated with lapis lazuli lozenges (worth 4,000 gp; DC 25 Appraise values).
- **Coronet:** Slim gold circlet with a turquoise-eyed snake rearing up at the front (worth 1,300 gp).

TREASURE HOARD 2

- **Coinage:** 1,421 gp, 112 pp.
- **Opal (2):** Small blue-white oval shot through with iridescent flecks (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Citrine (3):** Medium transparent yellow-brown spiral (worth 50 gp each).
- **Dove Pendant:** Dove carved from white moonstone and suspended on a fine platinum chain (worth 1,000 gp).
- **Ivy Ring:** Silver ring shaped like twining ivy with a single heart-shaped leaf on the back of the finger (worth 500 gp).
- **Gold Hairnet:** Hairnet formed from a wide mesh of white gold thread (worth 700 gp).

- **Pearl Earrings:** Pair of white pearl bob earrings in a silver setting (worth 600 gp).
- **+1 Chainmail:** Medium suit of chainmail painted red, with black sleeves (faint [DC 15 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,300 gp).

TREASURE HOARD 3

- **Coinage:** 2,022 gp, 229 pp.
- **Uncut Diamonds (2):** Small rough translucent whitish-grey ovals (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Topaz (2):** Large transparent buttery yellow spheres (worth 500 gp each).
- **+1 Greataxe:** The red split-leather grip has ten uneven dents along its length as if a previous owner gripped it with incredible strength (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,320 gp).

TREASURE HOARD 4

- **Coinage:** 109,076 cp, 3,425 gp, 175 pp
- **Ruby (2):** Small transparent scarlet octagon (worth 1,000 gp each; DC 25 Appraise identifies and values)
- **Jade Cats (2):** Matching pair of small sleeping cats carved from creamy jade (worth 500 gp each).
- **Onyx Locket:** Small locket on a fine gold chain showing a man's silhouette in white onyx on black; inside are skilfully painted portraits of a woman and a boy, dressed in archaic style (worth 700 gp).

TREASURE HOARD 5

- **Coinage:** 8,136 sp, 1,887 gp.
- **Star Ruby (1):** Translucent red sphere with a white star in the centre (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Topaz (2):** Medium-sized transparent harvest gold spheres (worth 500 gp each).
- **Dolphin Statuette:** Small bronze statuette of a boy riding a dolphin (worth 400 gp).
- **Shawl:** Fine brown woollen shawl with a light green vine pattern (worth 100 gp).
- **Silk Wig:** Medium-sized wig of silk braids, each ended with either a gold bead or a blue lapis lazuli bead (worth 1,000 gp).
- **Scroll of Tiny Hut:** Held in a small, leather case, this scroll is tightly bound (faint [DC 18 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 375 gp).
- **Robe of Bones:** Dark green woollen robe (moderate [DC 18 Knowledge {arcana} necromancy]; DC 21 Spellcraft identifies; worth 2,400 gp).

TREASURE HOARD 6

- **Coinage:** 2,148 gp, 249 pp.
- **Coral (2):** Small opaque pink stones carved into rosebuds (worth 100 gp each).
- **Potion of Darkvision:** Musty, faintly glowing water in a glass vial (faint [DC 17 Knowledge {arcana} transmutation]; DC 18 Spellcraft or Perception identifies; worth 300 gp).
- **+1 buckler:** Small buckler features as a coat of arms, a white sword on a red background (faint [DC 15 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,165 gp).
- **Druid's Vestment:** Small dark green surcoat embroidered with white rose vines running from shoulder to hem (moderate [DC 20 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 3,750 gp).

TREASURE HOARD 7

- **Coinage:** 3,325 gp, 40,212 cp.
- **Book:** Large, heavy book bound in scarlet leather; inside it lists and illustrates all the common planar beings along with their reward preferences and favoured negotiation styles. It functions as a masterwork tool for *planar binding* or *planar ally* (worth 1,000 gp; DC 25 Appraise values).
- **Painting:** Full-length portrait of a magician in sky-blue robes; a pseudodragon curled around his shoulders (worth 2,000 gp).
- **Ring of Protection +1:** Plain silver ring set with a tiny red garnet (faint [DC 16 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 2,000 gp).

TREASURE HOARD 8

- **Coinage:** 1,366 gp.
- **Aquamarine (1):** Tiny translucent blue half-sphere (worth 500 gp; DC 25 Appraise identifies and values).
- **Platinum Wire:** Four-pound coil of fine platinum wire (worth 2,500 gp).
- **Portable Altar:** Two-foot by three-foot crate fastened with a wide leather strap that unfolds into a polished wooden altar engraved with the symbols of all the commonly worshipped deities; packed inside is a polished silver knife, bowl, cup and common lamp (worth 1,500 gp).
- **Darkwood Buckler:** Scarred and dented light wooden shield; undecorated (worth 205 gp).
- **Rod of Lesser Silent Metamagic:** Thumb-thick birch rod (strong [DC 15 Knowledge {arcana} no school]; DC 32 Spellcraft identifies; worth 3,000 gp).

TREASURE HOARD 9

- **Coinage:** 797 gp, 30 pp.
- **Peridot (2):** Large translucent olive-green ovals (worth 500 gp each).

- **Firkin of Mead:** Small wood cask filled with mead; the brewer's mark (a ram's head) is stamped into the lid (worth 80 gp).
- **Boots of the Winterlands:** Black leather boots lined with sheepskin and trimmed with ermine (faint [DC 17 Knowledge {arcana} abjuration and transmutation]; DC 20 Spellcraft identifies; worth 2,500 gp).
- **Wand of Invisibility (50 charges):** Slender wand of white wood topped with long, floppy bristles (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 4,500 gp).

TREASURE HOARD 10

- **Coinage:** 1,553 gp, 50 pp
- **Opal:** Large subtranslucent blue-white oval flecked with green and gold (worth 2,000 gp; DC 25 Appraise values).
- **Pegasus Flagon:** Silver flagon shaped like a rearing pegasus; has red amber eyes (worth 1,000 gp).
- **Ring of Swimming:** This silver ring has a blue crystal setting (faint [DC 15 Knowledge {arcana} transmutation]; DC 17 Spellcraft identifies; worth 2,500 gp).
- **Hat of Disguise:** Nondescript leather cap holds a small secret compartment big enough for a vial (faint [DC 16 Knowledge {arcana} illusion]; DC 16 Spellcraft identifies; worth 1,800 gp).

TREASURE HOARD 11

- **Coinage:** 1,476 gp, 212 pp.
- **Topaz (2):** Medium transparent yellow half-sphere (worth 500 gp).
- **Emerald:** A small transparent deep green prism (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Incense Burner:** Ceramic octopus with scent holes in the suckers (worth 40 gp).
- **Tiara:** Slender gold tiara with a design of flowers and leaves picked out in diamond and emerald (worth 3,000 gp; DC 25 Appraise identifies and values).
- **Velvet Gown:** Deep blue velvet gown with lighter blue satin trim at collar and cuffs (worth 400 gp).

TREASURE HOARD 12

- **Coinage:** 80 pp, 1,998 gp.
- **Diamond (2):** Transparent blue-white teardrop-shaped stone (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Garnet (2):** Small translucent violet trapezium (worth 500 gp each).
- **Casket:** Close woven willow casket lined with padded white silk and containing the above stones nestled at the points of a seven pointed star (worth 900 gp).
- **Stone of Alarm:** Fist-sized, smooth mottled gray and black stone (faint [DC 16 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 2,700 gp).

LEVEL 13 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 13th-level treasure hoard is 11,600 gp.

- **Identification:** Unless noted, a mundane item in an 13th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	11,608 gp, 6 sp
2	Hoard 2	11,661 gp
3	Hoard 3	11,473 gp
4	Hoard 4	11,463 gp, 3 sp
5	Hoard 5	10,922 gp
6	Hoard 6	11,566 gp
7	Hoard 7	11,319 gp
8	Hoard 8	11,225 gp
9	Hoard 9	11,509 gp
10	Hoard 10	1,560 gp, 4 sp
11	Hoard 11	12,232 gp
12	Hoard 12	11,561 gp

TREASURE HOARD 1

- **Coinage:** 13,306 sp, 3,482 gp, 192 pp.
- **Silver and Garnet ring:** Twenty tiny red garnets wrapped in curlicues of silver erupting from a heavy silver band (worth 1,600 gp).
- **Cold Iron Longsword:** Cold iron masterwork longsword with a lion's head pommel (worth 330 gp).
- **Horseshoes of Speed:** Four slightly worn, mud-splattered iron horseshoes (faint [DC 18 Knowledge {arcana} transmutation]; DC 18 Spellcraft identifies; worth 3,000 gp).

TREASURE HOARD 2

- **Coinage:** 2,111 gp.
- **Gold Rose:** Lifelike rose worked with a yellow gold centre and red-gold petal-tips, on a silver stem (worth 1,500 gp).
- **Musical Cage:** Small gold bird cage containing a clockwork bird that sings when wound up (worth 2,000 gp).
- **Tapestry:** This tapestry shows a tiefling riding a nightmare across a starry sky (worth 2,000 gp).
- **Marvellous Pigments:** Large earthen pot of rainbow-hued paint (strong [DC 20 Knowledge {arcana} conjuration]; DC 30 Spellcraft identifies; worth 4,000 gp).

TREASURE HOARD 3

- **Coinage:** 4,980 sp, 1,545 gp, 103 pp.
- **Star Sapphire (1):** Small translucent deep blue oval with a white star in the centre (worth 1,000 gp; DC 25 Appraise identifies and values).

- **Sapphire Earrings:** Heart-shaped mid-blue sapphires in a platinum setting (worth 2,000 gp; DC 25 Appraise values).
- **Fur-lined Mantle:** Dark blue silk mantle lined with white mink and embroidered in abstract silver diamond patterns at collar and hem (worth 3,000 gp; DC 25 Appraise values).
- **Satyr Statuette:** Twelve-inch high marble statuette of a satyr playing panpipes (worth 2,400 gp).

TREASURE HOARD 4

- **Coinage:** 6,233 sp, 119 pp.
- **Jade (1):** Medium subtranslucent white mouse (worth 500 gp).
- **Cape:** White satin cape with a kraken embroidered across the back in green and black thread (worth 400 gp).
- **Electrum Platter:** Massive, slightly battered plate made from electrum and stamped with twined vines round the edge (worth 1,000 gp).
- **Decanter:** Large crystal decanter etched with grapes and vines with an electrum lip, handle and foot (worth 1,100 gp).
- **Wine Barrels (5):** Each is filled with vintage red wine (worth 200 gp a barrel).
- **+2 Full Plate:** Medium-sized silver-polished full plate (moderate [DC 15 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 5,650 gp).

TREASURE HOARD 5

- **Coinage:** 1,812 gp, 222 pp.
- **Black Opal (2):** Small subtranslucent green-black oval filled with gold sparks (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Signet Ring:** Heavy silver ring bearing a seal-stamp in the shape of the letter Z imposed over crossed quills (worth 190 gp).
- **Orb:** Jet black sphere quartered with bands of platinum (worth 1,200 gp).
- **Cloak Pin:** Four-inch silver disk engraved with a fox chased by a goose (worth 500 gp).
- **Javelin of Lightning (2):** Shaft decorated with a fist holding three lightning bolts (faint [DC 18 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 1,500 gp).

TREASURE HOARD 6

- **Coinage:** 3,666 gp, 70 pp.
- **Amber (1):** Medium translucent honey-gold teardrop (worth 500 gp).
- **Blackthorn Pendant:** White-gold blackthorn bud against a spray of leaves hung on a fine silver chain (worth 2,000 gp).
- **Gold Candlestick (2):** Matched pair of gold candlesticks wrapped with silver blackthorn twine (worth 1,050 gp each).

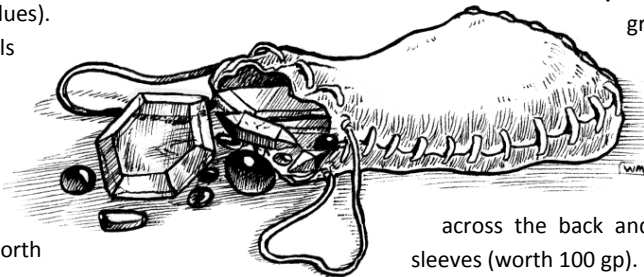
- **Brooch:** Oval gold brooch enamelled with an axe and a sword crossed in front of a silver tower (worth 1,400 gp).
- **Wand of Mirror Image (25 charges):** Seven-inch rowan wand (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 2,250 gp).

TREASURE HOARD 7

- **Coinage:** 2,389 gp, 423 pp.
- **Topaz (4):** Small transparent yellow spheres (worth 500 gp each).
- **Snow Tiger Statuette:** Eighteen-inch long alabaster statue of a stalking snow tiger (worth 1,200 gp).
- **Silver Goblet:** Silver goblet shaped like a large egg cut open (worth 300 gp).
- **Dust of Illusion:** Shimmering silvery dust in a rough, brown packet (moderate [DC 16 Knowledge {arcana} illusion]; DC 21 Spellcraft identifies; worth 1,200 gp).

TREASURE HOARD 8

- **Coinage:** 1,325 gp.
- **Fire Opal:** Small translucent red-gold oval (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Pearl Headband:** Small pearls threaded on parallel silk threads to form pale pink and white chevrons (worth 2,000 gp).
- **Crystal Skull:** Life-sized elf skull made of clear crystal (worth 1,200 gp).
- **Jade Bracelet:** Light and dark green jade beads alternate on a sturdy linen braid (worth 1,100 gp).
- **Rose Rug:** Circular plush woollen rug depicting a single open red rose across the width (worth 600 gp).
- **Ring of Counterspells:** Scratched and worn iron ring is set with a tiny silver mirror (moderate [DC 19 Knowledge {arcana} evocation]; DC 26 Spellcraft identifies; worth 4,000 gp).



TREASURE HOARD 9

- **Coinage:** 1,676 gp, 153 pp.
- **Coral (5):** Medium opaque pink six-pointed star (worth 500 gp each).
- **+2 Light Wooden Shield:** Light wooden shield painted with a leopard's snarling head (medium [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 4,153 gp).
- **Necklace of Fireballs I:** Three red beads hang from this woven string necklace (moderate [DC 18 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 1,650 gp).

TREASURE HOARD 10

- **Coinage:** 5,134 sp, 987 gp
- **Ruby (1):** Small transparent blood-red prism (worth 1,000 gp; DC 25 Appraise values).
- **Sun Medallion:** Four-inch diameter disc worked with a fiery sun in shades of gold (worth 1,200 gp).
- **Mosaic Chests (2):** Small walnut chests, one inlaid with a mosaic of a man drinking a toast, the other a mosaic of a woman playing a harp (worth 600 gp each).
- **Garter:** Man's blue silk garter embroidered with alternating raindrops and leaves (worth 100 gp).
- **+1 Halberd:** Yew-shafted halberd with a four-leaf clover design punched into the blade (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,310 gp).
- **+2 Chain Shirt:** Medium chain shirt painted black (medium [DC 18 Knowledge {arcana} abjuration]; DC 21 Spellcraft identifies; worth 4,250 gp).

TREASURE HOARD 11

- **Coinage:** 1,977 gp, 492 pp.
- **Aquamarine (4):** Medium transparent blue-green oval (worth 500 gp each).
- **Choker:** Band of dark green satin embroidered with silver leaves and golden birds (worth 900 gp).
- **Silk Robe:** Black robe with a red dragon embroidered across the back and tiny gold flames spiralling up the sleeves (worth 100 gp).
- **+1 Light Crossbow:** An auroch bull is carved into the stock (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,335 gp).

TREASURE HOARD 12

- **Coinage:** 2,261 gp.
- **Peridot:** Medium translucent deep green sphere (worth 500 gp).
- **Emerald (1):** Small transparent sea-green sphere (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Silver Raven Figurine of Wondrous Power:** Incredibly detailed silver raven depicted in flight (moderate [DC 17 Knowledge {arcana} transmutation]; DC 21 Spellcraft identifies; DC 30 Knowledge {arcana} or Knowledge {history} reveals the command word "raedo;" worth 3,800 gp).
- **Headband of Alluring Charisma +2:** Green satin headband with a single feather embroidered in gold over the eyes (moderate [DC 17 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 4,000 gp).

LEVEL 14 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 14th-level treasure hoard is 15,000 gp.

- **Identification:** Unless noted, a mundane item in an 14th-level treasure hoard requires a DC 20 Appraise to identify (if appropriate) and value.

D12	TREASURE HOARD	VALUE
1	Hoard 1	14,746 gp, 5 sp
2	Hoard 2	14,975 gp, 8 sp
3	Hoard 3	15,233 gp
4	Hoard 4	14,966 gp
5	Hoard 5	15,036 gp
6	Hoard 6	15,469 gp
7	Hoard 7	15,049 gp
8	Hoard 8	15,365 gp, 4 sp
9	Hoard 9	15,058 gp
10	Hoard 10	15,251 gp
11	Hoard 11	14,938 gp
12	Hoard 12	15,088 gp

TREASURE HOARD 1

- **Coinage:** 11,325 sp, 1,814 gp.
- **Topaz (4):** Small transparent pale yellow sphere (worth 500 gp).
- **Jacinth (5):** Small transparent red-gold half-sphere (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Chime of Opening:** Single silver chime with an open door symbol etched on the side (moderate [DC 17 Knowledge {arcana} transmutation]; DC 26 Spellcraft identifies; worth 3,000 gp).
- **Slippers of Spider Climbing:** Pale gold silk slippers (faint [DC 17 Knowledge {arcana} transmutation]; DC 19 Spellcraft identifies; worth 4,800 gp).

TREASURE HOARD 2

- **Coinage:** 20,028 sp, 1,223 gp.
- **Necklace:** Chunky silver chain with gold disks hanging at regular intervals (worth 1,100 gp).
- **Ring:** Chunky electrum ring set with a row of five tiny diamonds (worth 1,100 gp).
- **Ivory Scroll Case:** Ivory scroll case with gold caps, each stamped with a fanged smile (worth 200 gp).
- **Necklace of Fireballs Type III:** Seven red beads hang from this slender, tarnished silver necklace (moderate [DC 18 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 4,350 gp).
- **Immovable Rod:** Flat steel rod marked with arrows pointing to the centre (moderate [DC 17 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 5,000 gp).

TREASURE HOARD 3

- **Coinage:** 1,118 gp, 178 pp.
- **Drinking Horn:** Huge auroch horn hollowed for use as a cup, banded with gold and etched with hunting scenes (worth 1,000 gp).
- **Fake Fruitbowl:** Small ebony fruit bowl containing amethyst grapes, a citrine banana, carnelian orange, red jasper plum and two green malachite apples (worth 3,000 gp; DC 25 Appraise values).
- **+1 Flaming Bastard Sword:** This sword's hilt is shaped as a miniature red dragon with wings spread to form the cross piece and open mouth pointed along the blade (moderate [DC 18 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 8,335 gp).

TREASURE HOARD 4

- **Coinage:** 3,426 gp, 153 pp.
- **Wreath Earrings (2):** Dangling enamelled disk featuring wreaths of green leaves and purple berries (worth 500 gp each).
- **Brooch:** Wide, silver brooch modelled as a grinning cat peeking through bracken (worth 1,300 gp).
- **Oak Tree Lamp:** Oak tree modelled in thin translucent alabaster, pierced and hollowed to serve as a lamp; sheds light as a common lamp (worth 1,400 gp).
- **Dragonhide Plate:** Medium-sized masterwork full plate armour made from the hide of a green dragon and decorated with elaborate scrollwork (worth 3,300 gp).
- **Adamantine Battleaxe:** Faded green split leather grip; DC 25 Perception reveals the word "Scaleslicer" etched faintly into the haft (worth 3,010 gp).

TREASURE HOARD 5

- **Coinage:** 1,576 gp, 81 pp.
- **Spinel (5):** Medium transparent deep green sphere (worth 500 gp; DC 25 Appraise identifies and values).
- **Black Opal (3):** Small greenish-black translucent egg with gold sparks inside (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Coronet:** Alternating trefoils and lilies on a slim platinum band (worth 2,000 gp).
- **Horse Statuette:** Silver statuette of a mare and foal decked with tiny gemstone flower wreaths and gold harness work (worth 5,000 gp).
- **Wine Barrels (2):** One contains red wine, the other white wine (worth 75 gp each).

TREASURE HOARD 6

- **Coinage:** 3,536 gp, 493 pp.
- **Peridot:** Large translucent yellow-green oval (worth 500 gp).
- **Diamond (2):** Small, transparent blue-white spheres (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Ring of Feather Falling:** Carved in the shape of flying birds (faint [DC 16 Knowledge {arcana} transmutation]; DC 16 Spellcraft identifies; worth 2,200 gp).
- **+1 Siangham:** Black blade; haft carved with wave patterns (faint [DC 15 Knowledge {arcana} evocation]; DC 18 Spellcraft identifies; worth 2,303 gp).

TREASURE HOARD 7

- **Coinage:** 1,984 gp.
- **Violet Garnet (1):** Small translucent violet oval (worth 500 gp; DC 25 Appraise identifies and values).
- **Silver Ring:** Silver ring shaped like a chain of clasped hands (worth 1,500 gp).
- **Adamantine Arrows:** Red-brown leather quiver holding 20 adamantine arrows with black raven feather fletching (worth 1,200 gp).
- **+1 Buckler:** Crescent buckler, painted red (faint [DC 15 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies; worth 1,165 gp).
- **+2 Composite Longbow (+3 Strength):** Beautifully stained composite bow stamped with a leaping fish (medium [DC 18 Knowledge {arcana} evocation]; DC 21 Spellcraft identifies; worth 8,700 gp).

TREASURE HOARD 8

- **Coinage:** 22,974 sp, 2,558 gp, 301 pp.
- **Star Sapphire (3):** Small translucent deep blue oval with a white star in the centre (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Locket:** Gold locket inset with a scarlet ruby butterfly and containing the miniature portrait of a girl in last century's fashions (worth 900 gp).
- **Earrings (2):** Red and black butterflies above tiny dangling teardrops of amber (worth 500 gp each).
- **Keg of Mead:** Keg of dark mead; a lightning bolt is stamped on the lid (worth 100 gp).
- **Cloak of Elvenkind:** Hooded, dark brown woollen cloak (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 2,500 gp).

TREASURE HOARD 9

- **Coinage:** 1,398 gp, 295 pp.
- **Black Pearl (2):** Small opaque black spheres (worth 500 gp each).

- **Tapestry:** Large tapestry depicting a ship sailing a stormy sea (worth 1,200 gp).
- **Ring of Protection +1:** Slim silver ring set with a tiny ruby (faint [DC 16 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 2,000 gp).
- **+1 Keen Short Sword:** Ivory-hilted, pattern-welded short sword (moderate [DC 18 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 8,310 gp).

TREASURE HOARD 10

- **Coinage:** 1,976 gp.
- **Aquamarine (2):** Tiny transparent pale blue half-sphere (worth 500 gp each; DC 25 Appraise identifies and values).
- **Sapphire (2):** Small transparent deep blue sphere (worth 1,000 gp; DC 25 Appraise identifies and values).
- **Armband:** Gold armband in the shape of a snake spiralling from wrist to elbow (worth 1,100 gp; DC 20 Appraise identifies and values).
- **+2 Light Fortification Studded Leather Armour:** Sheepskin-lined light brown armour (strong [DC 24 Knowledge {arcana} abjuration]; DC 28 Spellcraft identifies; worth 9,175 gp).

TREASURE HOARD 11

- **Coinage:** 1,318 gp, 459 pp.
- **Blue Spinel (2):** Tiny transparent deep blue prism (worth 500 gp; DC 25 Appraise identifies and values).
- **Diamond (3):** Small transparent pale yellow oval (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Monkey Ring:** Platinum ring shaped like a monkey hugging the finger (worth 42,000 gp).
- **Salve of Slipperiness:** Acrid white salve in a green pot (moderate [DC 16 Knowledge {arcana} conjuration]; DC 21 Spellcraft identifies; worth 1,000 gp).

TREASURE HOARD 12

- **Coinage:** 1,748 gp, 214 pp.
- **Ruby (2):** Medium transparent crimson oval (worth 1,000 gp each; DC 25 Appraise identifies and values).
- **Candelabra:** Silver nine-branched candelabra; each stem moulded in the shape of a different flower (worth 700 gp).
- **Wand of Silence (50 charges):** Short slender bone wand (faint [DC 17 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 4,500 gp).
- **Stone Salve:** White ceramic pot with a green ointment smelling of damp limestone (strong [DC 21 Knowledge {arcana} abjuration and transmutation]; DC 28 Spellcraft identifies; worth 4,000 gp).

LEVEL 15 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 15th-level treasure hoard is 19,500 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	19,647 gp
2	Hoard 2	19,339 gp
3	Hoard 3	19,094 gp
4	Hoard 4	19,394 gp
5	Hoard 5	19,500 gp
6	Hoard 6	19,837 gp
7	Hoard 7	19,143 gp
8	Hoard 8	19,356 gp
9	Hoard 9	19,820 gp
10	Hoard 10	19,835 gp
11	Hoard 11	19,709 gp
12	Hoard 12	19,326 gp

TREASURE HOARD 1

- **Coinage:** 1,277 gp, 542 pp.
- **Pink Diamonds (3):** Transparent lightly pink stones (worth 2,200 gp each; DC 20 Appraise identifies and values).
- **Ring-Bracelet:** Intricate and elegant, this matched ring and bracelet are attached by a web of fine platinum chains, set with jet stones at the links (worth 2,600 gp; DC 20 Appraise values).
- **Cure Light Wounds (5):** Each wand is formed from a foot-long piece of polished ash (faint [DC 16 Knowledge {arcana} conjuration]; DC 16 Spellcraft identifies; worth 750 gp each).

TREASURE HOARD 2

- **Coinage:** 9 gp, 112 pp.
- **Ring of Protection +3:** This well-worn bronze ring depicts a snake swallowing a turtle (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 18,000 gp).
- **Cracked Rock Crystals (7):** These translucent clear stones are cracked as if hit with a heavy object (each worth 30 gp; DC 20 Appraise identifies and values).

TREASURE HOARD 3

- **Coinage:** 94 gp.
- **Amber (5):** Five matching opaque orange stones (worth 400 gp each, 2,200 gp as a set; DC 20 Appraise identifies and values).
- **Emerald:** Translucent bright green stone (worth 1,150 gp; DC 20 Appraise identifies and values).
- **Cloak Clasp:** A platinum cloak clasp resembling a sword on one side and a shield on the other, both of which are decorated with small red spinels (worth 650 gp; DC 20 Appraise values).

- **Platinum Bars (4):** Three-pound bars of platinum, as sold to jewellers or mints (worth 1,500 gp each; DC 20 Appraise values).
- **Cloak of Protection +3:** This light green cloak would look fetching with a platinum clasp (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 9,000 gp).

TREASURE HOARD 4

- **Coinage:** 2,434 gp, 203 pp.
- **Jacinth (Flawed)** Translucent reddish-brown stone, with a single opaque flaw (worth 900 gp; DC 20 Appraise identifies and values).
- **Silver Brooch:** A diving hawk, with moonstones as the hawk's talons (worth 2,500 gp; DC 20 Appraise values).
- **Pitcher and Goblets:** A crystal serving pitcher, sculpted to resemble a peach tree, with four crystal goblets, each sculpted to resemble plump peaches (worth 1,500 gp as a set; DC 20 Appraise values).
- **Belt of Physical Might +2:** A brown leather belt, with a solid iron belt buckle. This particular belt gives a +2 enhancement bonus to Strength and Constitution (strong [DC 27 Knowledge {arcana} transmutation]; DC 27 Spellcraft identifies; worth 10,000 gp).

TREASURE HOARD 5

- **Amythest:** Transparent purple stone (worth 350 gp; DC 20 Appraise identifies and values).
- **+1 Seeking Bane (Evil Outsiders) Arrows (25):** A plain quiver holds these silvery arrows (strong [DC 27 Knowledge {arcana} divination]; DC 27 Spellcraft identifies; worth 9,150 gp).
- **Headband of Mental Prowess +2:** A silver band set with 4 moonstones. This particular headband gives a +2 enhancement bonus to Wisdom and Charisma (strong [DC 27 Knowledge {arcana} transmutation]; DC 27 Spellcraft identifies; worth 10,000 gp).

TREASURE HOARD 6

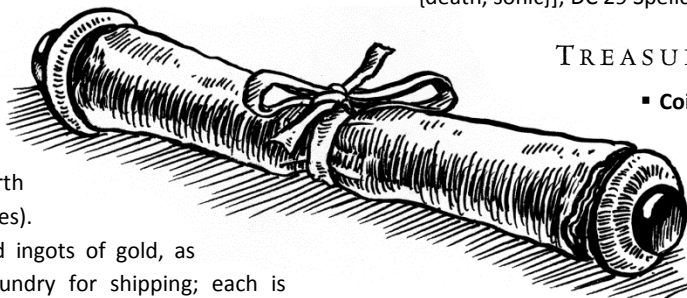
- **Coinage:** 5,987 gp, 75 pp
- **Star sapphire:** Translucent blue stone with white "star" centre (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Armband:** Golden armband shaped like a serpent, with glittering jade eyes (worth 850 gp; DC 20 Appraise values).
- **+3 Full Plate:** This armour bears a sigil of a coiled serpent on the chest-plate (faint [DC 24 Knowledge {arcana} abjuration]; DC 24 Spellcraft identifies; worth 10,650 gp).

TREASURE HOARD 7

- **Coinage:** 2,340 gp, 76 pp.
- **Brooch:** Platinum brooch of a dragon's claw clutching a black pearl (worth 1,600 gp; DC 20 Appraise values).
- **Painting:** An oil painting depicting a blue dragon locked in mortal combat with a silver dragon (worth 400 gp; DC 20 Appraise values).
- **Tapestry:** Elaborate woven tapestry depicting nearly a dozen dragons in combat with each other over a burning city (worth 1,100 gp; DC 20 Appraise values).
- **Wineglasses (4):** Crystal wineglasses with pewter stems resembling curling dragon's tails (worth 220 gp each, worth 1,000 gp as a set; DC 20 Appraise values).
- **Statuette:** Silver statuette of a dragon at rest, with deep red rubies for eyes (worth 3,600 gp; DC 20 Appraise values).
- **+1 Keen Falchion:** This falchion's hilt is wrapped in the hide of a blue lizard, and the entire falchion glows like a candle when held (moderate [DC 25 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 8,375 gp).

TREASURE HOARD 8

- **Coinage:** 4,486 gp, 37 pp.
- **Anklet with Bells:** This platinum anklet has six bells and six amber charms shaped like songbirds (worth 2,750 gp; DC 20 Appraise values).
- **Gold Ingots (15):** Five pound ingots of gold, as might be prepared by a foundry for shipping; each is stamped with the symbol of two crossed hammers (worth 250 gp each; DC 20 Appraise values).
- **Amulet of Natural Armour +2:** A small tortoise shell hanging from a looped leather strap (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 8,000 gp).



TREASURE HOARD 9

- **Coinage:** 890 gp, 313 pp.
- **Diamond Dust:** Sparkling, coarse, sand-like dust, collected in a vellum pouch (worth 3,600 gp; DC 20 Appraise values). The dust can be used as part of the material component for *stoneskin*.
- **Holy Symbol:** Gold and platinum holy symbol of a deity dedicated to healing; decorated with moonstones (worth 1,200 gp; DC 20 Appraise values).
- **Phylactery of Positive Channelling:** An ornate box, decorated in gleaming ivory, on a leather strap (moderate [DC 25 Knowledge {arcana} necromancy [good]]; DC 25 Spellcraft identifies; worth 11,000 gp).

TREASURE HOARD 10

- **Coinage:** 126 pp.
- **Schorl:** Opaque dark indigo stone (worth 1,200 gp; DC 20 Appraise identifies and values).
- **Opal:** Subtranslucent red stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Topaz:** Transparent pale blue stone (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Cloak Pin:** Shaped like a rounded shield, with a diamond mounted in the centre, and five emeralds equidistant around the circumference (worth 6,700 gp; DC 20 Appraise values).
- **Tiger-Skin Rug:** Fashioned from the pelt of a dire tiger, the rug still has the tiger's head and is remarkably well preserved (worth 2,600 gp; DC 20 Appraise values).
- **Elaborate Goblet:** Silver goblet decorated with the teeth of a dire tiger and tiger eye gemstones (worth 550 gp; DC 20 Appraise values).
- **Scroll of Wail of the Banshee:** The scroll is inscribed on vellum and stored rolled up in a scroll case crafted from a mammoth's thigh bone (strong [DC 32 Knowledge {arcana} necromancy {death, sonic}]; DC 29 Spellcraft deciphers; worth 3,825 gp).

TREASURE HOARD 11

- **Coinage:** 764 gp, 77 pp.
- **Tourmaline (4):** Transparent pale blue stones (worth 300 gp, 320 gp, 350 gp and 430 gp; DC 20 Appraise identifies and values).
- **Wall Mirror:** An elaborate and beautiful wall mirror (hp 2, hardness 0) with a silver border, measuring 6 ft. by 10 ft. and weighing 340 lbs. (worth 4,500 gp intact, or a tenth of that in pieces; DC 20 Appraise values).
- **Scroll of Resurrection:** Etched into bleached white parchment this scroll rests in a plain wooden box (strong [DC 28 Knowledge {arcana} conjuration]; DC 27 Spellcraft deciphers; worth 12,275 gp).

TREASURE HOARD 12

- **Coinage:** 1,856 gp, 847 pp.
- **Bloodstones (50):** Subtranslucent greenish-blue stones with small red spots (worth 50 gp each; DC 20 Appraise identifies and values).
- **Golden ring:** An ornate golden ring, with engraved depictions of a unicorn and lion combatant, with four rubies set equidistant along its length (worth 6,500 gp; DC 20 Appraise values).

LEVEL 16 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 16th-level treasure hoard is 25,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	22,633 gp
2	Hoard 2	24,360 gp
3	Hoard 3	25,013 gp
4	Hoard 4	25,638 gp
5	Hoard 5	27,141 gp
6	Hoard 6	26,409 gp
7	Hoard 7	23,900 gp
8	Hoard 8	22,765 gp
9	Hoard 9	26,420 gp
10	Hoard 10	24,714 gp
11	Hoard 11	26,005 gp
12	Hoard 12	25,002 gp

TREASURE HOARD 1

- **Coinage:** 2,433 gp
- **Garnets (12):** A dozen translucent green stones (worth 350 gp each; DC 20 Appraise identifies and values).
- **Belt of Incredible Dexterity +4:** This simple knotted robe-belt is frayed and worn (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 2

- **Coinage:** 56 pp.
- **Tourmaline (6):** Three opaque pale red stones (worth 275 gp; DC 20 Appraise identifies and values).
- **Full Plate Horse Barding:** Styled to make the horse resemble a giant lizard-like creature, possibly a crude dragon (worth 6,150 gp; DC 25 Appraise values).
- **Headband of Vast Intelligence +4:** This simple silver circlet has a moonstone mounted in the centre, and grants the wearer ranks equal to their hit dice in Perception and Sense Motive (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 3

- **Coinage:** 773 gp, 844 pp.
- **Turquoise (500):** Opaque sky-blue stones; the full sack weighs 5 lbs. (worth 10 gp each; DC 20 Appraise identifies and values).
- **Lion Medallion:** A golden medallion in the shape of a roaring lion, with ivory teeth and amber eyes (worth 2,800 gp; DC 20 Appraise values).
- **Ring of Protection +2:** This plain gold ring has the word “quietly” etched inside the band (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 8,000 gp).

TREASURE HOARD 4

- **Coinage:** 3,428 gp, 37 pp.
- **Rock Crystal (14):** Translucent clear stones (worth 60 gp; DC 20 Appraise identifies and values).
- **Opal Ring:** A golden band set with a prominent transparent red opal (worth 3,000 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +3:** A small black dragon scale hangs off this knotted leather rope (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 18,000 gp).

TREASURE HOARD 5

- **Coinage:** 891 gp.
- **Alexandrite (2):** Transparent dark green stones (worth 1,200 and 1,350 gp; DC 20 Appraise identifies and values).
- **Platinum-Plated Sceptre:** This smooth sceptre is about 18 inches in length and topped by an transparent green sapphire (worth 7,700 gp; DC 20 Appraise values).
- **Cloak of Protection +4:** This brown, travel-worn heavy woollen cloak is suitable for keeping the wearer warm in the winter (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 6

- **Coinage:** 839 gp.
- **Jacinth (3):** Nearly opaque reddish-brown stones (worth 1,100, 1,400, and 1,550 gp; DC 20 Appraise identifies and values).
- **Painting:** This 4 ft. by 5 ft. painting depicts an elf military commander who is overlooking a battlefield strewn with dead orcs and elves; beside him, a woman weeps. (worth 3,200 gp; DC 25 Appraise values).
- **+1 Corrosive Shocking Greataxe:** This massive greataxe bears etchings along the blade in Orc, promising death to the wielder’s enemies (moderate [DC 25 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 18,320 gp).

TREASURE HOARD 7

- **Jet (17):** Small, opaque black stones (worth 450 gp in total; DC 20 Appraise identifies and values).
- **+3 Light Fortification Chain Shirt:** A sturdy chain shirt, constructed mainly of steel with a third of the links being iron (strong [DC 28 Knowledge {arcana} abjuration]; DC 28 Spellcraft identifies; worth 16,250 gp).

TREASURE HOARD 8

- **Coinage:** 549 pp.
- **Chrysoberyl (7):** Translucent yellow-green stones (worth 325 gp; DC 20 Appraise identifies and values).

- **Wand of Flame Strike (25 charges):** This fork of yew wood is highly polished but smells faintly of ashes (faint [DC 25 Knowledge {arcana} evocation]; DC 25 Spellcraft identifies; worth 15,000 gp).

TREASURE HOARD 9

- **Coinage:** 25 gp, 12 pp.
- **Pearl (31):** Opaque, pink spheres stored in a large black velvet bag stitched with a red lining (worth 275 gp; DC 20 Appraise identifies and values).
- **Jacinth:** This transparent reddish-brown stone is covered in dried blood (worth 1,000 gp; DC 20 Appraise identifies and values).
- **Pearl of Power (4th-level):** A flawless white pearl, in a silver case shaped like a clam (strong [DC 32 Knowledge {arcana} transmutation]; DC 32 Spellcraft identifies; worth 16,000 gp).
- **Potion of Cure Serious Wounds:** Runes of healing are engraved into this plain silver vial (faint [DC 18 Knowledge {arcana} conjuration {healing}]; DC 21 Spellcraft or Perception identifies; worth 50 gp).

TREASURE HOARD 10

- **Coinage:** 5,674 gp, 12 pp.
- **Butterfly Pendant:** Delicately sculpted in platinum with jade wings (worth 5,700 gp; DC 20 Appraise values).
- **Chest of Silver:** A robust mahogany chest with an interior size of about a cubic foot and the symbol of a falcon holding a coin carved into the lid. The chest contains exactly 10,000 silver coins (the chest itself is worth 220 gp; DC 20 Appraise values).
- **Boots of Speed:** These well-oiled leather greaves have images of a running man graven into their surface (moderate [DC 25 Knowledge {arcana} transmutation]; DC 25 Spellcraft identifies; worth 12,000 gp).

TREASURE HOARD 11

- **Topaz:** Transparent pale yellow stone hidden in an empty scroll tube stuffed full of crumpled linen (worth 2,300 gp; DC 20 Appraise identifies and values).
- **Bjewelled Brush Kit:** This silver-and-platinum lady's hair-care kit comprises brush, comb and hand mirror, plus a polished wooden case; all decorated in moonstones (the brush, comb and mirror are each worth 1,100 gp individually, and the case is worth another 250 gp. The whole is worth 5,300 gp as a matched set; DC 20 Appraise values).
- **Genesis Grimoire, 1st Edition (I – VI):** These six 100-page leather bound books are not modestly named, dealing as they do with the very beginnings of magic. This particular printing, annotated by the original author, has long been believed to be lost. The six books are each worth 1,100 gp; the set is worth 10,000 gp although a sage or other student of magic might pay up to 20,000 gp (DC 25 Appraise values).

TREASURE HOARD 12

- **Coinage:** 632 gp, 457 pp.
- **Silk (17 bolts):** High quality bolts of 10 sq. yards of silk, in blues (7), reds (4), and purples (6) (worth 100 gp per bolt; DC 20 Appraise values).
- **Spices:** Six 100 lbs. chests, full of one-pound bundles of spices. Each chest includes cinnamon (15 bundles [each worth 1 gp]), cloves (15 [each worth 15 gp]), ginger (15 [each worth 2 gp]), saffron (15 [each worth 15 gp]), salt (30 [each worth 5 gp]), pepper (10 [each worth 2 gp]). Each chest is worth 665 gp (DC 20 Appraise values).
- **Scroll of Binding:** This scroll has been acid-etched onto a metal plate by a 20th-level caster, and is capable of binding up to a 20 HD creature (strong [DC 35 Knowledge {arcana} enchantment]; DC 35 Spellcraft identifies; worth 14,100 gp).



LEVEL 17 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 17th-level treasure hoard is 32,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	31,382 gp
2	Hoard 2	31,396 gp
3	Hoard 3	30,225 gp
4	Hoard 4	31,355 gp
5	Hoard 5	31,080 gp
6	Hoard 6	32,729 gp
7	Hoard 7	30,057 gp
8	Hoard 8	34,757 gp
9	Hoard 9	31,349 gp
10	Hoard 10	30,974 gp
11	Hoard 11	34,866 gp
12	Hoard 12	33,830 gp

TREASURE HOARD 1

- **Coinage:** 1,152 gp, 428 pp.
- **Jacinth:** Transparent reddish-brown stone wrapped in water-stained parchment (worth 1,600 gp; DC 20 Appraise identifies and values).
- **Raven Brooch:** This jet brooch has been carved into the shape of a raven and has two glittering, translucent black diamond eyes (worth 3,100 gp; DC 20 Appraise values).
- **Wand of Stoneskin (25 charges; CL 10):** Carvings of a stout wall decorate this slender iron rod (faint [DC 25 Knowledge {arcana} abjuration]; DC 25 Spellcraft identifies; worth 21,250 gp).

TREASURE HOARD 2

- **Coinage:** 3,606 gp, 27 pp.
- **Spinel:** Transparent deep blue stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Opal Locket:** Transparent milky white opal on a platinum locket; the locket is empty (worth 3,200 gp; DC 20 Appraise values).
- **Silver Hatpin:** A silver hatpin, shaped like a hippogriff (worth 1,800 gp; DC 20 Appraise values).
- **Platinum mobile:** Four platinum doves, elegantly sculpted, with translucent blue azurite eyes, are suspended from a teak frame (worth 550 gp each, worth 2,500 gp as a set; DC 20 Appraise values).
- **Ring of Protection +3:** A platinum band with an etching of a fox chasing a hare (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 18,000 gp).

TREASURE HOARD 3

- **Coinage:** 4,265 gp, 756 pp.
- **Star Sapphire:** Translucent yellow stone with a white star centre (worth 4,400 gp; DC 20 Appraise identifies and values).
- **Eye Amulet:** A golden amulet, shaped like an eye. The iris of the eye is an opaque black jet, surrounded by opaque green amber (worth 3,100 gp; DC 20 Appraise values).
- **Elaborate Pipe-Organ:** Weighing 6,000 lbs. this is an eight-stop pipe organ, with ebony and ivory keys. The organ is non-functional, but amounts to the “raw materials” required for a suitable craftsman to construct an organ suited to a modest church (worth 2,900 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +2:** A simple steel medallion shaped like a shield (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 8,000 gp).

TREASURE HOARD 4

- **Coinage:** 10,685 gp, 807 pp.
- **Stirling Silver Table Set:** An elaborate twelve-person, seven-course meal set complete with bowls, serving trays and silver cutlery, with a total weight of 150 lbs. (worth 3,600 gp; DC 20 Appraise values).
- **Cloak of Protection +3:** A gaudy black cloak with gold-lined interior (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 9,000 gp).

TREASURE HOARD 5

- **Coinage:** 1,260 gp, 295 pp.
- **Schorl (Tourmaline):** Opaque dark indigo stone (worth 1,420 gp; DC 20 Appraise identifies and values).
- **Pearl Necklace:** A strand of 16 rosy pink pearls (worth 2,200 gp; DC 20 Appraise values).
- **Gilded Iron Maiden:** This gold-plated iron statue has a hinged front, opening to reveal a centre filled with iron spikes; the exterior is stylized in gold and opaque white jade to resemble a voluptuous and bashful young woman. Unseemly brown stains mar the interior (worth 7,250 gp; DC 20 Appraise values).
- **Headband of Alluring Charisma +4:** This platinum band is accented with purple quartz and glimmers in the light (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 6

- **Coinage:** 869 gp, 263 pp.
- **Opal (2):** Subtranslucent green stones (worth 1,510 and 1,520 gp respectively; DC 20 Appraise identifies and values).
- **Sapphire Periapt:** A ring of translucent yellow-green chrysoberyl surrounding a large, transparent yellow sapphire hanging on an elegant gold chain (worth 5,800 gp; DC 20 Appraise values).
- **Chimera-hide Rug:** This huge (12 ft. by 10 ft.) rug weighs 340 lbs., and is crafted from the intact hide of a chimera, although none of the heads are present (worth 4,400 gp; DC 20 Appraise values).
- **Belt of Physical Perfection +2:** This tough leather belt has a platinum buckle, depicting an elephant (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 7

- **Coinage:** 1,312 gp, 77 pp.
- **Emerald:** Translucent bright green stone (worth 2,900 gp; DC 20 Appraise identifies and values).
- **Sapphire:** Translucent pink stone (worth 2,375 gp; DC 20 Appraise identifies and values).
- **Ironwood Sovereign's Orb:** A carefully carved and polished ironwood sphere, decorated with four opaque pale green tourmalines and a single transparent blue aquamarine (worth 3,100 gp; DC 20 Appraise values).
- **Ironwood Sceptre:** Carved from ironwood, this two-foot long polished sceptre is carved to appear to sprout holly-berries, which are actually a dozen opaque white pearls (worth 3,600 gp; DC 20 Appraise values).
- **Belt of Mighty Constitution +4:** This rough leather belt sports a ruby-studded steel buckle (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 8

- **Coinage:** 2,167 gp, 154 pp.
- **Diamond:** Translucent pink stone (worth 6,100 gp; DC 20 Appraise identifies and values).
- **Diamond Earrings:** Matching gold earrings with diamonds (worth 2,450 gp; DC 20 Appraise values).
- **Marble Bust:** This 220 lbs. marble bust depicts a beautiful woman mid-laugh. There are no markings on the statue to indicate it, but this is one of few surviving images of the former tyrant of the Western Lands, whose reign ended in bloody slaughter long ago; the bust is valuable to the right parties (worth 1,200 gp; DC 20 Appraise values; a character making a DC 20 Knowledge {history} check recognizes the tyrant; knowing this, the statue's value rises to 3,200 gp).

- **+1 Wild Dragonhide Full Plate:** This full plate is crafted from carefully selected pieces from the hide of a red dragon and projects an aura of menace and power (moderate [DC 24 Knowledge {arcana} transmutation]; DC 24 Spellcraft identifies; worth 19,300 gp).

TREASURE HOARD 9

- **Coinage:** 1,579 gp, 158 pp.
- **Tourmaline (18):** Transparent pale blue stones (worth 210 gp; DC 20 Appraise identifies and values).
- **Sapphire:** Translucent pink stone (worth 2,160 gp; DC 20 Appraise identifies and values).
- **Bracelet:** Golden bracelet with six translucent orange amber charms, with insects trapped inside (worth 3,300 gp; DC 20 Appraise values).
- **Staff of Fire:** This staff is carved from the twisted and scorched bough of an oak (moderate [DC 23 Knowledge {arcana} evocation]; DC 23 Spellcraft identifies; worth 18,950 gp).

TREASURE HOARD 10

- **Coinage:** 2,689 gp, 231 pp.
- **Schorl (Tourmaline; 3):** Opaque dark indigo stones (each worth 1,100 gp; DC 20 Appraise identifies and values).
- **Ruby Studded Belt Buckle:** A belt buckle shaped like a flame, studded with rubies (worth 4,300 gp; DC 20 Appraise values).
- **Ring of Minor Spell Storing:** This ring is shaped like a falcon in flight. It contains an empowered [CL 5] *cure light wounds* (faint [DC 20 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 18,375 gp).

TREASURE HOARD 11

- **Coinage:** 1,922 gp, 132 pp.
- **Platinum Bracelets:** A matching pair of platinum bracelets set with transparent black diamonds (worth 5,000 gp each, plus 10% as a set; DC 20 Appraise values).
- **+1 Cold Iron Holy Heavy Mace:** This weapon has the inscription "Bringer of Blessings" on the head in Celestial (moderate [DC 22 Knowledge {arcana} evocation [Good]]; DC 22 Spellcraft identifies; worth 20,624 gp).

TREASURE HOARD 12

- **Coinage:** 23 pp.
- **Star Rubies (3):** Transparent red stone with a white star centre (each worth 5,600 gp; DC 20 Appraise identifies and values).
- **Star Sapphire:** Translucent yellow stone with a white star centre (worth 5,800 gp; DC 20 Appraise identifies and values).
- **Chess Set:** An ebony and ivory chessboard, with a full set of golden "evil" pieces (orcs, ogres and chromatic dragons), and platinum "good" pieces (elves, dwarves and metallic dragons) (worth 11,000 gp; DC 20 Appraise values).

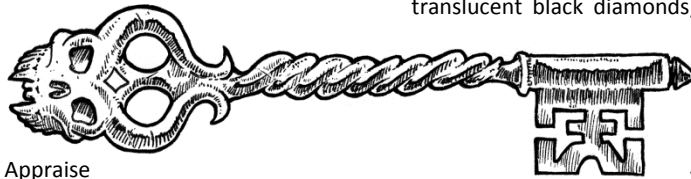
LEVEL 18 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 18th-level treasure hoard is 41,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	42,716 gp
2	Hoard 2	45,077 gp
3	Hoard 3	40,700 gp
4	Hoard 4	41,118 gp
5	Hoard 5	40,961 gp
6	Hoard 6	39,335 gp
7	Hoard 7	38,891 gp
8	Hoard 8	42,149 gp
9	Hoard 9	36,969 gp
10	Hoard 10	39,647 gp
11	Hoard 11	42,294 gp
12	Hoard 12	42,143 gp

TREASURE HOARD 1

- **Coinage:** 166 gp, 193 pp.
- **Aquamarines (2):** A translucent blue stone (worth 1,100 and 1420 gp; DC 20 Appraise identifies and values).
- **Large Black Pearls (3):** An opaque, smooth black sphere, with undertones of shimmering greens, blues, silvers and pinks (each worth 3,300 gp; DC 20 Appraise identifies and values).
- **Elaborate Crown:** A giant five-pointed crown of gold, dripping with transparent yellow diamonds and a large central translucent deep green emerald (worth 10,200 gp; DC 20 Appraise values).
- **Ring of Protection +3:** A well-worn and plain-looking copper band (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 18,000 gp).



TREASURE HOARD 2

- **Coinage:** 3,047 gp, 8 pp.
- **Moonstones (120):** Each stone is translucent white in hue with a pale blue glow (worth 55 gp; DC 20 Appraise identifies and values).
- **Ivory Tusks (5):** Five dire elephant tusks; each is approximately 18 feet long, and weighs about 100 lbs. (each is worth 3,000 gp, less 20% if not intact; DC 25 Appraise values).
- **+4 Mithral Breastplate:** This light weight breastplate is sculpted to represent a muscular torso (strong [DC 27 Knowledge {arcana} abjuration]; DC 27 Spellcraft identifies; worth 20,350 gp).

TREASURE HOARD 3

- **Tiara:** A simple platinum band with dozens of inset pink diamonds (worth 8,700 gp; DC 20 Appraise values).
- **Headband of Mental Superiority +2:** This thin golden band holds a trio of translucent olive peridots. The wearer gains ranks equal to their hit dice in Spellcraft (strong [DC 27 Knowledge {arcana} transmutation]; DC 27 Spellcraft identifies; worth 16,000 gp).
- **Belt of Giant's Strength +4:** This thick brown belt bears an iron fist belt buckle (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 4

- **Coinage:** 268 gp.
- **Star Ruby:** Transparent red stone with white star centre (worth 6,100 gp; DC 20 Appraise identifies and values).
- **Diamonds (2):** Translucent yellowish stone; almost the same size but slightly miss-matched (worth 2,100 and 2,350 gp; DC 20 Appraise identifies and values).
- **Iron Crown:** Fitted with opaque black jet stones and translucent black diamonds, with a large centrally displayed translucent red ruby, this crown is stylized to resemble a menacing ring of horns (worth 7,850 gp; DC 20 Appraise values).
- **Masterwork Longswords (30):** A crate of thirty identical masterwork longswords, each marked with the maker's mark of an anvil under a sword (worth 315 gp each; DC 20 Appraise values).
- **Wand of Restoration (25 charges):** A foot-long brass rod, with the end sculpted to resemble a pointing finger (moderate [DC 22 Knowledge {arcana} conjuration]; DC 22 Spellcraft identifies; worth 13,000 gp).

TREASURE HOARD 5

- **Coinage:** 761 gp.
- **Amber (11):** Opaque green stones stored in a battered pouch (worth 250 gp each; DC 20 Appraise identifies and values).
- **Platinum Armband:** A platinum armband with an opaque green jade mantis standing on it (worth 5,450 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +4:** A small chunk of adamantite ore, dangling from a steel chain (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 32,000 gp).

TREASURE HOARD 6

- **Coinage:** 10, 855 gp, 112 pp.
- **Emerald:** Translucent bright green stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Opal:** Subtranslucent green stone (worth 1,380 gp; DC 20 Appraise identifies and values).
- **Music Box:** An elegant gold and platinum music box featuring three miniature dancers, which turn circles and move forward and back (worth 7,880 gp; DC 20 Appraise values).
- **Cloak of Protection +4:** A light blue cloak with a silver clasp decorated with translucent lavender jade (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 7

- **Coinage:** 2,341 gp, 651 pp.
- **Ruby:** Translucent brownish red stone (worth 2,200 gp; DC 20 Appraise identifies and values).
- **Spinel:** Transparent deep blue stone (worth 4,400 gp; DC 20 Appraise identifies and values).
- **Alexandrite:** A transparent dark green stone (worth 2,150 gp; DC 20 Appraise identifies and values).
- **Platinum Ring:** An elegant platinum band mounted with a translucent red ruby and two transparent red diamonds (worth 4,600 gp; DC 20 Appraise values).
- **+1 Vicious/+1 Vicious Dire Flail:** Tarnished black in colour, and bearing ominous spikes (moderate [DC 24 Knowledge {arcana} necromancy]; DC 24 Spellcraft identifies; worth 16,690 gp).

TREASURE HOARD 8

- **Coinage:** 699 gp, 58 pp.
- **Pink Diamonds (10):** Transparent pink stones (worth 1050 gp each; DC 20 Appraise identifies and values).
- **Opal Ear Cuffs (2):** Finely crafted earrings that cover the side of the ear and are set off with transparent red diamonds and a dangling subtranslucent red opal (worth 4,350 gp each; DC 20 Appraise values).
- **Candelabra:** A pair of wide golden candelabrum, each suitable for holding nine candles; they are decorated with translucent white moonstones, and each candle's place is set with a clear colourless opal (each worth 9,850 gp, plus 10% more as a set; DC 20 Appraise values).

TREASURE HOARD 9

- **Coinage:** 3,089 gp, 263 pp.
- **Diamond:** Translucent yellow stone (worth 6,100 gp; DC 20 Appraise identifies and values).
- **Star Ruby:** Transparent red stone with white star centre (worth 2,000 gp; DC 20 Appraise identifies and values).

- **Phylactery:** A small platinum box with an elegant velvet strap; the box is marked with runic marks of wisdom, intellect and good fortune (worth 3,750 gp; DC 20 Appraise values).
- **Greater Metamagic Rod of Extend Spell:** A steel rod some thirty inches in length, capped by translucent purple quartz (strong [DC 32 Knowledge {arcana} (no school)]; DC 32 Spellcraft identifies; worth 24,500 gp).

TREASURE HOARD 10

- **Coinage:** 2,237 gp, 321 pp.
- **Star Sapphires (2):** These transparent pink stones each have a white star centre (worth 4,150 gp each; DC 20 Appraise identifies and values).
- **Diamond Necklace:** A platinum chain dripping with translucent colourless diamonds (worth 6,800 gp; DC 20 Appraise values).
- **Gold Bars (28):** Gold bars weighing 4 lbs.; each is stamped with the mark of a hammer and shield (each worth 200 gp; DC 20 Appraise values).
- **Scroll of maximized Disintegrate (3):** Written in blood (CL 20) on a sheet of rice paper (strong [DC 35 Knowledge {arcana} transmutation]; DC 35 Spellcraft identifies; worth 4,500 gp each).

TREASURE HOARD 11

- **Coinage:** 789 gp, 322 pp.
- **Amethyst (15):** Translucent purple stones (worth 125 gp each; DC 20 Appraise identifies and values).
- **Chrysoberyl (26):** Transparent yellow-green stones (worth 110 gp; DC 20 Appraise identifies and values).
- **Superior Locks (7):** Each lock (DC 40 Disable Device) has its own key (worth 150 gp; DC 20 Appraise values).
- **Masterwork Full Plate (10):** Ten full suits of masterwork full plate, each bearing emblems of a dire wolf rampant; includes helm, gauntlets and boots (worth 1,650 gp each; DC 20 Appraise values).
- **Headband of Inspired Wisdom +4:** This gold and silver circlet is studded with transparent orange carnelians (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 12

- **Coinage:** 2,356 gp, 1,058 pp.
- **Zircon (89):** Transparent grey stones (worth 62 gp; DC 20 Appraise identifies and values).
- **Crystal Chandelier:** Six feet in height with golden fittings, crystal lens and three *continual flames*, this chandelier weighs nearly 400 lbs. (worth 7,530 gp; DC 25 Appraise values).
- **+4 Light Steel Shield:** This light shield is emblazoned with the image of a rampant unicorn (strong [DC 27 Knowledge {arcana} abjuration]; DC 27 Spellcraft identifies; worth 16,159 gp).

LEVEL 19 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 19th-level treasure hoard is 53,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	50,643 gp
2	Hoard 2	53,657 gp
3	Hoard 3	52,758 gp
4	Hoard 4	55,894 gp
5	Hoard 5	55,043 gp
6	Hoard 6	50,784 gp
7	Hoard 7	51,011 gp
8	Hoard 8	51,011 gp
9	Hoard 9	53,922 gp
10	Hoard 10	53,379 gp
11	Hoard 11	47,181 gp
12	Hoard 12	56,185 gp

TREASURE HOARD 1

- **Coinage:** 4,653 gp, 269 pp.
- **Emerald and Ruby Ring:** A gold ring inset with three translucent deep bright green emeralds and two transparent brownish-red rubies (worth 5,800 gp; DC 20 Appraise values).
- **Mithral Crown:** This carefully sculpted light crown is a lattice of three score interwoven mithral wires with translucent yellow and pink diamonds at the joints (worth 12,500 gp; DC 20 Appraise values).
- **Ring of Evasion:** A golden ring, the word “Whirlitz” etched into the interior in calligraphic text (moderate [DC 22 Knowledge {arcana} transmutation]; DC 22 Spellcraft identifies; worth 25,000 gp).

TREASURE HOARD 2

- **Coinage:** 4,357 gp, 477 pp.
- **Jade (27):** These opaque green stones fill a small leather sack (worth 440 gp; DC 20 Appraise identifies and values).
- **Black Pearl:** An opaque, smooth sphere that is black in colour with undertones of shimmering green, blue, silver and pink hues (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Jewelled Gauntlets:** A pair of gilded gauntlets; each has a prominent opaque tourmaline of varied colours above each knuckle, and large transparent yellow amber both on the back of the hand and set into the gauntlets’ palm (worth 4,300 gp; DC 20 Appraise values).
- **Wand of Cure Critical Wounds (25 charges):** This wand (CL 10) of white birch, about a foot and a half in length (strong [DC 35 Knowledge {arcana} conjuration]; DC 35 Spellcraft identifies; worth 26,250 gp).

TREASURE HOARD 3

- **Coinage:** 198 gp, 23 pp.
- **Ruby:** Translucent brownish red stone (worth 2,430 gp; DC 20 Appraise identifies and values).
- **Belt of Physical Perfection +2:** This durable leather belt, which has been dyed a dark blue in colour, has an iron buckle (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 16,000 gp).
- **Headband of Vast Intelligence:** A slender platinum tiara, upturned at the ends. This headband also grants a number of skill ranks equal to the owner’s hit dice to Knowledge (nobility), Diplomacy and Sense Motive (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 36,000 gp).

TREASURE HOARD 4

- **Coinage:** 6824 gp, 552 pp.
- **Matching His & Hers Platinum Bands (2):** This band is wider with a translucent pink diamond; her band is narrower with a translucent black diamond (worth 3,100 gp each; DC 20 Appraise values).
- **Heavy War Horses (5):** These magnificent animals are trained for war; each has a military saddle and masterwork chain mail barding (worth 1,070 gp each; DC 20 Appraise values).
- **Ring of Protection +4:** A plain band, seemingly made of ash (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 32,000 gp).

TREASURE HOARD 5

- **Coinage:** 3,653 gp, 514 pp.
- **Masterwork Gold Full Plate:** Not merely plated in gold, but actually constructed from gold the armour is meticulously sculpted to make the wearer appear as a bare-chested male. The armour was intended for (ostentatious) show, rather than use in combat; the armour bonus is only +7 and an armour check penalty of -7. The suit weighs 75 lbs. (worth 15,150 gp; DC 25 Appraise values).
- **Staff of Healing:** A five-foot long polished oak staff, shod in gold at both ends (moderate [DC 23 Knowledge {arcana} conjuration]; DC 23 Spellcraft identifies; worth 29,600 gp).

TREASURE HOARD 6

- **Coinage:** 5,623 gp, 1,157 pp.
- **Platinum Full Finger Ring:** The ring is sculpted to make the finger resemble a striking serpent, with translucent red rubies for eyes (worth 4,100 gp; DC 20 Appraise values).

- **Jewelled Necklace:** A wide necklace of crystal with platinum wire and translucent yellow diamonds set among the larger crystals (worth 7,500 gp; DC 20 Appraise values).
- **Ring of Invisibility:** An elegant lady's platinum band, with a leaf pattern etched into the surface (faint [DC 18 Knowledge {arcana} illusion]; DC 18 Spellcraft identifies; worth 20,000 gp).

TREASURE HOARD 7

- **Coinage:** 379 gp, 1,021 pp.
- **Jacinth (5):** Transparent reddish-brown stone (worth 1,600 gp, 1,720 gp, 1,850 gp, 2,000 gp and 2,210 gp; DC 20 Appraise identifies and values).
- **Jewelled Military Sabre:** With a gold and platinum hilt and translucent deep bright green emeralds on both the pommel and the crossguard this sabre performs as a masterwork longsword (worth 5,815 gp; DC 20 Appraise values).
- **Bracers of Greater Archery:** A durable set of bracers made of plain-looking leather (moderate [DC 23 Knowledge {arcana} transmutation]; DC 23 Spellcraft identifies; worth 25,000 gp).

TREASURE HOARD 8

- **Coinage:** 9,176 gp, 826 pp.
- **Aquamarines (3):** Three translucent blue stone (worth 1,100 gp, 1,150 gp and 1,200 gp; DC 20 Appraise identifies and values).
- **Jade Incense Burner:** A translucent green statue of a small dragon, lounging like a cat; the dragon would hold a stick of incense in its paw and the ashes fall along its belly (worth 7,500 gp; DC 20 Appraise values).
- **Case of Fine Wine (13):** More than a dozen bottles of well-aged and rare fine wine, from a popular winery (worth 125 gp; DC 20 Appraise values).
- **Wand of Enervation (50 charges):** A two-foot length of dark black ebony with an opaque black jet set in the tip (moderate [DC 22 Knowledge {arcana} necromancy]; DC 22 Spellcraft identifies; worth 21,000 gp).

TREASURE HOARD 9

- **Coinage:** 6,672 gp, 937 pp.
- **Diamond:** Translucent red stone (worth 2,100 gp; DC 20 Appraise identifies and values).
- **Ruby Chalice (2):** A matched set of silver chalices, each set with four translucent reddish-brown rubies (worth 4,900 gp each; DC 20 Appraise values).
- **+5 full plate:** This heavily-built suit of full plate looks as though it is made of iron rather than steel and is battered as if from

dozens of battles, yet it is solidly built (strong [DC 30 Knowledge {arcana} abjuration]; DC 30 Spellcraft identifies; worth 25,000 gp).

TREASURE HOARD 10

- **Coinage:** 989 gp, 427 pp.
- **Spinel:** A transparent deep blue stone (worth 1,800 gp; DC 20 Appraise identifies and values).
- **+4 Defending Rapier:** Inscribed into the well-balanced hilt of this rapier is the word "Steady" (strong [DC 27 Knowledge {arcana} evocation]; DC 27 Spellcraft identifies; worth 50,320 gp).

TREASURE HOARD 11

- **Coinage:** 9,471 gp, 1,111 pp.
- **Onyx (120):** Subtranslucent black stones (worth 50 gp each; DC 20 Appraise identifies and values).
- **Full Wardrobe:** An excellent wardrobe, crafted from oak, and weighting nearly 900 lbs.; it contains ten sets of noble's clothing (the wardrobe is worth 300 gp; each suit is worth 100 gp; DC 20 Appraise values).
- **Pauldrons with Epaulettes:** These pauldrons are gilded with white gold, and the lance side displays a gold dragon sergeant guardant; the velvet and silk epaulettes denote an honoured military service (worth 3,300 gp; DC 20 Appraise values).
- **Cloak of Protection +4:** A deep ochre cloak with a simple wooden clasp; the cloak smells faintly of fresh bread (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 16,000 gp).

TREASURE HOARD 12

- **Coinage:** 1,965 gp, 682 pp.
- **Velvet Choker with Pearl Cameo:** A black velvet choker, including a cameo of an elegant woman, carved from opaque white pearl (worth 5,400 gp; DC 20 Appraise values).
- **Promissory Note:** This vellum parchment is sealed in a scroll case that has been fully coated with wax; the document details an agreement with a major faith to reward the bearer of the letter with 10,000 gp in goods or services (worth 10,000 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +4:** An exceptionally hard shard of chitin, dangling from a cord of giant's hair (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 32,000 gp).

LEVEL 20 TREASURE HOARDS

Use the table below, to determine which set of items the PCs find. The base value of a 20th-level treasure hoard is 67,000 gp.

D12	TREASURE HOARD	VALUE
1	Hoard 1	63,966 gp
2	Hoard 2	62,234 gp
3	Hoard 3	69,324 gp
4	Hoard 4	67,369 gp
5	Hoard 5	70,687 gp
6	Hoard 6	70,656 gp
7	Hoard 7	70,615 gp
8	Hoard 8	69,243 gp
9	Hoard 9	65,481 gp
10	Hoard 10	60,580 gp
11	Hoard 11	60,666 gp
12	Hoard 12	73,179 gp

TREASURE HOARD 1

- **Coinage:** 216 gp, 355 pp.
- **Gemstone Headdress:** Including countless translucent purple amethysts and opaque pale blue tourmalines, this headdress fans out about the wearer's face, placing them at the centre of the array of jewels (worth 10,200 gp; DC 20 Appraise values).
- **Amulet of Natural Armour +5:** A leather bag containing a small dragon bone is strung on a length of cord (faint [DC 20 Knowledge {arcana} transmutation]; DC 20 Spellcraft identifies; worth 50,000 gp).

TREASURE HOARD 2

- **Coinage:** 8,964 gp, 367 pp.
- **Diamond:** This large black stone is transparent (worth 3,100 gp; DC 20 Appraise identifies and values).
- **Gilded and Jewelled Saddle:** A lady's saddle, with bit and bridle included; the fixtures are in gold, studded with translucent pink garnets, the leather is of the highest quality (worth 2,500 gp; DC 20 Appraise values).
- **Ring of Greater Energy (Electricity) Resistance:** This hematite ring is lightly magnetic (moderate [DC 26 Knowledge {arcana} abjuration]; DC 26 Spellcraft identifies; worth 44,000 gp).

TREASURE HOARD 3

- **Coinage:** 5,424 gp, 202 pp.
- **Aquamarine:** A translucent blue stone (worth 1,200 gp; DC 20 Appraise identifies and values).
- **Gold Maille Glove:** As if for a suit of chain mail; an opaque reddish-brown ruby is mounted in a setting on the ring finger (worth 3,200 gp; DC 20 Appraise values).
- **Platinum Hair Comb with Matching Earrings:** A platinum comb set with opaque white pearls, and a matched pair of platinum

and pearl earrings (comb worth 2,800 gp, earrings worth 2,000 gp; set worth 5,800 gp; DC 20 Appraise values).

- **Ring of Protection +5:** This simple silver ring is rusted and tarnished (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 50,000 gp).

TREASURE HOARD 4

- **Coinage:** 689 gp, 1,220 pp.
- **Spinel (24):** Transparent black stones (worth 145 gp; DC 20 Appraise identifies and values).
- **Platinum Amulet:** A platinum amulet comprising a translucent colourless diamond, opaque white pearl, translucent red ruby, transparent yellow sapphire, transparent deep bright green emerald, translucent pale blue topaz, semi translucent rich brown cat's eye, opaque crimson coral and nearly opaque red hyacinth (red zircon) (worth 16,000 gp; DC 20 Appraise values).
- **Holy Water:** A very large barrel (400 pints) of holy water. The barrel bears the holy symbol of a deity opposed to undead and is labelled in Common (worth 10,000 gp; DC 20 Appraise values).
- **Cloak of Protection +5:** A vivid purple cloak with an elegant platinum clasp (faint [DC 20 Knowledge {arcana} abjuration]; DC 20 Spellcraft identifies; worth 25,000 gp).

TREASURE HOARD 5

- **Coinage:** 177 gp, 236 pp.
- **Alexandrite:** A transparent dark green stone (worth 1,250 gp; DC 20 Appraise identifies and values).
- **Jewelled Dagger:** The blade is of gold with a platinum hilt inset with opaque jets; the dagger is of limited use in combat (-2 to attack and damage; worth 2,900 gp; DC 20 Appraise values).
- **Headband of Mental Superiority +4:** This mithral circlet bears a transparent white opal in its centre (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 64,000 gp).

TREASURE HOARD 6

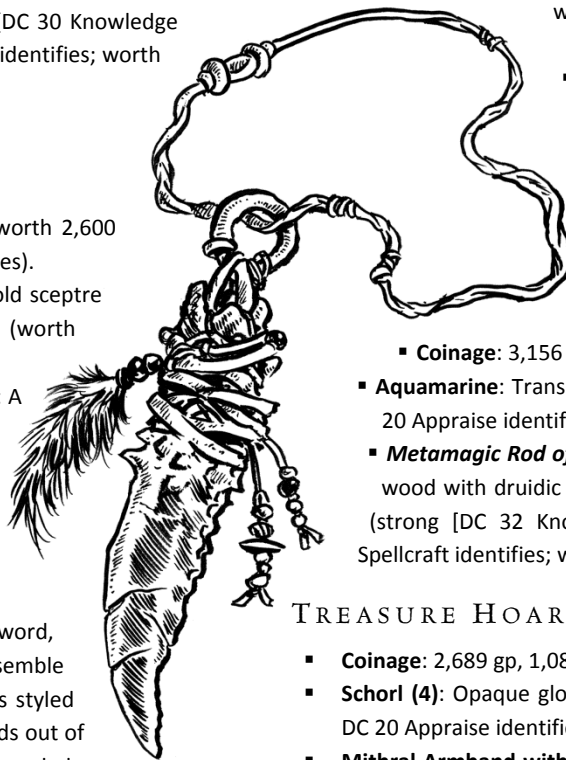
- **Coinage:** 1,056 gp.
- **Diamond:** Transparent colourless stone (worth 3,100 gp; DC 20 Appraise identifies and values).
- **Crystal Vase:** This crystal vase is in the form of a voluptuous woman holding a water jug above her head, with opaque pale brown tourmaline serving as her scanty clothing (worth 2,500 gp; DC 20 Appraise values).
- **Headband of Physical Perfection +4:** This heavy belt has iron studs and a platinum belt buckle with the image of a titan (strong [DC 31 Knowledge {arcana} transmutation]; DC 31 Spellcraft identifies; worth 64,000 gp).

TREASURE HOARD 7

- **Coinage:** 1,235 gp, 109 pp.
- **Large Black Pearl:** An opaque, black smooth sphere with undertones of shimmering green, blue, silver and pink (worth 6,300 gp; DC 20 Appraise identifies and values).
- **Emerald Torc:** This platinum torc has transparent bright deep green emeralds set in the ends (worth 4,400 gp; DC 20 Appraise values).
- **Gilded Sextant:** A functioning ship's sextant, with gold trim and studded with opaque pink coral and lavender jade; etched into the golden trim in Common are the words "Ever Home" (worth 1,550 gp; DC 20 Appraise values).
- **+5 heavy steel shield with +3 shield spikes:** This massive shield bears the sign of the stag courant; the shield spikes are stylized to resemble antlers (strong [DC 30 Knowledge {arcana} abjuration]; DC 30 Spellcraft identifies; worth 43,480 gp).

TREASURE HOARD 8

- **Coinage:** 1,568 gp, 89 pp.
- **Sapphire:** Translucent green stone (worth 2,600 gp; DC 20 Appraise identifies and values).
- **Golden Sceptre:** At the top of this gold sceptre is a platinum lion, standing proud (worth 9,600 gp; DC 20 Appraise values).
- **Jewelled Masterwork Thieves' Tools:** A set of masterwork thieves' tools made with gold, platinum and darkwood studded with translucent colourless diamonds (worth 4,250 gp as a set; DC 20 Appraise values).
- **+5 Bastard Sword:** A huge bastard sword, the pommel of which is stylized to resemble a dragon's eye, and the crossguard is styled to make it seem that the blade extends out of a dragon's paw (strong [DC 30 Knowledge {arcana} evocation]; DC 30 Spellcraft identifies; worth 50,335 gp).



TREASURE HOARD 9

- **Coinage:** 4,561 gp, 167 pp.
- **Amethysts (1):** Translucent purple stones (worth 3,25 gp each; DC 20 Appraise identifies and values).
- **Golden Statuette:** A golden statuette of a unicorn with one hoof raised and its head held high; the unicorn's eyes are translucent yellow diamonds, its horn is of polished ivory, and the hooves formed from opaque white pearls (worth 6,000 gp; DC 20 Appraise values).

- **Cloak of Major Displacement:** The shimmering black of this animal fur cloak with a deep red crushed velvet interior is disorienting to look at for more than a moment (moderate [DC 22 Knowledge {arcana} illusion]; DC 22 Spellcraft identifies; worth 50,000 gp).

TREASURE HOARD 10

- **Coinage:** 2,470 gp, 65 pp.
- **Topaz (3):** Translucent greenish stones (worth 2,100 gp each; DC 20 Appraise identifies and values).
- **Spider Rings (3):** Three matching platinum spider rings, with tiny opaque deep black jets as eyes (each worth 1,400 gp; the set worth 4,800 gp; DC 20 Appraise values).
 - **Everburning Torch (14):** These torches are tightly wrapped in a leather bundle (worth 110 gp each; DC 20 Appraise values).
 - **Amulet of Mighty Fists +3:** A dragon's tooth, suspended from a bloodstained leather cord (faint [DC 20 Knowledge {arcana} evocation]; DC 20 Spellcraft identifies; worth 45,000 gp).

TREASURE HOARD 11

- **Coinage:** 3,156 gp, 241 pp.
- **Aquamarine:** Transparent blue stones (worth 1,100 gp; DC 20 Appraise identifies and values).
- **Metamagic Rod of Maximize Spell:** A thick branch of yew wood with druidic symbols etched along its entire surface (strong [DC 32 Knowledge {arcana} (no school)]; DC 32 Spellcraft identifies; worth 54,000 gp).

TREASURE HOARD 12

- **Coinage:** 2,689 gp, 1,089 pp.
- **Schorl (4):** Opaque glossy black stones (worth 5,750 gp each; DC 20 Appraise identifies and values).
- **Mithral Armband with Opals:** A mithral armband etched with the elven word "memory", and studded with eight large subtranslucent blue opals (worth 15,300 gp; DC 20 Appraise values).
- **Galley:** An entire 20 ft. by 130 ft. sailing ship, complete with riggings, masts and all the accoutrements; still seaworthy with some simple repairs (worth 10,000 gp for the ship, plus assorted furnishings totalling another 5,000 gp; DC 25 Appraise values).
- **Golden Puzzle Box:** An intricate golden dodecahedron, with small winding handles on each side; winding one unwinds the other. Unlocking the box (revealing the empty 1 cu. inch interior) requires a DC 25 Disable Device (worth 15,300 gp; DC 25 Appraise values).

USING TREASURE HOARDS

Players like treasure; it gives them a tangible feeling of success and enables them to buy their PCs the things they need to become even greater heroes.

The tables herein seek to add flavour and depth to a GM's treasure hoards so that he can focus on the important parts of the game – crafting exciting and engaging adventures. The hoards herein can be dropped into a game with the minimum amount of effort. Of course, some minor flavour details may need to be omitted or modified but basically these lists are good to go.

Of course, treasure is often quickly identified, sold and spent; it spends a relatively short time in the game. That doesn't mean a GM shouldn't spend time working on it. It is, after all, one of the things the players will concentrate most on during a game. It therefore represents a golden opportunity to inject a feeling of flavour and verisimilitude into the game, provide a clue for an upcoming adventure or make sure the PCs have access to a certain item or ability they will need to complete their quest.

- Were the coins the PCs just found minted in a long-fallen empire or kingdom?
- Is the jewellery crafted in a high form of elven art?
- Is the sword a finely crafted weapon emblazoned with the symbol of a famed adventurer?
- Is the potion viscous and slimy? Does this give some clue as to its effects?
- On what kind of parchment is the scroll scribed?
- What do the gems look like? Are they transparent or translucent? What colour are they?

Adding such details is a great way of making the game world come to life for the PCs.

A GM shouldn't use these treasure hoards at every opportunity, though; doing so would quickly overwhelm the players with detail. Rather, use these as the reward for important or pivotal encounters.

These hoards have been built using the wealth per encounter guidelines in the *Pathfinder Roleplaying Game Core Rulebook*, and are entirely appropriate for characters of the indicated level. That is assuming, however, that your PCs are finding a hoard such as one of these after every single encounter, which may not sync with how the GM reward the PCs.

For those who prefer larger hoards, that can be easily accomplished simply by combining several of the small hoards presented herein. As a rule, PCs should find one hoard per encounter of their level they overcome; thus, if a party of 8th-level PCs goes through three CR 8 encounters and finds little more than the gold in their foes' pockets, the GM may want to select three level 8 hoards to present as one big pile. Roll randomly to determine what hoard(s) the PCs find or choose the most appropriate listing based either on what makes sense for the monster holding the treasure or what the PCs need.

A GM could even use the hoards as a reward from their employer. After all, how many NPCs have enough cash on hand to reward the PCs at the successful conclusion of their quest?

ALL THAT GLIMMERS

The material presented in this chapter are a free sample of the glittering delights awaiting your players in *All That Glimmers!*

All That Glimmers not only contains all the material originally presented in *So What's The Hoard Like, Anyway?*; *So What's The Hoard Like, Anyway II?*; *So What's The Hoard Like, Anyway III?*; *So What's That Shiny Thing, Anyway?*; *So What's The Armour Like, Anyway?*; *So What's The Weapon Like, Anyway?*; *So What's The Spellbook Like, Anyway?* and *So What's For Sale, Anyway?* The book also includes over a dozen pages of new, never seen before material of intelligent items and treasure maps from designers Landon Bellavia and Creighton Broadhurst!

All That Glimmers is available in both soft cover and hardback.



READING STAT BLOCKS

GM's Miscellany: Dungeon Dressing includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for

example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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