

RAGING SWAN PRESS

# DUNGEON DRESSING: CHESTS



## RAGING SWAN PRESS: GM'S RESOURCES

100% Crunch: Liches	\$5.99	<input type="checkbox"/>
100% Crunch: Skeletal Champions	\$5.99	<input type="checkbox"/>
100% Crunch: Skeletons	\$5.99	<input type="checkbox"/>
100% Crunch: Zombies	\$5.99	<input type="checkbox"/>
All That Glimmers	\$13.99, print \$19.99	<input type="checkbox"/>
Antipaladins	\$3.99	<input type="checkbox"/>
Bandits of the Rampant Horror	\$3.99	<input type="checkbox"/>
Barroom Brawl	\$1.99	<input type="checkbox"/>
Caves & Caverns	\$10.99	<input type="checkbox"/>
Cultists of Havra Zhou	\$4.99	<input type="checkbox"/>
Dark Oak	\$4.99	<input type="checkbox"/>
Dark Waters Rising	\$5.99	<input type="checkbox"/>
Dungeon Dressing: Altar	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Archways	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Chests	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Doors	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Double Doors	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Pits	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Pools	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Secret Doors	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Stairs	\$1.99	<input type="checkbox"/>
Dungeon Dressing: Statues	\$1.99	<input type="checkbox"/>
Dwellers Amid Bones	\$3.99	<input type="checkbox"/>
Fellowship of the Blackened Oak	\$3.99	<input type="checkbox"/>
Frost Giant Pirates of the Icy Heart	\$3.99	<input type="checkbox"/>
Gibbous Moon	\$2.99	<input type="checkbox"/>
Portentous Dreams	\$1.99	<input type="checkbox"/>
Random Hill Encounters	\$3.99	<input type="checkbox"/>
Random Marsh Encounters	\$3.99	<input type="checkbox"/>
Random Woodland Encounters	\$3.99	<input type="checkbox"/>
Random Woodland Encounters II	\$3.99	<input type="checkbox"/>
Random Urban Encounters	\$3.99	<input type="checkbox"/>
Scions of Evil	\$13.99; print \$19.99	<input type="checkbox"/>
Shadowed Keep on the Borderlands	\$9.99; print \$13.99	<input type="checkbox"/>
So What's For Sale, Anyway?	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? II	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? III	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? IV	\$3.99	<input type="checkbox"/>
So What's For Sale, Anyway? V	\$3.99	<input type="checkbox"/>
So What's It Called, Anyway?	\$1.99	<input type="checkbox"/>
So What's That Shiny Thing, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Armour Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Demi-Human Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Hoard Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Hoard Like, Anyway? II	\$3.99	<input type="checkbox"/>
So What's The Hoard Like, Anyway? III	\$3.99	<input type="checkbox"/>
So What's The Mount Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Riddle Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Spellbook Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Tavern Like, Anyway?	\$3.99	<input type="checkbox"/>

So What's The Tavern Like, Anyway? II	\$3.99	<input type="checkbox"/>
So What's The Weapon Like, Anyway?	\$3.99	<input type="checkbox"/>
So What's The Human Called, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Human Called, Anyway? II	\$1.99	<input type="checkbox"/>
So What's The NPC Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Pirate Ship Like, Anyway?	\$1.99	<input type="checkbox"/>
So What's The Zombie Like, Anyway?	\$1.99	<input type="checkbox"/>
Thanegar's Horde	\$3.99	<input type="checkbox"/>
Village Backdrop: Apia	\$1.99	<input type="checkbox"/>
Village Backdrop: Denton's End	\$1.99	<input type="checkbox"/>
Village Backdrop: Roake	\$1.99	<input type="checkbox"/>
Village Backdrop: Thornhill	\$1.99	<input type="checkbox"/>
Villainous Pirates	\$5.99	<input type="checkbox"/>
Villains	\$3.99	<input type="checkbox"/>
Villains II	\$3.99	<input type="checkbox"/>
Villains III	\$3.99	<input type="checkbox"/>

ragingswan.com  
gatekeeper@ragingswan.com

**Free PDFs:** With Raging Swan's Free PDF promotion with every purchase of a print product, you can claim free PDFs to value of the purchased item.

ragingswan.com/freepdfs.com

**Dual Format PDFs:** Dual Format PDF products contain two versions of the same file: one designed for printing and use on a normal computer; the other optimised for use on mobile devices such as iPads.

ragingswan.com/screenpdfs.com



# DUNGEON DRESSING: CHESTS

---

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Eric Hindley

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 Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

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



## CREDITS

---

**Design:** Eric Hindley

**Development:** Creighton Broadhurst

**Editing:** Creighton Broadhurst

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Artists:** William McAusland and Frank Walls. Some artwork copyright William McAusland, used with permission. Frank Walls, Standard Stock Art Issue Monster Mix By Empty Game Studios Publishing.

Thank you for purchasing *Dungeon Dressing: Chests*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

---

Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

---

We like to think *Dungeon Dressing: Chests* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

---

Eric 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.

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

**Open Content:** Except material designated as Product Identity, the contents of *Dungeon Dressing: Chests* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Eric Hindley to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2012.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com). To learn more about the Open Game License, visit [wizards.com/d20](http://wizards.com/d20).

Published by Raging Swan Press  
1st printing, December 2012

## CONTENTS

---

Credits.....	2
Contact Us .....	2
Errata .....	2
About the Designer.....	2
Contents .....	3
Foreword .....	3

## DUNGEON DRESSING: CHESTS

Table A: Appearance & Characteristics.....	4
Table B: Dressing & Features .....	6
Table C: Traps & Tricks.....	8
Variant Monster: Alluring Mimic.....	9

## FOREWORD

---

There are literally legions of dungeon features. Some are more popular among adventurers than others. No one really likes pits, pillars can be used in combat for cover, altars dedicated to dark gods should be defiled and pools should be drunk from only with great caution. However, of all the dungeon features I can think of none excite players quite as much as chests. Chests are universally assumed to contain treasure, shiny, shiny treasure. Whether mundane or magical, the players want it and in their lust to own it the chest itself tends to get ignored (unless it is trapped!)

Designer Eric Hindley is setting that right with *Dungeon Dressing: Chests*. Herein you'll find lots of a great detail for the chests in your campaign. Whether they contain treasure or not, these details will hopefully bring a pause as the PCs consider these unique objects. After all, in the brain of a paranoid

dungeon delver highly detailed objects are clearly more than they seem. Is the chest trapped? Is there anything in it? Why is it painted blue? These details make the chest so much more than a treasure holder.

And, of course, Eric doesn't stop there. He has designed two rather fiendish traps to augment chests in your dungeon as well as a variant on a GM-favourite monster: the mimic.

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com). Also, if there is a dungeon feature you don't think we've covered that could do with the *Dungeon Dressing* treatment let me know at the above address.

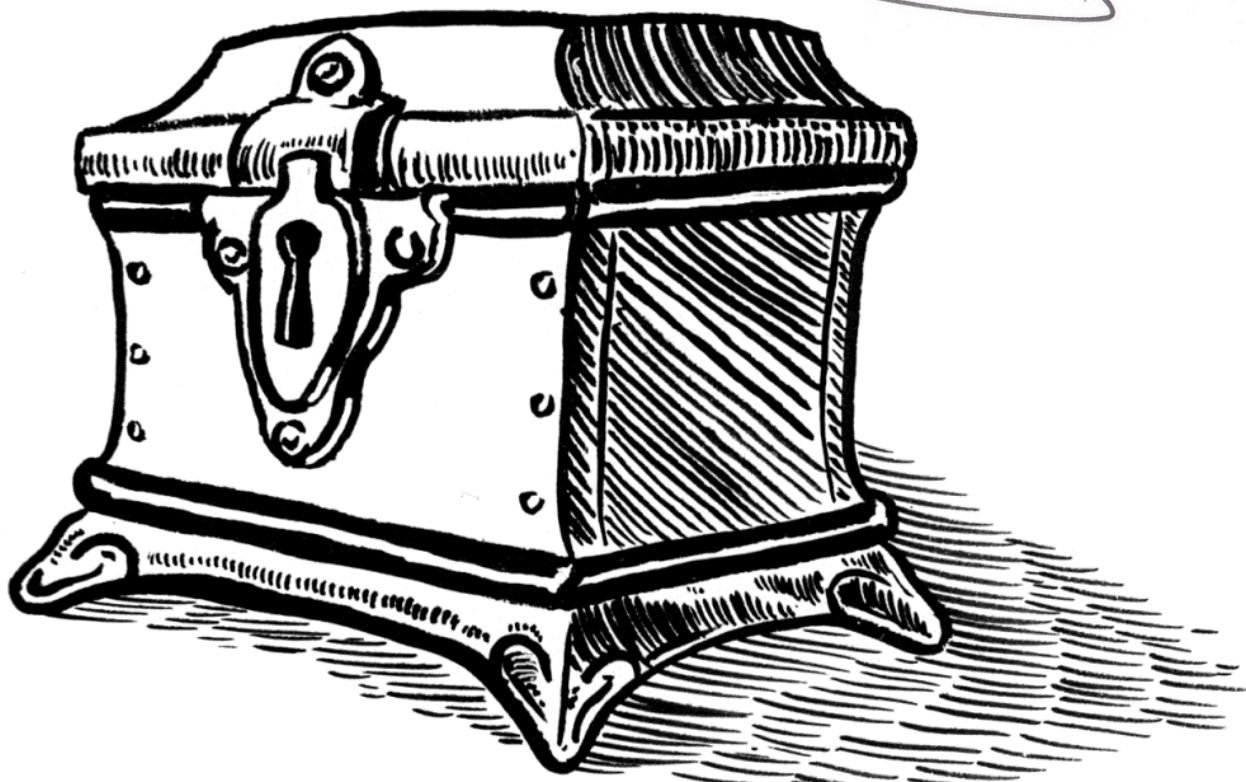


TABLE A: CHARACTERISTICS & APPEARANCE

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 <sup>1</sup>
Simple	20
Average	25
Good	30
Superior	40
Arcane Lock	10 <sup>2</sup>

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.

TABLE B: 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

## TABLE C: 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)

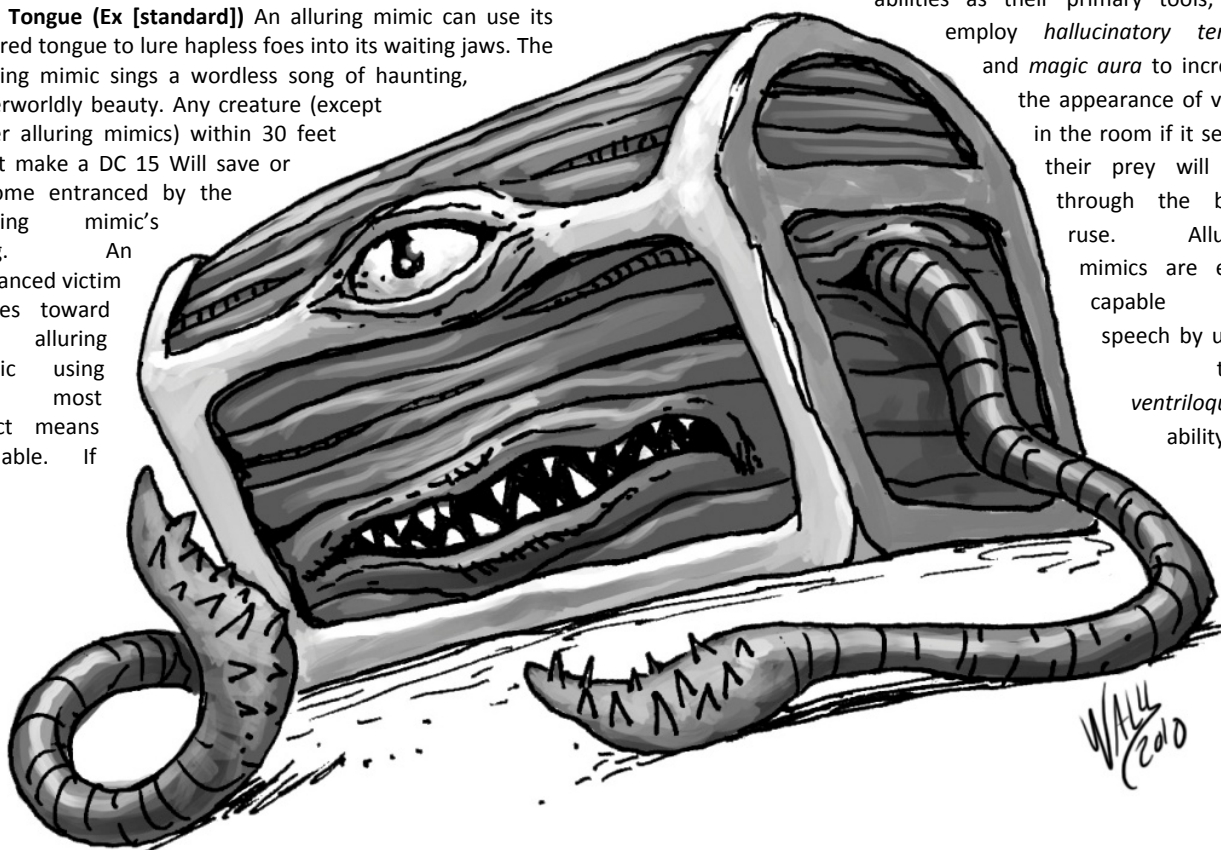
**Skills** as above plus, Disguise +14 (+34 mimicking objects), Knowledge (dungeoneering) +12

**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.

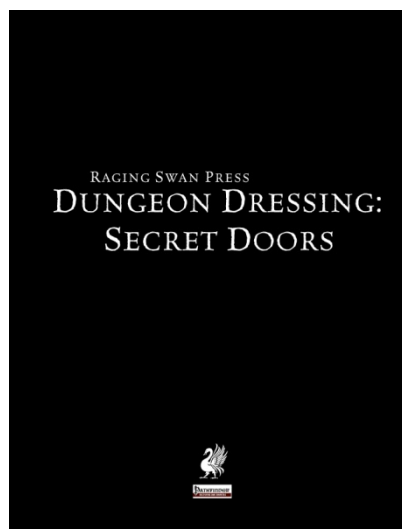


## DUNGEON DRESSING: SECRET DOORS

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 *Dungeon Dressing* is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

This instalment of *Dungeon Dressing* presents loads of great features to add to the secret doors in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Secret Doors* is an invaluable addition to any GM's armoury!



### OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are

copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

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

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

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

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

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

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

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

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

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

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

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

**Pathfinder Roleplaying Game.** ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

**Pathfinder RPG Bestiary.** ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

**The Book of Experimental Might.** ©2008, Malhavoc Press; Author: Monte Cook.

**Tomb of Horrors.** ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

**Ultimate Equipment.** ©2012 Paizo Publishing LC; Author Jason Bulmahn.

**Dungeon Dressing: Chests.** ©Raging Swan Press 2012; Author: Eric Hindley.

---

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 Dungeon Dressing is for you! Each instalment in the line focuses on a different common dungeon fixture such as stairs, pillars or pools and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.

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

Visit us at [ragingswan.com](http://ragingswan.com) to learn more.

