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# DUNGEON DRESSING: DOORS



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# DUNGEON DRESSING: DOORS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Jeff Erwin

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



## CREDITS

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

## CONTACT US

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

## ERRATA

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We like to think *Dungeon Dressing: Doors* 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

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**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 He re-entered the freelancer community after a decade-long hiatus, having produced several unpublished works for Iron Crown Enterprises's *Middle-earth Roleplaying* and Green Knight's edition of *Pendragon*.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.

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FOREWORD

It’s been a long time coming, but the Dungeon Dressing line has finally tackled the weighty issue of dungeon doors. During their career PCs (hopefully) will interact with hundreds of such doors, but so often they are nothing but plain wooden doors with no interesting or redeeming features! Most PCs do little more with doors than listen at them to see what lurks beyond. A few others may break them down or search for traps on them, but that is pretty much the sum total of interaction most adventurers have with the doors they encounter.

In *Dungeon Dressing: Doors*, Jeff Erwin seeks to redress the

balance by providing not only interesting features and dressing for your dungeon doors but also a half-dozen or so door-focused traps. While not every dungeon door should be trapped – that’s illogical, silly and will slow game play to a crawl – occasionally doors protecting important locations (treasure vaults, shrines and so on) would be warranted to “discourage” exploration.

*Dungeon Dressing: Doors* is the sister product of the wittily, but unimaginatively, titled *Dungeon Dressing: Double Doors*. If your dungeon has lots of important locales that deserve special double door treatment, go check out the free samples for the instalment at [ragingswan.com/doubledoors](http://ragingswan.com/doubledoors).

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). I’m also keen to hear what other dungeon features you’d like us to feature in this line so if you’ve any suggestions please drop me a note at the above address. Thanks!

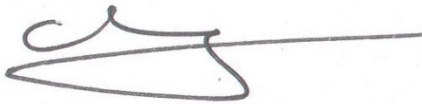


TABLE A: CHARACTERISTICS & APPEARANCE

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 <sup>1</sup>	HARDNESS	HP	BREAK DC
Dilapidated <sup>2</sup>	+1	-4	-50%	-4
Poor <sup>2</sup>	+3	-2	-25%	-2
Average	+5	—	—	—
Good <sup>3</sup>	+7	+2	+25%	+2
Excellent <sup>3</sup>	+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.

<b>D%</b>	
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.

TABLE B: 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.

## TABLE C: 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).

**Variant (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).

**Variant (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).

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

**Variant (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.

**Variants (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.

**Variants (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
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.

**Variants (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).

**Variants (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 <sup>1</sup>	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>	—	1st
<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

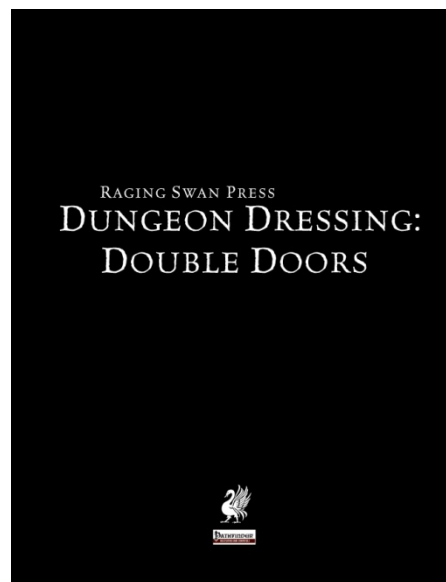
1: Trap CR if this spell (at the listed CR) is added to an otherwise untrapped door.

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