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DUNGEON DRESSING: DOUBLE DOORS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Creighton Broadhurst

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?

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



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Thank you for purchasing *Dungeon Dressing: Double Doors*; 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.

ERRATA

We like to think *Dungeon Dressing: Double Doors* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on 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

Creighton is a keen gamer who passionately 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 releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton 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.

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FOREWORD

This is the first *Dungeon Dressing* of 2013 and one that I was jolly excited to write. Double doors are a major feature of dungeons and ones that often herald great reward and great peril! *Dungeon Dressing: Double Doors* was meant to release in 2012 but scheduling problems and a freelancer's real life meant I was faced with the choice of rushing out a hasty version or waiting and taking the time to do it properly. Unsurprisingly, I opted to wait and do it properly. You hold the result in your hands.

Inevitably, *Dungeon Dressing: Double Doors* shares quite a lot of detail with *Dungeon Dressing: Doors*. I thought long and hard about how to resolve that situation. Omitting the relevant information – on the assumption that the reader would already have *Dungeon Dressing: Doors* – didn't really work for me, but neither did simply reprinting the relevant information and making you pay for it twice. That's why you'll note that this instalment of *Dungeon Dressing* is the largest to date with an extra two pages of material. This way, I get to reprint the material (with a couple of minor modifications) with a clear conscience!

I've got high hopes for the *Dungeon Dressing* line in 2013. The line – born in many ways from the reception of *Shadowed Keep on the Borderlands* – has been a great success for Raging Swan Press and I've been impressed and delighted by the creativity of the freelancers working on the line. Not only have they come up with some cracking, flavoursome information they've taught me a thing or two about adding flavour to a dungeon. In fact, the line has been so successful (and such fun) that I've created two new lines for 2013: *Urban Dressing* and *Wilderness Dressing*. The *Urban Dressing* line (unsurprisingly) will focus on giving GMs the tools to add interesting details to their towns, cities and urban adventures while *Wilderness Dressing* acts as a companion to Raging Swan's *Random Encounters* supplements.

This is the twelfth instalment in the line and I hope that 2013 sees at least as many entries! If you have any suggestions for subjects of upcoming instalments please get in touch – you might even end up writing it yourself!

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.

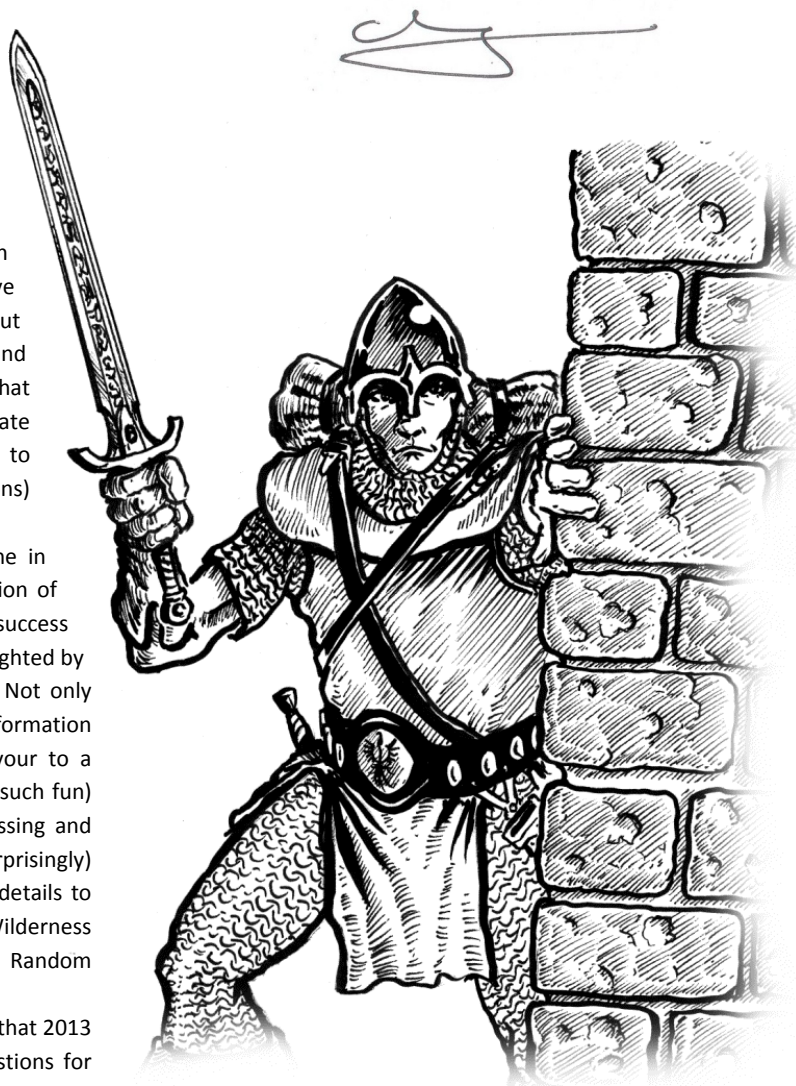


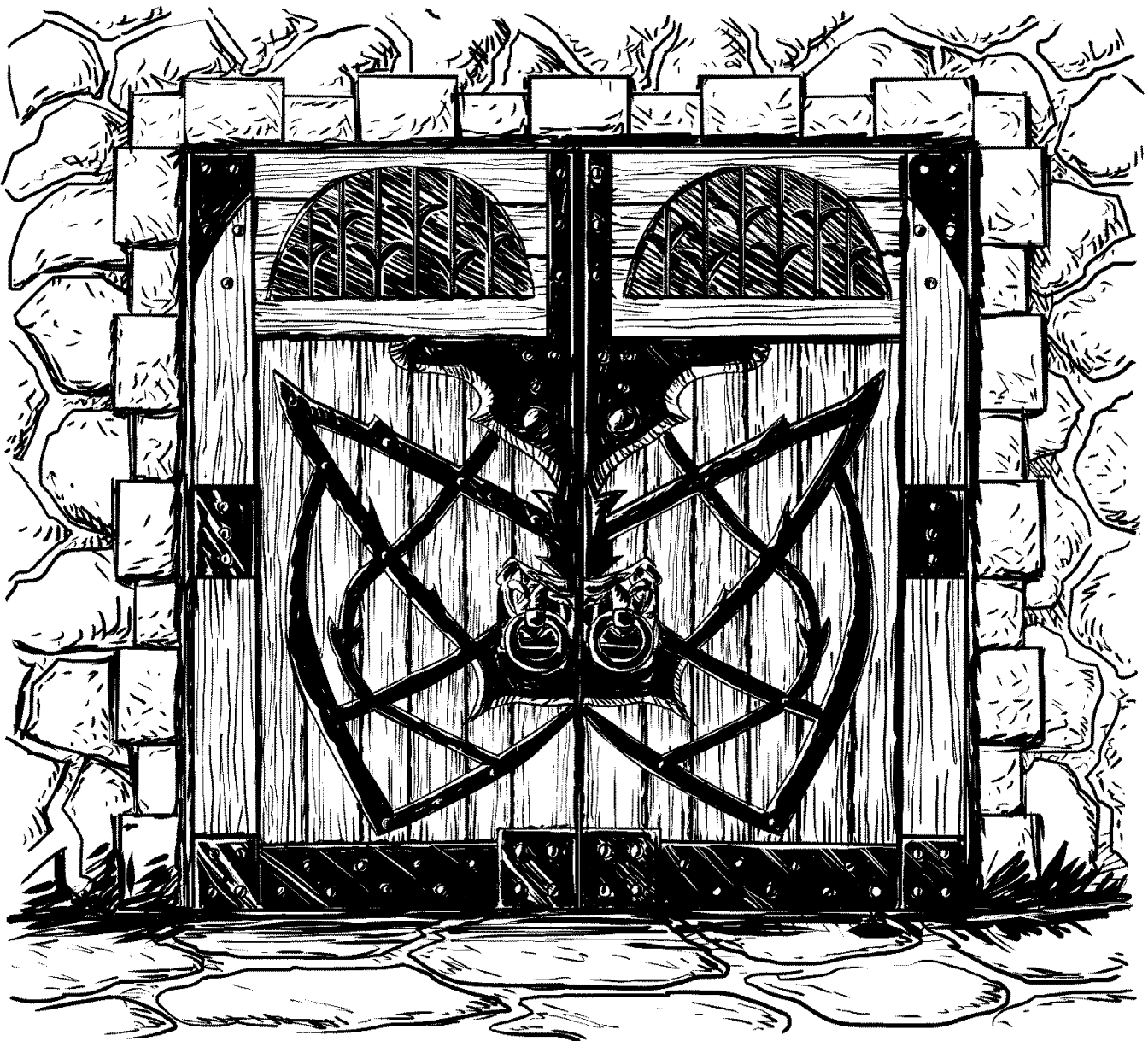
TABLE A: CHARACTERISTICS & APPEARANCE

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 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 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

TABLE B: 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. |

| | |
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| 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. |

TABLE C: 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 ebon 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]).

Variant (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 |

Variant (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.

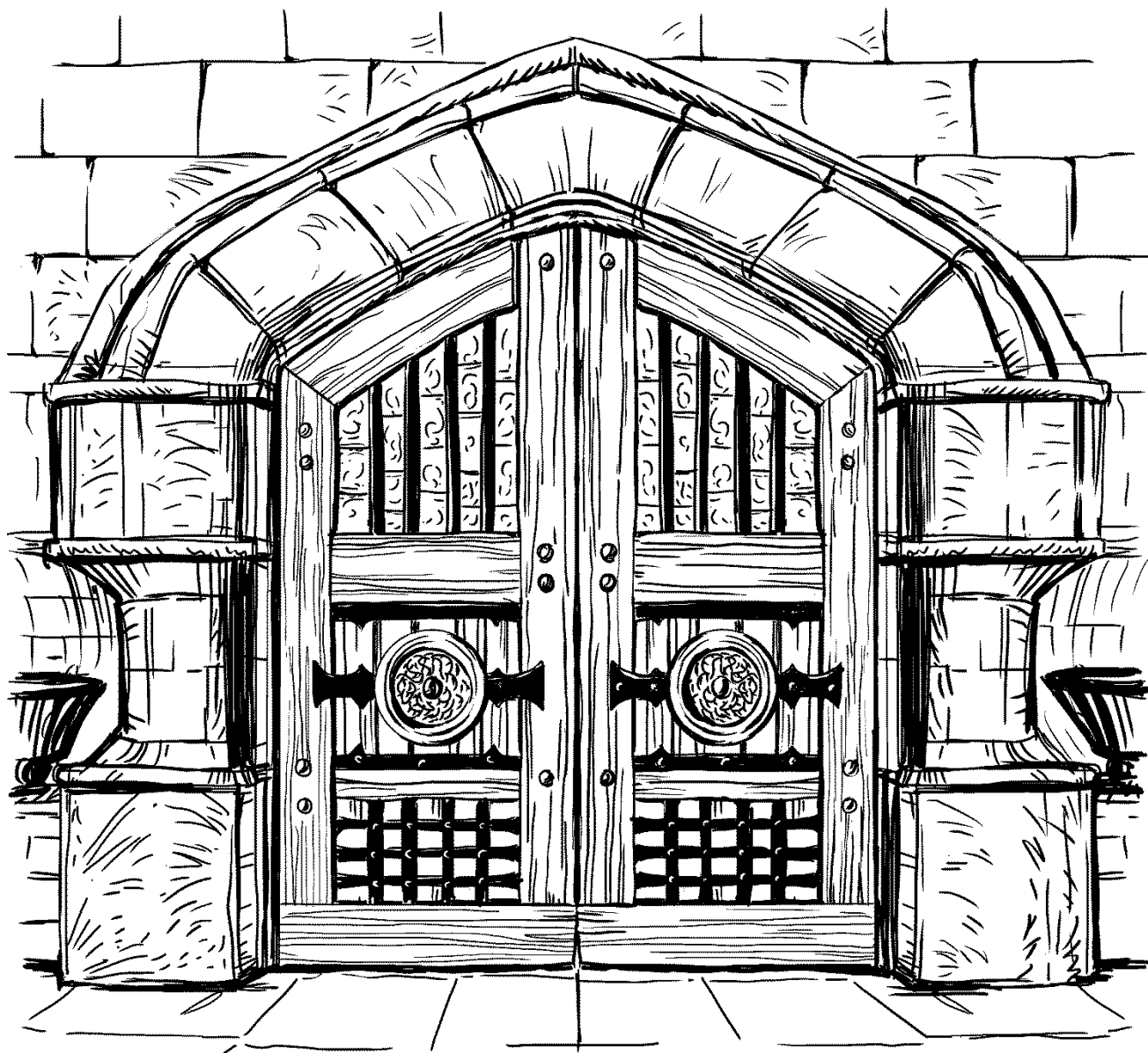
Trigger Touch (opening the door); **Reset** No reset

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]).

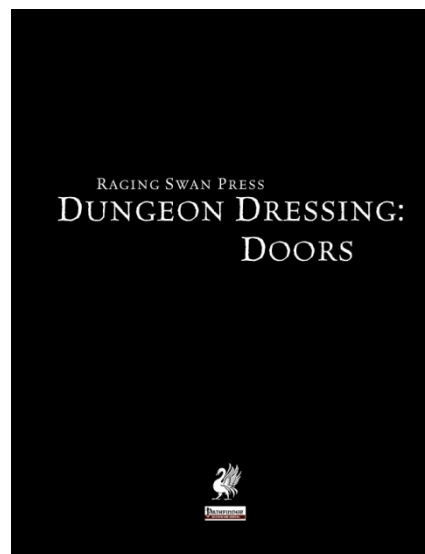


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