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SECRET DOORS



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# DUNGEON DRESSING: SECRET DOORS

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Greg Marks

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!



## CREDITS

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**Layout:** Creighton Broadhurst  
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Thank you for purchasing *Dungeon Dressing: Secret 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: Secret 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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Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have contributed to products for multiple editions of Dungeons and Dragons including *Complete Scoundrel*, *City of Stormreach*, *Dragon Magic*, and *Dungeon Delve*. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: *Star and Shadow*, *Hammer and Shadow*, *Legends of Shadow* and *Honour and Shadow*.

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## FOREWORD

Secret doors are a classic feature of almost every dungeon. Players search for them obsessively because almost every such feature hides either treasure or the means to reaching other, hitherto unexplored parts of the dungeon.

Often though, secret doors tend to be described (if they are described at all) as simply a piece of wall that opens like a normal door. Most published adventures don't even bother to describe how they open or what triggers them.

Given that they are a classic part of dungeon architecture, that's a crying shame.

## DUNGEON DRESSING: SECRET DOORS

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That's why I unleashed Greg into this instalment of *Dungeon Dressing*. Greg has written loads of supplements for a variety of publishers and he knows that the devil is in the detail. Herein you'll discover more information on secret doors' basic characteristics as well as two handy tables to roll on to bring your secret doors to life. Finally, Greg has created a surfeit of traps ready for immediate use. From the simple Door Mounted Crossbow trap to the devilishly cunning Misdirecting Crushing Ceiling, Greg has created traps for every occasion. And just as marvellously, you could in a pinch use these traps on any door, not just secret doors!

I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used the secret doors in your game – drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).

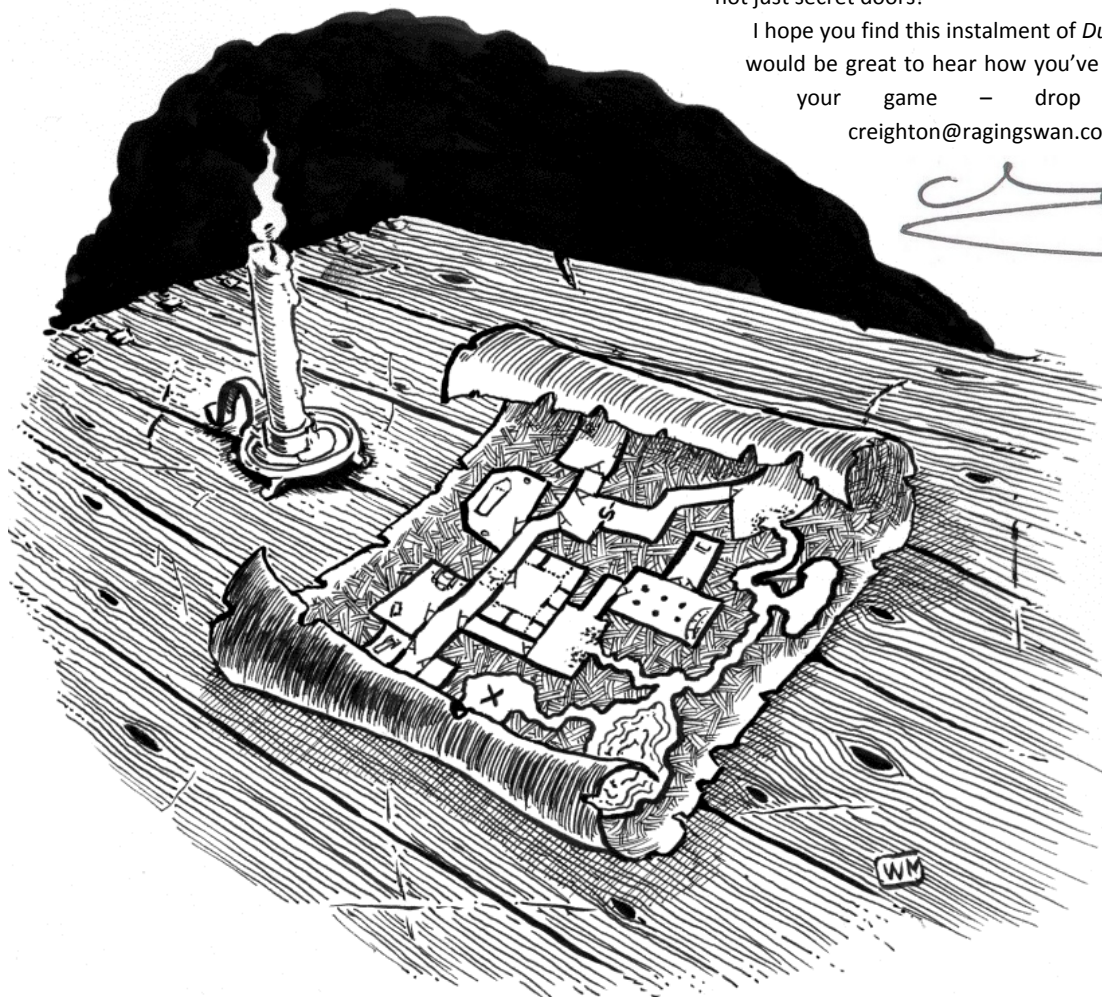


TABLE A: CHARACTERISTICS & APPEARANCE

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

This section presents the basic characteristics of many different kinds of secret doors; use the information here in conjunction with that presented in later sections to breathe life into your dungeon's secret doors.

## COMMON CHARACTERISTICS

Secret doors share some common characteristics.

- Being objects, all secret doors have hardness and hit points that depend on the material it is made of (see "Construction"). Most secret doors are made of wood, stone or iron, though exceptions exist; particularly in fantastic settings.
- As points of interest, it is not uncommon for fights to occur near or behind secret doors. Like any other door, a secret door provides cover, unless both the attacker and the defender are directly across from each other on opposite sides of the door. Smaller doors may still provide cover, even in this situation.
- Secret doors are secret. This means that unlike other doors, they are not automatically found and require an explorer to actively search for them (see "Searching for Secret Doors").
- The construction of a secret door is a costly and time consuming process and so secret doors are placed with a purpose. While that purpose may no longer exist due to time or changes subsequent dungeon denizens have made, secret doors should not be placed on a whim. A bolt hole to hide from enemies stocked with food and arms, a hidden treasure room, an alternate route bypassing a difficult trail or a cunning trap luring in victims who think the secret door must be the safe path are all good reasons to place a secret door.

## CONSTRUCTION

In dungeons, secret doors can be constructed out of just about anything, though metal, stone or wood are the most common such materials. The table presents the average two-inch thick secret door that takes up a five foot square. If the door has been damaged and reduced to half hit points or lower, it is considered broken and its Break DC falls by 2.

Doors can be reinforced by bars. A wooden bar requires DC 25 Strength check to break, while an iron bar requires a DC 30 Strength check to break. Additionally, doors may also be magically reinforced. Beyond spells such as *arcane lock* (which creates a DC 20 lock and adds 10 to the door's Break DC) or *hold portal* (which closes a door, locks it and adds 5 to the DC to

break a door down), doors might be enchanted to help them resist damage. Add 5 hit points to the door for every +1 hardness that the door gains. In addition, enchanted doors add +1 to their saving throws against spells for every point of extra hardness it has. This is common for doors made of unusual but fragile substances such as bone, glass or paper.

DOOR MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Adamantine	20	80	35
Bone	3	35	13
Glass	1	2	8
Ice*	1	6	15
Iron	10	60	28
Mithral	15	60	30
Paper	0	4	5
Stone	8	30	28
Wood	5	20	18

\*magically treated to not melt

## SEARCHING FOR SECRET DOORS

Searching for a secret door requires a move action and a successful Perception check (DC 20 for an average secret door). This process could easily bog down any game if you require the players to say they are searching every time they advance a square. In order to speed up your game, a convenient mechanic is to simply note the PCs' highest bonus and roll secretly when appropriate. Of course if the PCs are distracted by other things, the difficulty to notice a secret door increases the DC by +5.

## PLACING TRAPS

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

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

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

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

D%	
01-04	The secret door is made out of a pivoting bookcase which noiselessly spins about a central axis and partially blocks the entrance. Creatures that are Medium-sized or larger must squeeze to get past the bookcase. The bookcase blocks line of sight, meaning it is possible someone might be going through the door on one side, while someone (or something) is coming out the other.
05-07	The secret door is hidden inside a large cupboard, set into its back wall behind several hanging cloaks and coats.
08-10	A <i>permanent image</i> (CL 11, DC 19 Will) covers the secret door so that it appears the same as the wall in which it is set.
11-13	The secret door is one way. There is no way to open the door from one side.
14-16	The secret door is oddly shaped, being wider at the bottom than at the top.
17-20	The secret door is underneath an elaborately woven tapestry depicting a knight in full armour astride a galloping white stallion (or other thematically correct scene).
21-25	The secret door has been well oiled and opens soundlessly, sliding into the floor without making a sound to alert anyone on the other side.
26-28	Immediately behind the secret door is a locked (DC 25 Disable Device) iron portcullis (hardness 10, hp 30, DC 28 Break).
29-31	Opening the secret door releases a strong gust of wind that blows out torches, lanterns and other natural light sources.
32-34	The secret door is hidden behind natural foliage (vines, bushes, fungus, lichen etc.) grown specifically to conceal it. The first time the door is used, the foliage must be cleared away.
35-37	This hallway or room is lined with decorative, false stained glass windows that appear to have only walls behind them. One of the windows, however, can be opened as a secret door.
38-40	A hidden flight of stairs that lead up to another level can be triggered by a secret catch to rise up from the floor.
41-44	The secret door, which opens by pulling up on the grate or down on a nearby sconce, is behind the back wall of a fireplace.
45-47	The secret door is through a giant tun, that opens by twisting the tap that protrudes from the cask.
48-50	The secret door is hidden halfway up the wall. Characters must scale the wall to be able to reach the opening mechanism.

51-53	A massive grandfather clock tick tocks as normal, but its hands never advance. If set to a specific time (hour, minute and second), the body swings open revealing a passageway.
54-56	A peephole is inconspicuously drilled through the secret door allowing someone to spy on the other side when a plug is removed.
57-60	The secret door is in the middle of a large fresco on the wall. The fresco depicts a pastoral setting with peasants working in the fields. Careful examination notes small devilish imps hidden throughout the artwork causing trouble such as unhitching horses or setting fire to a haystack.
61-63	The secret door is tied to another nearby door. GM's choice of whether that door is secret or normal. Both cannot be open at the same and if one is ajar when the other opened, it slams shut.
64-67	The secret door is protected by a good quality lock (DC 30 Disable Device) that is hidden under a flagstone in the floor (DC 20 Perception locates).
68-70	There is a hole in the door covered over with paper painted to appear as the rest of the door. A loaded heavy crossbow is mounted in front of the small hole allowing someone to fire on anyone opening the door (but with a 20% miss chance). The DC to find the hidden arrow slit is 5 higher than the DC to locate the secret door.
71-73	The secret door is behind a pile of rubble, placed there on purpose to appear as though there has been a cave-in.
74-77	The secret door slides into the wall rather than opening like a standard door.
78-80	The secret door is underneath a large potted plant. GM's choice as to whether the plant is alive or long since dead from lack of care.
81-83	The secret door is part of a large bas relief on the wall depicting a deity or holy symbol.
84-85	The secret door is designed to make noise when triggered, decreasing Stealth checks made to open it quietly by 4.
86-87	The secret door is only 3 ft. high. Medium or larger characters must squeeze to get through the door.
88-90	The secret door is keyed to a statue of two lovers staring longing towards each other. The statues are on pivots and the door is triggered when the statues are pushed together to "kiss."
91-93	The secret door is hidden in the floor of a fountain. Opening the door causes a few gallons of water to momentarily flood down the stairs underneath, but it quickly stops.
94-96	The secret door is in the ceiling, and opens by pulling down on a chandelier which is mounted in the middle of the door (DC 15 Climb to scale the chandelier).
97-100	The secret door is trapped. Refer to Table C to pick an appropriate trap.

TABLE B: DRESSING & FEATURES

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

D%	
1-2	The door is in pristine condition.
3	There are crates piled against the secret door. GM's choice as to what is in them.
3	The secret door was trapped, but the trap has since been set off and is obvious once the door is opened. A host of darts stud the backside of the door which is stained with dried poison.
5-6	The door is designed to open automatically, but age has damaged the mechanism and it take two full rounds to open. After one round, there is enough space for a Small creature to pass through, but Medium-sized creatures must squeeze or wait for another round.
7	A yellow chalk mark has been left on the door by a previous adventurer.
8	The secret door has been left open.
9-10	A rusty broken sword lies in front of the secret door in a puddle of dried blood. The longsword has the broken condition.
11	A male human's corpse is pinned to the secret door by a spear. It is rotten and several days old. A DC 20 Strength check wrenches the spear free.
12	The sound of dripping water echoes nearby, possibly from the other side of the secret door.
13-14	A skeleton lies on the floor in front of the secret door, its skull caved in by an ancient injury.
15	The door is smeared with droppings from an animal, long since dried.
16	The secret door is covered in a sticky residue. Its source is not readily apparent, but it tastes sweet if anyone is brave enough to try it.
17-18	Faint drag marks on the floor show the arc of the secret door when it is opened. These marks lower the DC to locate the door by 2.
19	The hinges on the door have become rusty and stiff with time.
20	The secret door has not been used in some time and it has been covered in cobwebs.
21-22	A splash of red paint splatters the secret door.
23	A bottle of wine has been smashed upon the secret door. The stain is still damp.
24	When the door is opened, a cloud of moths fly out. They are harmless, but are attracted to light.
25-26	The secret door is broken and when an attempt is made to open it, it falls loose from its frame.
27	The door is pitted and damaged from an ancient brush with acid. The damage is cosmetic and the door has not suffered any significant damage.

28	The secret door (and the entire wall) has been plastered over and painted a bright, garish colour. The plaster must be broken away if the PCs are to use the door.
29-30	The body of a decapitated orc is slumped in front of the door. Its head lies in its lap.
31	Once opened, the door shows obvious signs of having been broken down and repaired; it is reinforced with timber planks on the inside. (Reduce the Break DC to open this door by 2).
32	The door smells strongly of sweat or musk.
33-34	The door is trapped, but time has damaged the trap's mechanism. When the secret door is opened, there is a host of ominous noises, but the trap fails to trigger.
35	Someone has used a <i>stone shape</i> spell (or similar spell if the door is not made of stone) to seal the secret door. It can no longer be opened and must be broken down.
36	The secret door's frame has scratch marks from a previous explorer who suspected the presence of the door and tried (but failed) to get it open with a dagger. (Reduce the Perception check to locate the secret door by 5).
37-38	The door no longer seals completely and a breeze can be felt blowing through a faint crack. This breeze lowers the Perception DC needed to locate the door by 2.
39	The room behind the airtight secret door is flooded. Anyone standing within ten feet of the door when it is opened is subject to a bull rush (+11 CMB) attack as the water rushes outward. Creatures who are pushed by the wave are knocked prone at the end of the movement.
40	A burrowing animal has made a Tiny hole through the wall into the room, niche or hallway behind the secret door, making it obvious that there is a space on the other side.
41-42	In the years since the secret door was created, the hallway or room that the secret door exits into has been covered in false wooden doors. Coincidentally one them has been placed over the secret door.
43	As above, but the false door is not directly over the secret door. Rather it partially occludes the secret door and either requires creatures larger than Tiny to squeeze in order move through or remove the false door (DC 15 Strength check).
44	There is a stained and beat-up green chair in front of the secret door. It smells of mildew and lies on its side.
45-46	About two feet off the ground, the words "Secret Door" in Halfling have been painted on the secret door in bright blue paint. The paint is old and faded.



47	A crude noise-making trap has been set up on the other side of the door, designed more to alert nearby foes to the opening of the door by knocking over some metal objects, rather than to harm anyone passing through the door.
48	A pair of bloody handprints are on the wall opposite the door.
49-50	The ceiling of the room or passage behind the door has collapsed, and due to the large amount of rubble, the door cannot be opened more than a few inches.
51	A banner decorated with the symbol of a chivalrous order of knights hides the secret door.
52	A copper coin lies on the floor, partially wedged under the door.
53-54	A mirror in a wooden frame hangs on the door.
55	A shattered, old femur lies in front of the door.
56	There has been a fire on the other side of the secret door, causing escaping smoke to stain the secret door's outline, lowering the Perception DC needed to locate the door by 5.
57-58	A small shelf is nailed to the door.
59	A large rusty spike impales a ragdoll to the middle of the secret door.
60	The ghostly image of an explorer who died trying to find the secret door can be seen walking through the wall at the appropriate point.
61-62	A set rat trap is in a niche in the door.
63	A trail of blood, slime or dirt leads under the door.
64	A noose hangs from a ceiling beam right in front of the door.
65-66	A torch sconce has been affixed to the door.
67	Something has been scrapped off the door. Flecks of black paint and deep scratches remain.
68	Melted wax is dripped on the opposite wall.
69-70	A colony of bats roost on the other side of the door. Any noise or light disturbs them.
71	Three wooden pegs for hanging cloaks are embedded in the door.
72	The long decayed corpse of a dungeon delver lies near the secret door. It has been partially eaten by local fauna making impossible to tell how he died, but in his hand are detailed directions on how to find and disarm a trap that is supposed to be on a secret door in this complex. GM's choice as to whether those directions are true (giving a +5 circumstance to Perception and Disable Device checks related to that door and its trap), a clever trick or simply an outright lie.
73-74	Ash is smeared on the door.
75	The room beyond the air tight secret door is filled with foul air. When opened, the gases have a 75% chance of extinguishing unprotected flames and all breathing creatures must succeed in a DC 15 Fortitude save or become nauseated for one round.

76	The door has been barred from the other side and requires a DC 25 Strength check to break down.
77-78	A stain radiates across the door in a sunburst pattern from where an whiskey bottle was thrown against it. Shards of glass and a cork are spread across the floor.
79	Due to the hollow space behind it, the door is colder than the surrounding walls. This grants a +2 circumstance bonus to Perception checks made to find the secret door.
80	A shield painted with the heraldry of a now lost ancient nation hangs on the door.
81-82	Moss grows along the bottom of the door.
83	A howling wind echoes on the other side of the secret door that eerily sounds like the screams of some foul beast.
84	A trace of lavender perfume lingers near the door.
85-86	A decorative frieze of a pack of dogs chasing a fox through the wood has crumbled and fallen from above the door.
87	A tiny "X," no larger than a human child's fingernail, has been faintly scratched into the door just above the floor.
88	Someone has cast a <i>continual flame</i> on the secret door (CL 3).
89-90	The secret door has been carefully removed by previous explorers and is propped up in a corner on the other side of the doorway.
91	The secret door has aged poorly, warping and its hinges growing stiff. Once opened, the secret door cannot be reclosed without repairs.
92	Part of a complicated design depicting two lovers looking into each other's eyes, the secret door was not designed to be opened and closed repeatedly. Opening it breaks the plaster that filled in the cracks around the edges of the door making it a still fully functional door, but obvious to future explorers.
93-94	A dented pewter goblet lies in front of the door.
95	A directional sign is mounted on the secret door (showing a map, giving a floor name, warning against proceeding in some direction, or stating the name and purpose of the area).
96	An unlit lantern hangs from an iron hook mounted in the door.
97-98	The secret door is covered in heavy wooden planks that have been nailed to the wall to prevent the door from opening from the other (non-secret) side. Some of the planks are splintered as if something very strong tried to force its way through.
99	"Help Me" is written on the door in dried blood.
100	There are claw marks on the lower right side of the door.

## TABLE C: TRAPS & TRICKS

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

### DOOR MOUNTED CROSSBOW

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

**DOOR MOUNTED CROSSBOW** CR 1 (400 XP)  
*A twang followed by the sound of ripping paper sounds as you open the door.*

**Search** DC 25 Perception; **Type** Mechanical  
**Disarm** DC 15 Disable Device (1d4 rounds); activates on DC 10 or less.

**Destroy** Destroying the crossbow (AC 7, hardness 5, hp 5) defeats the trap.

**Trigger** Touch (opening the door); **Reset** Manual (1 round)

**Effect** Atk +10 (20% miss chance) ranged (bolt; 1d10+4/19-20)

**Variant (CR varies)** The heavy crossbow can be reloaded and manually fired blindly at those in front of the door. If so, use the firing creature's ranged attack bonus.

### BUCKET OF ACID

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

**BUCKET OF ACID** CR 4 (1,200 XP)  
*Opening the door, the sound of something falling is preceded by burning liquid pouring down your back.*

**Search** DC 25 Perception; **Type** Mechanical

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

**Destroy** Destroying the door (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap but causes the acid to spill on the wrong side of the door, leaving a puddle of dangerous acid on the floor.

**Trigger** Touch (opening the door); **Reset** None

**Effect (Round 1)** Acid pours on whomever is passing through the door (3d6 acid damage; DC 20 Reflex save halves).

**Effect (Subsequent Rounds)** Any victim that failed their Reflex saving throw takes an additional 1d6 acid damage during rounds two and three unless the acids is washed or scrapped off with a DC 15 Reflex saving throw. Spending a full round removing the acid provides the target a +2 bonus on the save.

**Variant (CR 5)** Some variations of this trap have particularly large volumes of acid and are designed to splash. Instead of simply targeting the victim passing through the door, it splashes all within 10 feet.

**Variant (CR 4)** The acid can easily be replaced with flammable oil that is ignited by a spark from flint and steel that are struck by opening the door.

### MISDIRECTING COLLAPSING CEILING

Experienced adventurers can get sloppy and rely on traps working the way they always have in the past. This trap relies on that laziness and two secret doors to lure its victims in. The first secret door encountered is trapped with a collapsing ceiling, but that trap is quite easy to detect. What is not as easy to notice is that disabling that first trap is the trigger to arm the second trap, another collapsing ceiling over the second secret door. To make this trap even more complicated, both doors are designed so they cannot both be open at the same time. Opening the second secret door rearms the first trap, offering a potentially lethal response when the PCs try to leave, from a trap the PCs already thought had already been disarmed.

### MISDIRECTING COLLAPSING CEILING

CR 4 (1,200 XP)

*The path must be safe... you disarmed that trap already.*

**Search** DC 20 (25 to realize it can rearm) Perception; **Type** Mechanical

**Disarm** DC 15 (first door) and DC 20 (second door) Disable Device (1d4 rounds); activates on DC 10 (first door) 15 (second door) or less.

**Destroy** Destroying the door mechanism (AC 4, hardness 8, hp 30, DC 25 Break) prevents the trap from rearming

**Trigger** Touch; **Reset** Special

**Effect (First Door)** If not disarmed, the ceiling collapses in a 10 ft. by 10 ft. area (5 ft. on either side of the door) for 3d6 damage. A DC 20 Reflex saving throw avoids the damage. Opening this door closes the other door, if it is open. Disabling this trap or closing this door arms the trap on the second door.

**Effect (Second Door)** If not disarmed, the ceiling collapses in a 10 ft. by 10 ft. area (5 ft. on either side of the door) for 3d6 damage. A DC 20 Reflex saving throw avoids the damage. Opening this door closes the other door, if it is open. Disabling this trap or closing this door arms (or rearms) the trap on the first door.

## CRUSHING DOOR

The secret door is designed to pivot about a horizontal axel at its base, and due to its connection to a very heavy counter weight the door slams down on top of the victim opening the door, crushing them.

### CRUSHING DOOR CR 7 (3,200 XP)

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

**Search** DC 22 Perception; **Type** Mechanical

**Disarm** DC 24 Disable Device (2d4 rounds); activates on DC 19 or less.

**Destroy** Destroying the door (AC 4, hardness 8, hp 30, DC 25 Break) defeats the trap by causing only a small portion of it still connected to the counterweight to pivot.

**Trigger** Touch; **Reset** None

**Effect** When the handle is turned, the door slams down with great force catching the victim between the door and the floor, pinning them. The victim can avoid the door with a DC 28 Reflex save. If he fails, he takes 7d8 and is knocked prone. If the door succeeds on a grapple check (+10 CMB) the target is unable to stand until he or she is freed from the grapple.

**Variant (CR 9)** The crushing door can be modified to make it more likely to pin its victims. Such doors sprout spikes to impale its target, doing an additional 1d8 damage (for a total of 8d8 damage) and increasing the grapple's CMB to +20.

## TELEPORT SPLITTER

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

### TELEPORT SPLITTER CR 8 (4,800 XP)

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

**Search** DC 32 Perception; **Type** Magic

**Disarm** DC 32 Disable Device (2d4 rounds); activates on DC 27 or less; **Bypass** Carrying a unique token protects against the teleportation effect.

**Destroy** Destroying the brick with the teleportation glyph (AC 7, hardness 8, hp 5) defeats the trap.

**Trigger** Proximity (15 ft. of the open door); **Reset** None

**Effect (Round 1)** When triggered, this trap targets all creatures within 15 ft. of the open door with a teleportation-like effect (DC 20 Will resists) that transports them into separate locked cells. Treat the effect as a 7th-level spell (CL 15th). Those that do not resist the trap find themselves in a lightless 10 ft. by 10 ft. cell with an iron door (AC 4, hardness 10, hp 60, DC 28 Break; DC 30 Disable Device).

**Effect (Round 2)** One round after arriving in the cell, a glyph in the cell fills the room with a *dimensional anchor* (CL 15).

**Variant (CR varies)** Particularly appropriate to mad wizard's towers or ruined temples of chaotic deities, another option is have the PCs teleported to completely random places throughout the complex. Be aware however, that this potentially increases the danger of the trap significantly if the PCs are widely separated by several encounters (and increases the amount of play time the party remains split).

**Variant (CR varies)** There are a number of ways to increase the potential lethality of this trap. Perhaps each cell contains a hungry monster, is filled with water, alerts a group of guards or has another death trap of its own. To add a second trap, determine the CR of the second trap independently of the teleportation trap.

## FALSE HALLWAY LURE

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

### FALSE HALLWAY LURE CR 9 (6,400 XP)

*Halfway down the hallway the door slams shut behind you and you hear the hiss of escaping gas.*

**Search** DC 26 Perception; **Type** Magic and mechanical

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

**Destroy** Destroying the door (AC 4, hardness 10, hp 60, DC 30 Break) defeats the trap.

**Trigger** Touch; **Reset** None

**Effect** When triggered, the secret door slams shut and the sound of heavy bars embedding in the wall can be heard. The hiss of gas follows almost immediately after. The room quickly fills with burnt othur fumes (inhaled poison; DC 18 Fortitude 1/round for 6 rounds; initial 1 Con drain and secondary 1d3 Con damage; cure 2 consecutive saves). The *permanent image* can be disbelieved by those interacting with (DC 19 Will save).

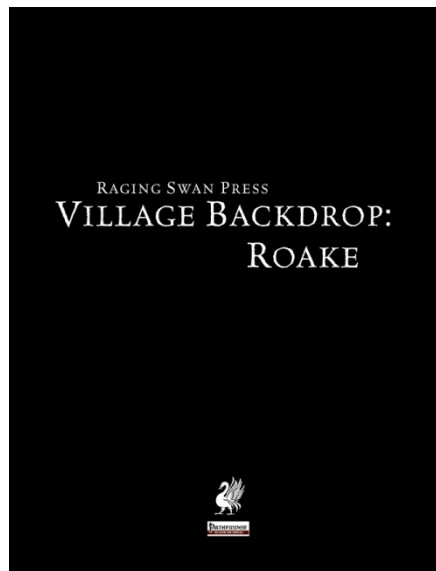
**Variant (CR 5)** Sometimes it may be useful to take prisoners rather than killing every nosey intruder. A variant of the False Hallway Lure replaces the burnt othur fumes with aerosolized oil of taggit poison (ingested poison; DC 15 Fortitude; initial unconscious for 1d3 hours and secondary none; cure 1 save). These traps are also frequently connected to a bell somewhere else in the dungeon to alert guards that they have caught something in their trap. Clever adventurers might use this alarm system to summon and thin the guards' ranks, if they are capable of avoiding the trap.

## VILLAGE BACKDROPS: ROAKE

Set along the mouth of the river Saran, Roake is a pleasant, prosperous village, famed for the animal husbandry talents of Liaka Frost, a local ranger. Wealthy visitors frequent the village, coming to either purchase her tamed beasts or visit their estates dotted throughout the surrounding area. Adventurers also regularly pass through the village, stopping at the Prince & Pauper to rest their weary legs and quench their thirst.

Behind its above average prosperity, however, Roake conceals a troubled past that yet hangs over the village. As the villagers' decade-old deception begins to wear thin, the village youth have begun to question their true origins, much to the dismay of their parents...

Village Backdrops are short, richly detailed supplements that each present a single village ready to insert into almost any home campaign. Perfect for use as a waystop on the road to adventure, as an adventure site themselves or as PC's home, Village Backdrop present the details so the busy GM can focus on crafting exciting, compelling adventures.



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