

DUNGEON DRESSING: STATUES

Creighton Broadhurst



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DUNGEON DRESSING: STATUES

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?

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



CREDITS

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Thank you for purchasing *Dungeon Dressing: Statues*; 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: Statues* 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 raging-swan.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



DUNGEON DRESSING: STATUES

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Statues are a fixture in almost every dungeon, but almost nothing sets alarm bells ringing in the players' heads more than a well-described, but seemingly innocuous statue. Such detailed features scream "trap, guardian or treasure" to all but the most inexperienced players.

One of the hallmarks of a cool dungeon is lots of great details a GM can use to really bring the place alive. Not all of it has to be relevant to the ongoing quest and not all of it has to lead to treasure or battle. What colour is the mould? Are the stairs damaged? Has another band of adventurers been this way? What signs of their passing did they leave? What kind of graffiti has been daubed in blood in front of the ruined altar?

One of the things I loved about old adventures like *The Temple of Elemental Evil* was the sheer amount of cool, interesting features crammed into its pages. I think module writers these days often miss out this kind of stuff, mainly because of the pressure of word counts and the need to present lots of crunchy stuff. I don't mind crunchy stuff, but I think we ignore flavoursome dungeon features at our peril because they add so much to the game.

With this first instalment of *Dungeon Dressing*, however, I'm giving time-crunched GMs the tools to create loads of highly detailed statues quickly and easily. You can use this supplement as you design your dungeon or during play – the tables herein are quick to use and logically laid out.

Of course, some statues are indeed trapped (or are actually guardian constructs) and so I've also included lists of suitable monsters and a number of statue-based traps with which to assail the PCs.

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.

STATUE CHARACTERISTICS

Statues come in many shapes and sizes and are a staple feature of most dungeons. Statues are a great way of adding depth and verisimilitude to a dungeon as they are often crafted to represent individuals or monsters important to the original builder. Of course, paranoid players often assume that any statue with a detailed description is important or that at the very least it may animate and attack them!

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

STATUE SUBJECT & DRESSING

Tables A and B present a range of options to determine what a particular statue depicts. Many statues are crafted to show personalities or powers important to the original builder of the dungeon; such statues should be specifically designed by the GM. Others, however, depict deities, kings, local heroes (or villains) other setting-specific individuals or even powerful or legendary monsters.

Table C, meanwhile, presents options for describing the statue's current condition; after all the dungeon environment is not a safe one and statues get damaged over time.

COMMON CHARACTERISTICS

Canny warriors can use statues to their advantage in combat. Most statues have the following characteristics:

- **Cover:** Most statues provide cover (+4 AC, +2 Reflex) to combatants in adjacent squares. Particularly slender or small statues may only provide partial cover (+2 AC, +1 Reflex) to characters in the same square.
- **Climbable:** Because of their carving and detail, most statues are relatively easy to scale (DC 15 Climb check).
- **Push Over:** Stone statues are very heavy and difficult to push over; however strong individuals could push a statue over onto an adjacent opponent. A falling statue inflicts damage dependant on its size, and the character struck can make a DC 15 Reflex save to halve the damage dealt.

STATUE SIZE	STRENGTH CHECK	DAMAGE*
Small	DC 15	2d6
Medium	DC 20	3d6
Large	DC 25	4d6
Huge	DC 30	6d6
Gargantuan	DC 35	8d6
Colossal	DC 40	10d6

*Assumes the statue is of stone or other heavy material; lighter material deals half the listed damage

CONSTRUCTION

Most statues are hewn from stone, but where stone is impractical or too expensive, some are carved from wood. In particularly deep, outlandish or otherworldly dungeons, adventurers may encounter statues made of even rarer, stranger or valuable materials such as glass, mithral, gold, silver, bone and so on.

STATUE MATERIAL	HARDNESS	HIT POINTS	BREAK DC
Bone	3	100	25
Glass*	2	100	25
Iron	10	300	38
Stone (Hewn)	8	150	33
Wood	5	120	30

*magically treated

STATUE MONSTERS

Some statues are not just statues! Some have a modicum of sentience and have been set to protect their master and as such pose a dangerous threat to exploring adventurers. This table presents a selection of such monsters along with their CR and the book in which you can find more information.

Remember when placing such guardians to adjust their appearance and attacks to fit the overall flavour of the dungeon; not all caryatid columns (for example) look the same!

CR	SOURCE
1-6	Animated object
3	Caryatid column
4	Carrion golem
5	Graven guardian
5	Ice golem
6	Terra-cotta soldier
6	Wood golem
7	Flesh golem
7	Tupilaq
8	Bone golem
8	Glass golem
10	Clay golem
10	Tophet
11	Stone golem
11	Taotieh
12	Fossil golem
13	Iron golem
14	Brass golem
16	Mithral golem
19	Adamantine golem

TABLE A: STATUE SUBJECTS (PERSONALITIES)

Use this table to determine what person the statue depicts.

D%	STATUE
01-05	A heroic fighter wields a battleaxe. His other hand clutches the remains of a splintered shield.
06-10	A plate-clad warrior astride a warhorse. He holds a lance aloft. This is a Large statue.
11-12	A hunched old crone; ugly beyond belief she is practically doubled over and has a hunchback.
13-14	This wizard has one arm outstretched; pouches ring his waist. His face is partially obscured by a hood, but he has a severe, short hair cut.
15-16	A cleric holding a holy symbol aloft. He has a look of divine serenity on his face. He wears simple clothes and is barefoot.
17-18	A nobleman clad in fine clothes and leaning on a walking stick; the man is middle-aged, clean shaven and depicted in a dominant pose.
19-20	A beautiful noblewoman clad in voluminous robes; she has a haughty countenance and seems to be looking over the heads of the PCs.
21-22	A local hero wearing simple chainmail and carrying a longsword and spear. He has long hair and a rough, homespun appearance.
23-24	A legendary hero clad in full plate armour and wielding an ornate bastard sword two-handed.
25-26	This half-orc of sinister mien clutches a dagger and is posed as if about to stab someone in the back. He is depicted snarling.
27-28	A doughty dwarven warrior holding a great waraxe in one hand and a mug of ale in the other. He wears damaged chainmail.
29-30	Two naked elves entwined around one another; this statue depicts two legendary elven lovers famed for their beauty and passion.
31-32	A naked woman posing demurely. She is beautiful and has a lascivious expression on her face.
33-34	A female elf playing a harp sits upon a delicate chair. Her hair is elaborately braided and she wears a figure-hugging robe.
35-36	A thin, leather-clad man holds two daggers in a defensive pose.
37-38	A gigantic hollow skull, the size of a grown man sits atop a pedestal. The cavity could contain treasure or a lurking danger.
39-40	A cat (carved from black stone) curls between the legs of this male half-elf dressed in peasant clothes. He holds a wand in one hand.
41-42	A halfling with a scarred face sits astride a huge wolf-sized cat of obviously magical origin.
43-44	A naked, muscular man, arms folded over his chest, stares implacably into the distance.
45-46	A nobleman clad in rich clothes and holding a sceptre is seated on an ornate throne.

47-48	This halfling has a look of innocence on her face, but has one arm outstretched as if to pilfer the pockets of passing folk.
49-50	An orc warrior on his knees; he is pierced by many arrows and has a snarl of anger and pain on his face.
51-52	A mounted warrior hunched over the shoulder of his charging horse. He clutches a lance. This is a Large statue.
53-54	A half-orc male wearing simple robes. He has a severe haircut and clutches a quarterstaff.
55-56	A fat man with a gigantic nose and many scars.
57-58	A gnomish bard carrying a violin has a huge grin plastered across his face.
59-60	A hobgoblin holds a tower shield in front of his body and a short, jabbing spear in the other hand.
61-62	A sitting beggar clad in a worn and patched cloak holds up a bowl. Bandages cover the man's eyes.
63-64	An archer – his bow fully drawn – stands legs braced wide, a look of total concentration on his face.
65-66	An elven fighter stands gracefully on one leg, an elven curved blade raised to strike.
67-68	Flames wreath a dwarf sorcerer's outstretched hand. The dwarf is shouting something and pointing directly in front of him.
69-70	An orc – its face frozen in a scream of rage – wears scale mail and wields a greataxe.
71-72	A robed man – a look of serenity on his face – stands with his arms held wide.
73-74	A king sits on a throne, an indecipherable look on his face. He wears an ornate crown.
75-76	An immensely fat demon sits cross-legged on the floor. Its mouth is slightly open.
77-78	The statue depicts a local deity, but it is corrupt or blasphemous in some way.
79-80	A human warrior holding a sword aloft protects her body with a tower shield. She is clad in plate armour.
81-82	A robed woman carries a swaddled infant in her arms; a look of pride and love is upon her face.
83-84	A robed female warrior holds a sword aloft while looking back over her shoulder.
85-86	An old man wearing simple robes sits cross-legged on a high plinth. He has one hand raised in greeting.
87-88	A half-man, half-serpent creature clad in robes. The creature has an unmistakable look of intelligence on its face.
89-90	An orc kneels at an executioners' block; its head lies nearby, its rage-filled eyes staring up at its body.
91-92	A laughing halfling sits atop a jovial dwarf's shoulders.
93-94	A large, muscular dog stands at guard; its tongue protrudes from its mouth.
95-99	An empty plinth stands ready to receive a statue.
100	The statue is a tableaux of two individuals. Roll once on this table and once on Table B. Ignore results of 100.

TABLE B: STATUE SUBJECTS (BEASTS & MONSTERS)

Use this table to determine what monster the statue depicts.

D%	STATUE
01-03	A slender, attractive woman with snake hair and huge eyes carries a bow and has an alluring smile (a medusa; DC 17 Knowledge [nature]).
04-06	A giant thick with muscle and fat. It has a wide, puffy face (an ogre; DC 12 Knowledge [local]).
07-09	A bizarre half-bear, half-owl creature with a huge beak and sharp claws (an owlbear; DC 14 Knowledge [arcana]).
10-12	A sleek, muscular horse with huge, wide-spread bird-like wings (a pegasus; DC 13 Knowledge [arcana]).
13-15	This giant has only one eye in the centre of its forehead (a cyclops; DC 15 Knowledge [local]).
16-18	This snake-headed fiend has the torso of a six-armed woman; she holds six longwords (a marilith demon; DC 27 Knowledge [planes]).
19-21	An immense bird of prey with intricately carved feathers and a wickedly curved beak (a giant eagle; DC 13 Knowledge [arcana]).
22-24	Two-headed giant wearing tattered leather armour and holding two flails. Its two faces glare at one another (an ettin; DC 16 Knowledge [local]).
25-27	This thin, emaciated and hairless human has pointed ears and a long, questing tongue emerges from between sharp, jagged teeth (a ghoul or ghastr; DC 11 Knowledge [religion]).
28-30	A bull-like creature with immense horns; depicted as if made from metal plates (a gorgon; DC 18 Knowledge [arcana]).
31-33	A majestic winged creature with the body of a lion and the head of an eagle (a griffon; DC 14 Knowledge [arcana]).
34-36	A disturbingly attractive feral human woman with long, tattered wings and taloned feet (a harpy; DC 14 Knowledge [nature]).
37-39	Several snake-like heads emerge from a sleek, serpentine monstrous body (a hydra; DC 14 Knowledge [arcana]).
40-42	This fur-covered humanoid has a rat-like face and a long, curling tail; it holds a gnawed bone and a dagger (a wererat; DC 11 Knowledge [local]).
43-45	This insectile creature has four legs, two long, feathery antennae and a propeller-shaped growth at the end of its tail (a rust monster; DC 13 Knowledge [dungeoneering]).
46-48	This armoured skeleton stands on-guard; it wears chainmail and carries a longsword (a skeletal warrior; DC 12 Knowledge [religion]).
49-51	With a lion's body, a falcon's wings and the head and torso of a beautiful woman this is a majestic creature (a sphinx; DC 18 Knowledge [arcana]).

52-54	This creature has a rough hide, hands that end in claws and a bestial face dominated by a tusked underbite (a troll; DC 15 Knowledge [local]).
55-57	This unusually large and muscled wolf has an evil, almost intelligent look about it (a worg; DC 12 Knowledge [arcana]).
58-60	This powerfully-built man wields an axe and has hooved feet and the head of a snarling bull (a minotaur; DC 14 Knowledge [nature]).
61-63	This ray-like creature has a toothy maw and a long whip-like tail (a cloaker; DC 15 Knowledge [dungeoneering]).
64-66	This conical creature has a single eye, a toothy mouth and several long tentacles (a roper; DC 22 Knowledge [dungeoneering]).
67-69	This muscular, armour-clad humanoid has three pairs of wings and carries a giant longbow (a solar; DC 38 Knowledge [planes]).
70-72	Muscular, bald and tall this humanoid wields a greatsword two-handed and has two sets of wings (a planetar; DC 31 Knowledge [planes]).
73-75	This hunched, wretched creature has long, sinuous arms each capped with wide, shiny claws (a choker; DC 12 Knowledge [dungeoneering]).
76-78	This creature has a lion's body and three heads: a lion's, a dragon's and a horned goat (a chimera; DC 17 Knowledge [arcana]).
79-81	The hunchbacked, bloated spider has the look of unnatural intelligence about it (an aranea; DC 14 Knowledge [arcana]).
82-84	This sickly, revolting dog stands on its hind legs and clutches a dagger (a pugwampi; DC 11 Knowledge [nature]).
85-87	This powerfully-built horse has a hawk's wings, talons and hooked beak (a hippogriff; DC 12 Knowledge [arcana]).
88-90	This noble creature has the body of a powerful bull and the head of a wise-looking human (a shedu; DC 19 Knowledge [arcana]).
91-93	This scaled and muscular serpentine dragon has long claws, a sinuous neck and a fanged maw (a dragon [any]; DC 15 Knowledge [arcana]).
94-96	A huge worm with a maw of sharp teeth bursts forth from the floor (a purple worm; DC 22 Knowledge [arcana]).
97-99	This humanoid has the head of a tiger, wears expensive clothes and holds a broken crossbow bolt (a rakshasa; DC 20 Knowledge [planes]).
100	The statue is a tableaux of two individuals. Roll once on this table and once on Table A. Ignore results of 100.

TABLE C: STATUE DRESSING

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

D%	STATUE DRESSING
01-02	The statue is crudely painted in garish colours.
03-04	One of the statue's hands is shaped to hold a staff or spear; it is now empty.
05-06	The statue has a hollow mouth; a map or scroll may be hidden within.
07-08	The statue stands on a pedestal which contains a secret compartment (DC 25 Perception check reveals); it is dusty and empty.
09-10	The statue is incredibly detailed – paranoid adventurers may suspect a medusa or basilisk lurks nearby. A DC 20 Perception or Profession (mason) check reveals this is unlikely.
11-12	The statue is the work of a medusa that once laired nearby. Subsequent inhabitants set the statue here, unaware of its true nature.
13-14	The statue stands on a plinth. A DC 20 Perception check reveals the plinth is hollow. To access the hollow the statue must be tipped over (DC 25 Strength check).
15-16	The statue holds a mouldy leather book. The book may contain a clue to what lies beyond or poisonous spores.
17-18	The statue has a deformed right hand.
19-20	The statue is dressed in a bizarre mishmash of clothes. Some are bloodstained and tattered while others are in pristine condition.
21-22	The statue is missing a leg (its shattered remains lie nearby).
23-24	The statue has been decapitated. Its head lies nearby and is damaged; its nose has broken off.
25-26	The statue points to a secret door or compartment in the room.
27-28	The statue points to an exit with its hand or weapon.
29-30	The statue has obviously been moved. Drag marks on the floor indicate its original position.
31-32	The statue holds an object; it can be removed with a DC 20 Strength check.
33-34	The statue is looking upwards as if studying the sky.
35-36	The statue bears the signs of being battered with a heavy bludgeoning weapon.
37-38	The statue is looking into the middle distance.
39-40	The statue is looking down at its feet.
41-42	The statue holds an iron bowl. The bowl contains a few copper and silver pieces.

43-44	The statue's head lies nearby – it has clearly been forcibly removed from the statue's body, but is otherwise undamaged.
45-46	A weatherworn, slightly musty cape has been draped over the statue's head.
47-48	The statue has been toppled over and lies smashed on the ground.
49-50	Gaping holes bear mute testimony to the gems that once served as this statue's eyes.
51-52	Green mould grows over the rear of the statue. A DC 10 Knowledge (dungeoneering) reveals the mould to be harmless.
53-54	The statue has one leg missing; consequently it leans against one wall. A DC 15 Strength is sufficient to knock it over.
55-56	A small colony of beetles lives behind the statue. They are harmless and can be crushed easily.
57-58	The statue has had its face chiselled off. Pieces of the face lie about the statue.
59-60	The statue stands on a plinth decorated with elaborate scrollwork.
61-62	The statue stands on a 5 ft. high plinth.
63-64	The statue stands on an over-sized plinth.
65-66	The statue is lying on its side.
67-68	The statue is very dusty.
69-70	The statue is streaked with guano.
71-72	The statue is only half-finished.
73-74	The statue has an open secret compartment; it is dusty within. A DC 25 Perception check reveals the locking mechanism.
75-76	The statue is made of a strange kind of stone quite out of sorts with the surrounding masonry.
77-78	The statue is weather beaten as if it once stood outside. Small patches of moss grow in its cracks.
79-80	The statue smells as if someone has urinated on it recently.
81-82	The statue has graffiti of a sexual nature carved into its base.
83-84	The statue has scorch marks around its base.
85-86	The statue is pitted and partially melted as if exposed to powerful acid.
87-88	The statue is in pristine condition, as if it was only placed here yesterday.
89-90	The statue is partially covered in cobwebs.
91-92	The statue bears the mark of the sculpture in an unobtrusive spot
93-94	A spray of dried blood covers part of the statue and its plinth. A bloody hand print mars one leg.
95-96	Several skulls or decomposing heads have been carefully positioned on the statue; they fall if touched.
97-98	Roll twice on this table, ignoring results of 97-100.
99-100	Roll thrice on this table, ignoring results of 97-100.

TRAPS & TRICKS

Of course, in dungeons statues are not always safe. Occasionally, the dungeon's designer hides clever traps and tricks in key locations throughout the complex. Statues as features of interest are often equipped with such protections.

When placing a statue trap, first decide on the appearance of the statue and then change the trap's descriptive details to fit the statue. For example, a statue of a wizard holding a wand protected by the Yellow Peril trap might spew yellow mould from the wand.

A GM can use the traps described here on their own to catch unwary adventurers. However, they also work well when teamed with monsters that are practically immune to their effects. For example, the basic dart swarm statue is a fun trap to add into a combat featuring zombies or skeletons because their damage reduction most likely negates the darts' damage.

If intelligent denizens of a dungeon know of a trap and its effects, they'll try to force the PCs into triggering it by bull rushing them into the relevant squares, positioning themselves so enemies have to rush across a trapped area to reach them and so on.

BASIC DART SWARM STATUE

Designed to blast intruders with darts, these traps are normally set to catch unwary adventures intent on looting statues. Some such statues often feature gemstone eyes to lure in greedy intruders. Sometimes these gems are real; other times they are nothing but coloured glass.

BASIC DART SWARM STATUE CR 2 (600 XP)

Suddenly, a swarm of darts bursts forth from the statue!

Search DC 20 Perception **Type** mechanical

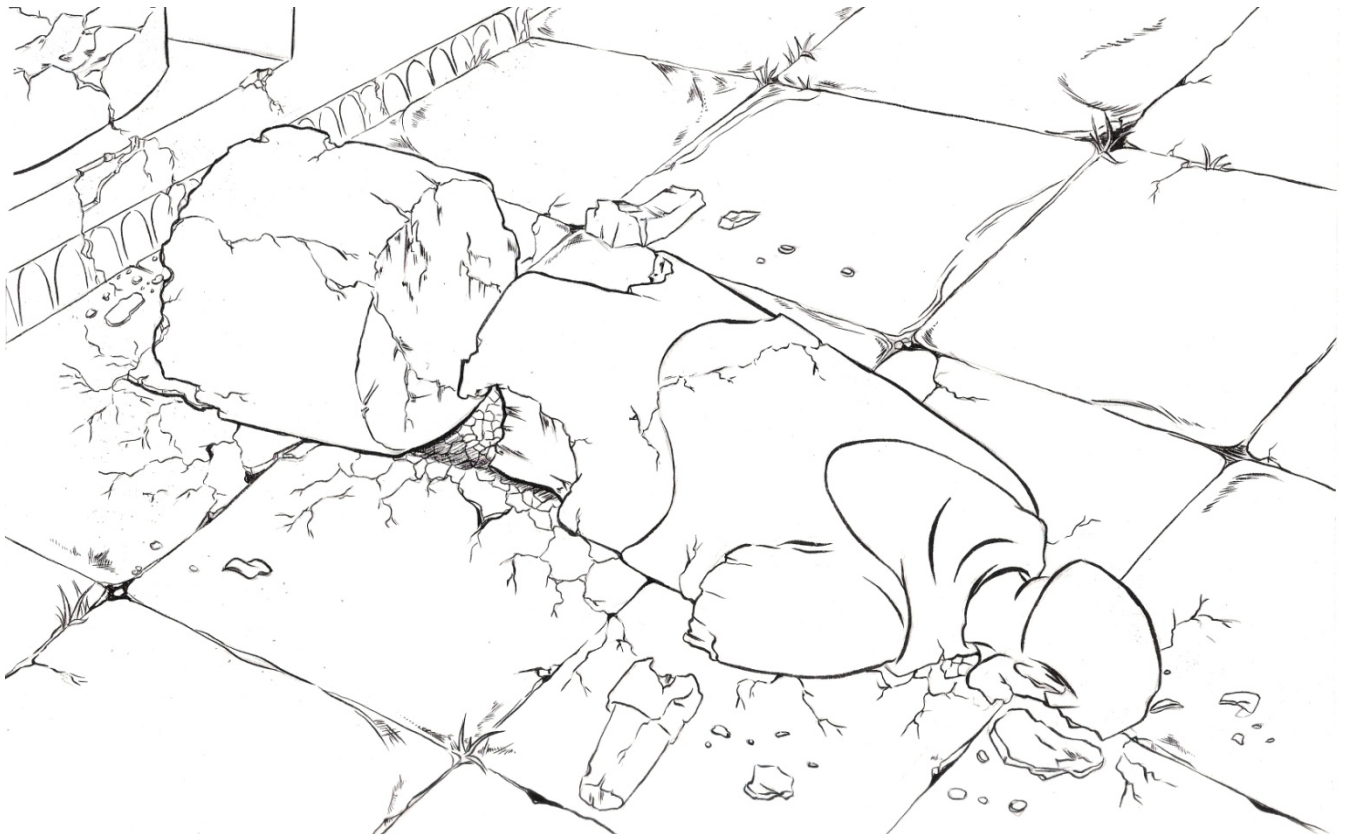
Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (depressing a lever at the other side of the chamber activates and deactivates the trap).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) defeats the trap.

Trigger Proximity (20 ft. of the statue); **Reset** manual

Effect When triggered, the statue fires a swarm of darts at all targets in a 30 ft. cone (1d4 at each target; +6 attack, 1d3 damage each dart) directly in front of the statue.

Variant (CR 3 [800 XP]): Black adder venom coats each dart (1 save [DC 11 Fortitude negates]; *freq.* 1 rd./6 rds.; *effect* 1d2 Con).



TOPPLING STATUES

This simple trap topples a statue onto an adjacent character, possibly causing serious injury and pinning him to the ground.

TOPPLING STATUE CR 2 (600 XP)

With a click the stone beneath your feet depresses slightly. Instantly, the statue begins to fall toward you.

Search DC 20 **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception a catch elsewhere in the chamber locks the pressure plates so they cannot depress.

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) or the pressure plates in each adjacent square (each AC 13, hardness 8, hp 10, DC 20 Break) defeats the trap.

Trigger Entering an adjacent square and standing on a pressure plate in the floor; **Reset** no reset

Effect When a character steps on a pressure plate the statue falls onto the character inflicting 3d6 damage (DC 18 Reflex halves). A character failing the save is pinned to the ground. Allies can remove the fallen statue with a DC 20 Strength check; for the pinned character, the DC increases by 2.

DEADLY DART SWARM STATUE

An upgraded version of the basic dart swarm statue, this trap is often set so as to force intruders to either retreat or advance in a specific direction. When coupled with a door that closes behind them, this trap virtually forces intruders to advance (perhaps into the jaws of other deadly traps or into other heavily defended areas).

DEADLY DART SWARM STATUE CR 4 (600 XP)

Suddenly, a swarm of darts bursts forth from the statue!

Search DC 23 Perception **Type** mechanical

Disarm DC 23 Disable Device (2d4 rounds); activates on DC 18 or less; **Bypass** DC 25 Perception (depressing a lever at the other side of the chamber activates and deactivates the trap).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) defeats the trap.

Trigger Proximity (20 ft. of the statue); **Reset** automatic (1 round)

Effect When triggered, the statue fires a swarm of darts at all targets in a 30 ft. cone (1d4 at each target; +8 attack, 1d3 damage each dart) directly in front of the statue. In subsequent rounds, the statue has a 50% chance of turning to face a random direction and unleashing another blast of darts. After four blasts, the statue runs out of darts.

Variant (CR 6 [2,400 XP]): Medium spider venom coats each dart (1 save [DC 14 Fortitude negates]; *freq.* 1 rd./4 rds.; *effect* 1d2 Str).

Variant (CR no modification) The statue fires its dart swarm in only one or two directions.

STATUE OF SLIMY DOOM

This is a particularly nasty and sadistic trap – a hollow statue full of green slime! Green slime does not harm stone and is thus perfect for this kind of trap.

STATUE OF SLIMY DOOM CR 7 (3,200 XP)

With a click, dozens of small holes open in the statue and spray a thick, wet bright green slime all over you.

Search DC 25 Perception **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch hidden on the statue).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) defeats the trap, but releases the green slime.

Trigger Touch (touching the statue); **Reset** manual

Effect When triggered, a multitude of small holes in the statue open and squirt green slime into the square in front of the statue. On the first round of contact, the slime can be scrapped off as a full-round action (destroying the scraping device) but after that it must be frozen, burned or cut off (dealing damage to the victim as well). Anything that deals cold or fire damage, produces sunlight or a *remove disease* spell destroys a patch of green slime. Against wood and metal, green slime deals 2d6 damage a round. It ignores metal's hardness, but not that of wood. Green slime deals 1d6 Constitution damage per round.

YELLOW PERIL

A deadlier version of the Statue of Slimy Death, this trap fills every square within 10 ft. with deadly yellow mould spores.

YELLOW PERIL CR 9 (6,400 XP)

With a click the stone beneath your feet depresses slightly. Instantly, dozens of small holes open in the statue and blast clouds of yellow spores into the chamber.

Search DC 25 Perception **Type** mechanical

Disarm DC 20 Disable Device (2d4 rounds); activates on DC 15 or less; **Bypass** DC 25 Perception (a switch hidden on the statue).

Destroy Destroying the statue (AC 3, hardness 8, hp 150, DC 33 Break) or the pressure plates in each adjacent square (each AC 13, hardness 8, hp 10, DC 20 Break) defeats the trap. Destroying the statue releases the yellow mould spores.

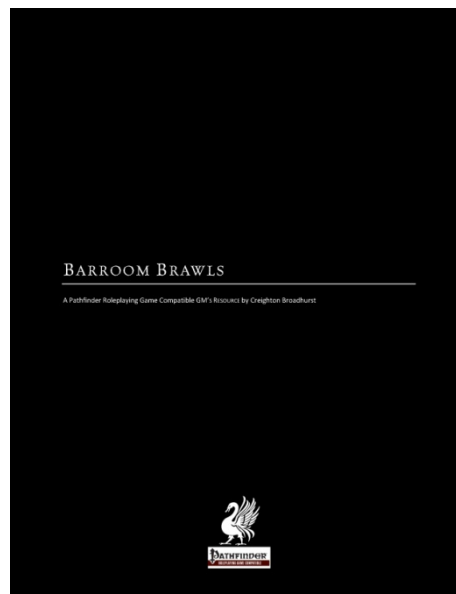
Trigger Touch (touching the statue); **Reset** manual

Effect When triggered, a multitude of small holes in the statue open and blow a cloud of poisonous yellow spores in a 10 ft. burst. All within the cloud must make a DC 15 Fortitude save or take 1d3 Constitution damage. Affected characters must make a DC 15 Fortitude save once per round for the next five rounds to avoid taking another 1d3 Constitution damage. A successful Fortitude saving throw ends this effect. Fire destroys yellow mould and sunlight renders it dormant.

BARROOM BRAWLS

Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle. And yet, brawls feature in comparatively few adventures these days. Complicated to run, requiring an understanding of little-used rules such as nonlethal damage and improvised weapons, they can be a GM's worst nightmare!

Barroom Brawls provides the tools to quickly and easily run an exciting, flavoursome brawl. Including useful handouts for the players as well as extensive notes for the GM, *Barroom Brawls* is the perfect excuse to put away your longsword and belt someone over the head with a chair!



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