

RAGING SWAN PRESS

DUNGEON DRESSING: TAPESTRIES



THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

"This is a really good adventure with great supplemental material and overall design, easily placed into an ongoing campaign or acting as a standalone one-shot. The versatility of the encounters, the support for many different styles of play, and the depth of character on the many different NPCs is remarkable."

—Feros (five stars)

Available in print and PDF

www.ragingswan.com/sahuagin



DUNGEON DRESSING: TAPESTRIES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Aaron Bailey

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



CREDITS

Design: Aaron Bailey

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: Herbert Cole and William McAusland. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Dungeon Dressing: Tapestries*; 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: Tapestries* 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

Aaron is an avid dungeon delver with over a decade of experience in facing the villainous dangers created by his best friend and GM Dave I'ons (who it must be said inspired Aaron to be a GM and to design games).

Aaron is looking to broaden his RPG horizons by running a pathfinder campaign as previously he had only played AD&D 2nd Edition. Aaron lives in Luton, just north of London in the UK with his most adored wife and their furry family of 4 cats.

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

Open Content: Except material designated as Product Identity, the contents of *Dungeon Dressing: Tapestries* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Aaron Bailey to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2013.

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

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

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press

1st printing, July 2013

CONTENTS

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

DUNGEON DRESSING: TAPESTRIES

Table A: Characteristics & Appearance.....	4
Table B: Dressing & Features	6
Table C: Traps & Tricks.....	8

FOREWORD

Dungeon Dressing: Tapestries is Aaron's second product for Raging Swan Press and also his second *Dungeon Dressing* (grab *Dungeon Dressing: Portcullises* – which is a free download – to check out more of his work).

To my mind, tapestries are an under-utilised dungeon feature. In swashbuckling films of yore, they always hung on the walls of great halls and such like for our hero to use as he dashed about battling his nemesis. In Pathfinder adventures, this happens less than I'd like. Aaron, rather marvellously, includes rules for swinging on and pulling down tapestries so thankfully we've now got this covered! I look forward to introducing the PCs in my campaign to the joys of using tapestries in combat in the near future. Because I'm a jolly kind and benevolent GM, I think I'll have some NPCs demonstrate the relevant techniques to them. I know. I'm a great bloke. My players don't deserve me.

Tapestries are also an excellent way of adding flavour to not just the dungeon but to the campaign world as a whole. The

party could come across a tapestry depicting a famous locale a GM wants them to visit eventually or one showing an ancient battle, personality or deity. They can also feature as (bulky) maps. Hard to transport because of their size and weight, they can nevertheless provide valuable information about the surrounding area, kingdom or dungeon.

Handily, a lot of the information herein can be easily adapted to apply to mosaics, frescos and paintings. (While it is obviously rather difficult to swing from a mosaic, with a little bit of work much of Tables A and B can be pressed into service in a variety of fashions so don't be afraid to modify it as desired).

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

Depicting scenes of great battle or infamous beasts of myth these textile artworks adorn many dungeon walls. The following information outlines the common characteristics of tapestries.

TAPESTRY SUBJECT AND DRESSING

Being weaved for decorative purposes tapestries normally depict imagery and symbolic references which are important to the creator or their patron. They are expensive, luxury items and should not be found in ever chamber. Rather, lords and the wealthy use them to decorate important or personal chambers.

COMMON CHARACTERISTICS

Cunning adventurers utilise tapestries in combat to gain advantages over their foes. Tapestries have the following characteristics:

- **Wall Mounted:** Wall mounted tapestries provide concealment (20% miss chance) and are easily scaled (DC 10 Climb check).
- **Ceiling Mounted:** Tapestries hung from the ceiling provide total concealment (50% miss chance) and are scaled relatively easily (DC 15 Climb check).
- **Pull Down:** Tapestries pulled down atop a foe can serve as an impromptu net against a foe adjacent to the tapestry. The character must make a DC 15 (+2 per size category above Medium, -2 per size category below Medium) Strength check to pull the tapestry loose before making a ranged touch attack (with a -4 penalty) against his target. A hit indicates the target is entangled as if caught in a net.
- **Swinging:** A character can use a tapestry to swing across a space. To do so, a character must make a DC 10 Strength check followed by an Acrobatics check of the appropriate DC made as if the character was making a long jump with a running start.

CONSTRUCTION

Most tapestries are woven from wool, cotton or silk. Others, however, may be crafted from exotic materials such as giant spider silk, the manes of magical beasts and so on.

MATERIAL	HARDNESS	HIT POINTS ¹	BREAK DC ²
Wool	0	2	16
Silk	0	4	18
Cotton/hemp	0	2	16
Fur/mane	0	2	18
Metal threads	2	5	20

1: per 5 ft. section

2: +2 per size category above Medium, -2 per size category below than Medium

CONDITION

Not all tapestry are in average condition. Some have hung for centuries and their state of repair reflects this while others are new and in pristine condition.

Condition	Hardness	Hit Points	Break DC Modifier
Dilapidated	-2	-10%	-4
Poor	-1	-5%	-2
Average	0	0	0
Good	+1	+5%	+2
Excellent	+2	+10%	+4

SUBJECT

All tapestries feature an image. Use this table to determine the basic type of image depicted and then add campaign appropriate details such as the names of specific personalities or deities, heraldic devices and so on.

D20	
1	A battle
2	A landscape
3	A famous event (a coronation, wedding etc.)
4	A ferocious, legendary beast
5	A map (local)
6	A map (regional)
7	A map (continental)
8	A deity or scene of religious significance
9	An event of familial significance
10	A religious symbol
11	A heraldic device
12	A woodland scene (or other outdoors setting)
13	A star map
14	Geometric shapes and patterns
15	A portrait (group or singular)
16	The lyrics of a poem or song
17	A famous building (a castle, cathedral etc)
18	A famous geological feature (a mountain, great chasm etc.)
19	Religious tract, family motto and so on
20	The tapestry contains a secret; Roll again to determine what kind of image hides it. A DC 25 Perception checks reveals the secret.

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

D%	
01-05	The tapestry depicts a creationist story of how one individual believes the world was created (DC 20 Knowledge [religion] reveals).
06-10	A cosy cottage nestles amid pleasant woodland, on this tapestry. The tapestry can cast <i>secure shelter</i> (CL 7) once a week.
11-12	This simple tapestry is a tribute from a nomadic desert tribe that shows the location of hidden wells (DC 23 Knowledge [geography] reveals).
13-14	A tribute to a powerful wizard, who in the tapestry is defeating a legendary lich (DC 15 Knowledge [arcana] reveals).
15-16	The tapestry is an encyclopaedia of local plants and their medicinal purposes (DC 15 Knowledge [nature] reveals).
17-18	Bearing the coat of arms and seal of a ruler (DC 10 Knowledge [nobility] reveals) the tapestry outlines the crimes punishable by death.
19-20	The coats of arms of prominent noble houses feature on the tapestry (DC 10 Knowledge [nobility] reveals).
21-22	Almost mirror-like in appearance, the tapestry can cast <i>scrying</i> (CL 7) once per day and shows the result of the spell upon its surface.
23-26	The tapestry is a folio of magical beasts embellished with myths and legend (DC 20 Knowledge [arcana]).
27-32	Void of images, the tapestry is a written document outlining the will and testament of an ancient king.
33-36	The tapestry portrays the lives of two elven nobles growing up, marrying and having a beautiful child (DC 15 Knowledge [nobility] reveals).
37-38	A large bull-headed humanoid is fighting a barbarian barehanded atop a mountain.
39-40	Depicting images of gratuitous torture this gruesome tapestry has a <i>symbol of pain</i> (CL 9) woven into it.
41-42	This intricate tapestry depicts the solar system (DC 15 Knowledge [geography] reveals); small diamonds represent stars (worth 50 gp each).
43-44	A sweeping battle of immense proportions is taking place; corpses litter the battlefield.
45-46	Vividly coloured and highly decorative this tapestry depicts a symbolic telling of a well-known children's story.
47-48	The tapestry depicts a life-sized rampant griffon; the creature's plumage is real.
49-50	A large ship is portrayed ensnared in a gigantic octopus' tentacles (DC 28 Knowledge [arcana] reveals the creature to be a kraken).

51-52	Richly adorned with precious stones and metallic thread the tapestry was a rich dowry gift and depicts the bride and groom (worth 500 gp).
53-54	The highly detailed tapestry shows the instruction and recipe for brewing <i>potions of cure moderate wounds</i> (DC 17 Knowledge [arcana] reveals).
55-56	Made from a fine silk-like thread, the tapestry portrays a stunning image of a unicorn deep in a forest.
57-58	This highly decorative montage features a local hero (DC 15 Knowledge [local] reveals) performing his most famous deeds.
59-60	A large, snarling dragon readying to strike is curled around the armoured form of a lone knight upon a horse.
61-62	Created from many fragments of smaller tapestries this large masterpiece depicts an overland map of the planet and its continents.
63-64	The tapestry is a homage to a demon; the creature's abstract symbol is encircled by a large pentagram (DC 20 Knowledge [planes] reveals).
65-68	Simple images of a garden cover this tapestry. The stitches are crude, almost child-like).
69-70	This translucent tapestry of phase spider's silk depicts a drider (DC 22 Knowledge [dungeoneer]) if exposed to moonlight.
71-74	The tapestry is an abstract calendar with symbols denoting the months and seasons of the year.
75-76	Depicting forest animals and an elderly druid tending his grove, the tapestry is almost life-like in its detail and colour.
77-80	This richly illustrated tapestry depicts images of chromatic dragons in flight.
81-82	Darkly coloured and featuring the image of a handsome man in an ornate coffin, the tapestry was woven for a funeral.
83-84	Emblazoned with the holy symbol of the deity of justice the tapestry emanates a <i>zone of truth</i> (DC 13 Will resists).
85-88	This tapestry depicts a ritual revering the death god (DC 20 Knowledge [religion] reveals).
89-90	This tapestry portrays the coronation of a dwarven queen.
91-92	A complex set of lines and squiggles cover the tapestry that don't appear to make sense. This is the score of an epic piece of music (DC 10 Perform [any instrument] reveals).
93-94	The tapestry depicts the fall of a once-great city to a savage plague.
95-99	The tapestry is augmented with illusions to make its image seem almost real; roll again to determine its subject.
100	The tapestry is trapped. Roll again ignoring rolls of 100.

TABLE B: DRESSING & FEATURES

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

D%	
1	Gore-coloured smears and bloodied handprints soil the tapestry.
2	Wrapped reverently in the tapestry, an ancient shield is in pristine condition.
3	A heady mix of incense and oil emanates from the tapestry rendering those within 20 ft. sickened for 1d4+1 minutes (DC 10 Fortitude negates).
4	Lazily hung between two pillars the large tapestry is being used as a hammock.
5	The tapestry has been removed from the wall and neatly rolled up.
6	An improvised poncho made from a large tapestry lies torn and discarded on the floor.
7	Embedded in the weave of the silk tapestry are splinters of bleached bone.
8	Having spent so long on the ground the tapestry is now scuffed and its original image is indiscernible.
9	An adventurer stands transfixed in front of the tapestry which appears to depict a set of large glowering red eyes.
10	Hanging over a small window the heavy and thickly weaved tapestry serves as a curtain.
11	Thick, sooty fingerprints are engrained in the tapestry's weave.
12	The tapestry has been vandalised with a knife.
13	Slick and glistening the tapestry has been soaked in lamp oil (and burns fiercely if lit).
14	Badly torn and ripped, the tapestry has been roughly repaired with thick twine (-2 hardness, -30% hp).
15	A small strip of tapestry has been cut off.
16	A map to the nearest secret door has been pinned to the back of the tapestry.
17	The ornate and finely woven tapestry has been draped over a fallen adventurer.
18	Buried beneath the stones and mortar of a collapsed wall the tapestry is torn and ripped.
19	Lying distorted and stretched, the tapestry appears to have been tugged in different directions at the same time.
20	The tapestry depicts a woodland scene. A set of wet muddy footprints leads away from it.
21	Holes mars the tapestry.
22	The tapestry covers a large mirror.
23	Parts of the tapestry have been made using gold thread. Intense heat has cause the metal to melt and burn the surrounding fabric.

24	The bottom edge of the tapestry is badly charred and burnt.
25	The tapestry has been rigged as a net using a trip line, ropes and pins (DC 17 Perception, DC 17 Disable Device, entangles as net).
26	Written in vivid yellow paint a message has been scrawled across the tapestry, "Only the wary survive."
27	The tapestry covers part of an <i>illusory wall</i> which is flickering and unstable.
28	The tapestry has been pinned back to reveal a small, hidden (and now empty) compartment in the wall.
29	A large javelin has pierced the tapestry impaling a roguish looking halfling to the wall.
30	The tapestry – used as a door covering – has been torn and pieces cover the floor.
31	Yellow pollen impregnates the tapestry's thick weave.
32	A snoozing gnome sleeps soundly beneath the heavy voluminous folds of this woollen tapestry.
33	The tapestry lies half submerged in a pool of thick, viscous liquid. A trail of foot- and handprints lead away from the pool.
34	One ripped half of a tapestry depicting a map lies next to an open and empty chest standing next to a freshly dug hole.
35	The tapestry lies in tattered strips on the floor as if it has been shredded by a sharp set of claws.
36	Heavily repaired, the tapestry is a patchwork of stitching and small pieces of fabric overlaying the original image.
37	The face of one of the tapestry's subjects has been burnt away.
38	Heavily damaged by moth larvae the tapestry is threadbare and faded.
39	The tapestry has been fastened to the wall by a single dagger in each corner.
40	On the floor is a small bundle. It is a thick tapestry being used as a swaddle for a baby.
41	A wooden stake has been driven through the tapestry and around it is thick white dust that smells of the grave.
42	Snagged in a ripped tapestry, the badly mauled body of an adventurer hangs above the floor.
43	The tapestry lies on the floor and is covered in gigantic muddy footprints.
44	Sodden, and covered in large clumps of wet mud, the tapestry is partially buried.
45	The tapestry has unravelled partially; threads of silk lead away down the corridor.
46	The tapestry has been embellished with small jewellery pins and ribbons.
47	All the figures in the tapestry have had their eyes cut out.

48	The original image depicted in the tapestry has been altered with new more vividly coloured silk.
49	Small areas of the tapestry are threadbare and damaged as if by chewed by small rodents.
50	Rigid, but fragile the fabric of the tapestry appears to have become petrified (hardness -3).
51	The tapestry has been ruined by a wide splash of a strong acidic substance (-50% hp).
52	The fibres of the tapestry have been bleached by a strong light source.
53	Covered in hardened rivulets of candle wax it is difficult to make out the subject of the tapestry.
54	The tapestry has been torn from its fixtures and laid solemnly over a slain warrior.
55	Tightly rolled up and tied with leather throngs, the tapestry is strapped to a laden backpack.
56	A deep layer of dust, cobwebs and dirt is engrained in the thick weave of the tapestry.
57	The tapestry is badly perished (-30% hp).
58	Three adventurers lie dead. One was being carried by the others, using the tapestry as a makeshift stretcher.
59	Slung over the back of a mule, the beautifully woven tapestry is being used as a saddle cloth.
60	The tapestry and the surrounding area are covered in tiny golden particles.
61	An adventurer lies prone below a tapestry; a strip of which protects his bloodied and smashed arm in a makeshift sling.
62	The corner of the tapestry is covered in thick, slimy mucus.
63	Depicting the portrait of a glaring wizard, the tapestry has been re-hung with the wizard facing the wall.
64	The tapestry has been rolled up and lies smouldering next to a blackened, burnt chest.
65	The torn tapestry has been laid over a table covered with the detritus of a banquet.
66	The thick tapestry hangs above a door in lieu of a more permanent fixture.
67	The small tapestry is tied to a staff as a bundle sack and is filled with gnomish pastries.
68	A squirming, moving humanoid has been rolled up inside the large silk tapestry.
69	With a large dark stain and the acrid smell of urine, the tapestry has been marked by an unknown beast recently.
70	The tapestry is sodden and shows sign of severe water damage (-20% hp).
71	Depicting a monarch the tapestry has a multitude of throwing daggers, darts and axes piercing the individual's body.
72	Bearing a prominent symbol of a deity of justice, the tapestry has been re-hung upside down in protest or insult.
73	This blood-soaked tapestry is being used by an ogre as a makeshift cloak.

74	Only the braided edge remains of the tapestry; the rest has been roughly removed using a pair of scissors which lie on the floor.
75	An petrified warrior stands in front of the tapestry, his features etched in terror.
76	A bloody smear leads directly up the wall to the bottom edge of the tapestry (which depicts a vampire-like creature).
77	A book lies on the floor and amongst its pages keeping the reader's page is a strip of tapestry.
78	No longer fixed to the wall, the tapestry is atop a flagpole held by a fallen standard bearer.
79	The tapestry lies over the entangled form of a zombie. The fabric has been nailed in all four corners to prevent the creature escaping.
80	A trail of blood leads up to the bottom left corner of the tapestry which has been torn off.
81	Depicting a war god, the tapestry moves of its own accord as if caught in a slight breeze.
82	The tapestry is flat on the ground and lying upon it is a bedroll, a half-filled canteen and a book.
83	The huge tapestry has been torn from the wall as someone has attempted to climb it and now it lays crumpled over a broken body.
84	The tapestry hangs in a thick cloud of heavy dust; a carpet beater lies nearby.
85	The tapestry is infested with small blue mites who have eaten large parts of it.
86	A wooden bucket lies in front of the vandalised tapestry which is now covered in vivid red paint.
87	Fresh mud clings to the tapestry as if it has recently been buried and unearthed.
88	A dark coloured liquid drips from the tasselled edges of the tapestry.
89	This sodden tapestry's dyes have smudged.
90	The large tapestry has been cut in two.
91	Chalk graffiti covers the tapestry
92	Large patches of damp, harmless (DC 15 Knowledge [dungeoneering] reveals) white mould covers the tapestry.
93	One of the ropes holding the tapestry in place is badly frayed. A Medium or larger climber automatically rips the portrait down.
94	Intricately woven, the tapestry is a portrait of a beautiful woman. The silk is heavily worn and threadbare in places.
95	A large, plain piece of sackcloth has been sewn over the main image of the tapestry.
96	Blood drenched and swarming with flies the tapestry's image is ruined.
97	Although mainly intact the tapestry has had all of its green coloured thread removed.
98	The tapestry is covered in magical sigils.
99	The tapestry is frozen and covered in heavy frost.
100	From the tapestry hangs a large threaded needle and beneath it is a small sewing box.

TABLE C: TRAPS & TRICKS

Of course, Tapestries 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 may give a nasty surprise to an unsuspecting adventurer.

HOLD YOUR NOSE

This trap uses magic (a *gust of wind* spell) combined with an inhaled poison to defeat intruders. This trap can be set in virtually any location, but works well combined with guardian creatures who do not breathe (constructs, elementals, undead and so on).

The tapestry itself is impregnated with an inhaled poison and the *gust of wind* spell blows the poison dust into the intruders' faces.

HOLD YOUR NOSE CR 9 (6,400 XP)

A blast of strong wind hurtles through the area blowing the dust from the large tapestry hanging against one wall.

Search DC 22 Perception; **Type** Magic (*gust of wind*)

Disarm DC 22 Disable Device (2d4 rounds); activates on DC 17 or less; **Bypass** DC 25 Perception (locates a small switch to deactivate the gust of wind affect; or burn or destroy the tapestry)

Destroy Destroying the tapestry (AC 3, hp 2, DC 16 Break) defeats the trap.

Trigger Proximity (30 ft. of the tapestry); **Reset** Manual

Effect When triggered, this trap has the following effects:

Round 1 A *gust of wind* spell issues from behind the tapestry.

Medium or small creatures cannot move forward unless they make a DC 15 Strength check. Small creatures are knocked prone (DC 13 Fortitude negates). A cloud of dust billows forth from the tapestry.

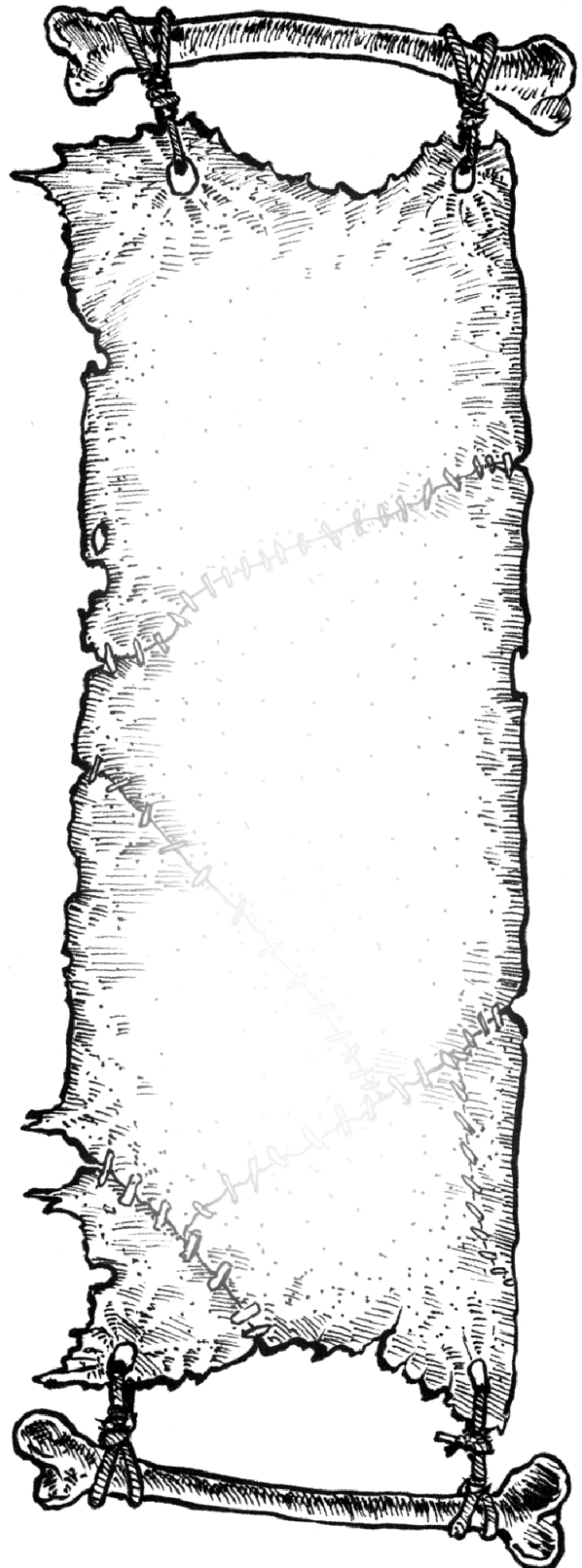
Round 2 The cloud of dust (actually burnt othur fumes) travels 15 ft. from the tapestry. Everyone in the area of affect must make a DC 18 Fortitude save or be afflicted (*freq.* 1 rd./6 rds.; *effect* 1 Con drain/1d3 Con; *cure* 2 saves).

Round 3 The cloud of burnt othur fumes travels another 10 ft. (affecting everyone breathing it in) before settling on the floor.

Variant (CR 6) Replace the burnt othur fumes with ungod dust (DC 15 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d3 Wis).

Variant (CR 7) Replace the burnt othur fumes with insanity mist (DC 15 Fort [1 save]; *freq.* 1 rd./4 rds.; *effect* 1 Cha drain/1d2 Cha).

Variant (CR 11) Add an advanced greater shadow to the encounter. The shadow lurks behind the tapestry and emerges to attack those affected by the inhaled poison.



IT'S ALIVE

This trap could be the creation of a spellcaster with access to the *animate object* spell. This animated tapestry hangs by a door and attacks any except its master (or those that know the pass phrase) passing through.

IT'S ALIVE

CR 3 (800XP)

As you walk past the thick, voluminous tapestry hanging on the wall it quivers as if affected by the wind before detaching itself from the wall and falling toward you.

Search DC 20 Perception; **Type** Magic (*animate object*)

Disarm N/A; **Bypass** DC 25 Perception (the command word to keep the tapestry at bay is carved into the door's lintel)

Destroy Destroying the tapestry in battle defeats the trap.

Triggers Proximity (intruders standing in front of or opening the door the animated tapestry guards); **Reset** Automatic (unless destroyed the tapestry returns to its vigil when all its opponents are dead or fled)

Effect When triggered, the animated tapestry detaches itself from the wall and attacks the target closest to the door it guards.

Variant (CR 5) A greater animated tapestry guards the door.

SUMMONED FORTH

Magic woven into the tapestry enables the creatures depicted upon its surface to be summoned forth to attack intruders.

The tapestry's basic statistics appear below, while the variant section of the trap's stat block presents a variety of different summoned creatures.

ANIMATED TAPESTRY

CR 3 (XP 800)

The dusty tapestry shivers as if caught in a breeze.

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft., fly 30 ft. (clumsy); **ACP** 0; Fly -8

AC 15, touch 10, flat-footed 15; **CMD** 15 (+5 natural)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +1, **Will** -4

hp 36 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5 (+9 to start or maintain grapple)

Melee slam +5 (1d6+3 plus grab)

Atk Options grab

Grab (Ex [free]) If it hits a Small or smaller target with its slam, the animated tapestry can try to grapple without provoking attacks of opportunity.

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

SQ construction points (additional movement, grab)

SUMMONED FORTH

CR VAR. (VAR. XP)

As you watch, the creatures within the tapestry shimmer and start to move. Moments later, they appear in front of you!

Search DC var. Perception; **Type** Magic (var.)

Disarm DC var. Disable Device (2d4 rounds); **Bypass** DC 25 (the command word to banish the tapestry's summoned monsters has been woven into part of the scene depicted upon its surface)

Destroy Destroying the tapestry (AC 3, hp 2, DC 16 Break) defeats the trap if no monsters have already been summoned.

Trigger Proximity (20 ft. of the tapestry); **Reset** Automatic (one hour)

Effect When triggered the tapestry casts a *summon monster* spell to summon the monsters depicted upon its surface. The creatures appear within 20 ft. of the tapestry and immediately attack.

Woodland Glade (CR 4) A wolf pack pull down a deer amid an idyllic woodland; 1d3 wolves (*summon monster III*; DC 28 Perception; DC 28 Disable Device).

Devilish Torture (CR 7) Several bearded devils are slaughtering humanoids fleeing through a burning town; 1d3 bearded devils (*summon monster VI*; DC 31 Perception; DC 31 Disable Device).

Fetid Marsh (CR 8) A fetid marsh dotted with small hummock of mud stretched across the tapestry; 1 dire crocodile (*summon monster VII*; DC 32 Perception; DC 32 Disable Device).

GREATER ANIMATED TAPESTRY

CR 5 (XP 1,600)

The dusty tapestry shivers as if caught in a breeze.

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft., fly 30 ft. (clumsy); **ACP** 0; Acrobatics -1 (+3 jumping), Fly -8, Stealth -10

AC 15, touch 8, flat-footed 15; **CMD** 20 (-1 Dex, +7 natural, -1 size)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort +1, **Ref** +0, **Will** -4

hp 52 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +11 (+15 to start or maintain grapple)

Melee slam +9 (1d6+6 plus grab)

Atk Options constrict, grab

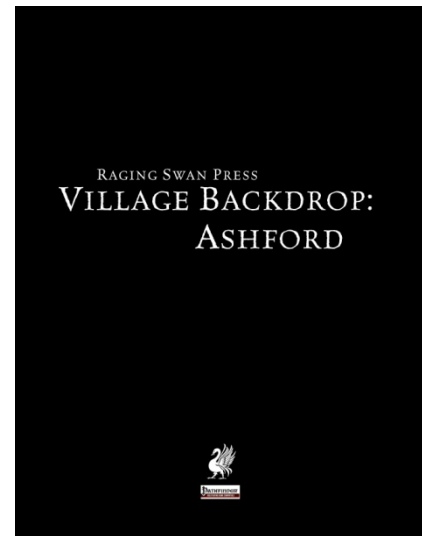
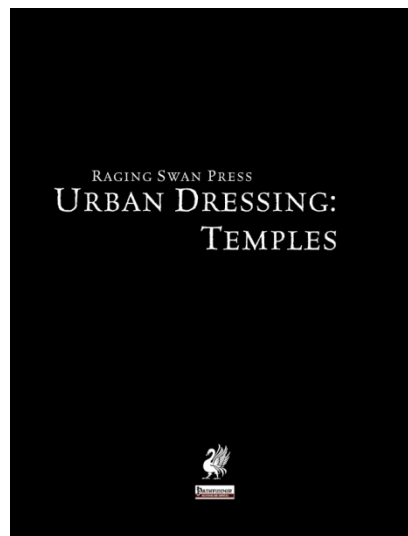
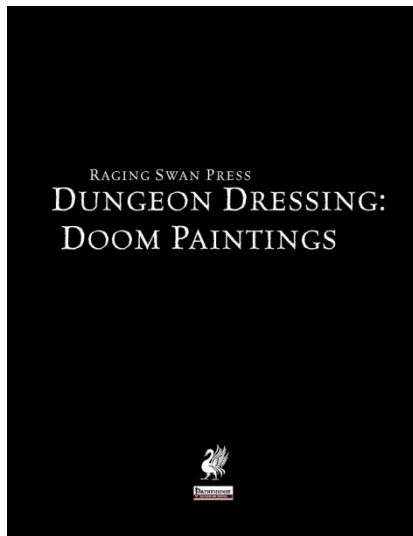
Constrict (Ex [standard]) The animated tapestry deals 1d6+6 bludgeoning damage with a successful grapple check.

Grab (Ex [free]) If it hits a Medium or smaller target with its slam, the animated tapestry can try to grapple without provoking attacks of opportunity.

Abilities Str 22, Dex 8, Con —, Int —, Wis 1, Cha 1

SQ construction points (additional movement, constrict, grab)

YOU MIGHT ALSO ENJOY



OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dungeon Dressing: Tapestries. ©Raging Swan Press 2013; Author: Aaron Bailey.

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

Visit us at ragingswan.com to learn more.

