

Disoriented Ranger Publishing presents:

Opik's Magnificiently Damning Door Bravery

With your local Wizard Guild's Approval & the King's Seal

**Saint Uylan's
Blessing for free!**

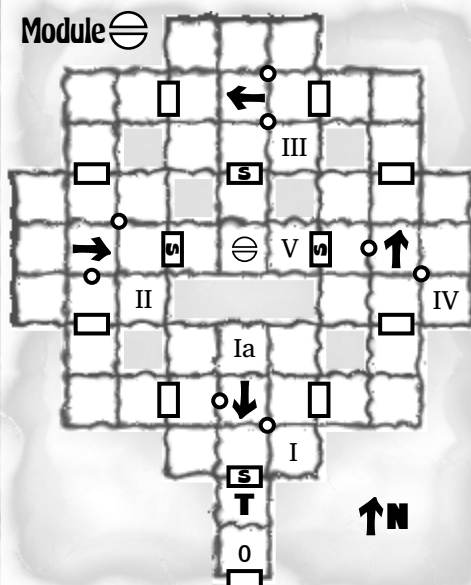
**fits
EVERY
DUNGEON!**

The question is, why have traps and puzzles at all, right? We here at Opik's Fantastic Traps proud ourselves with providing layers of protection for your precious items. Part of that is a system of interceptions where the dungeon helps us learning about the intruders and formulate our response based on that. Our

trained professionals will either be able to counter any intrusions effectively prepared for the threat as it is ongoing, or have an easy time finding the intruders if they manage to overcome our defenses. And that's an Opik guarantee! Furthermore, our goblin cleaning crews have a very dark sense of humor and enjoy some creative deaths, so that's a bonus.

Assembly & Function: Our engineers will connect the basic two Modules with the OM2DB with a combination of high level magic and dwarven ingenuity. Entry to the vault is invisible until the 1st Module is solved. Door & signs will glow as last solved module.

Module



PUZZLE (B-Solutions): (1-Magic) Finds out how many magical resources a group has. Since the statues reset fast, casting characters will need enough spells or energy to dispell text/marks & animate in one go (animate equal to sacrificing a spell). Rooms open I-IV-II-III-V, Doors vanish. (2-Skills) Finds out how stealthy/skilled a group is by offering mechanical solutions behind hidden/trapped panels to move the statues. Rolls should be challenging & damaging. Rooms open I-IV-III-II-V, doors slide open. (3-Prowress) Statues can be moved with force (will click 2 times, scratch-marks as indicator). This weakens characters & costs hit points (oxygen is gradually sucked out, 4 mid-level fighters or equal should survive this). Rooms open I-II-III-IV-V, doors shatter & reappear with reset.

ROOM KEY

0: door leads to empty room with T (deep pit) & S (key to open is hidden in pit)
I: Minotaur statue, points as arrow, 2 exits
Ia: Obscured writing on wall, only magic (Solution 1) can reveal what it says: "Unveil The Marks & animate statue to resolve Marks from N to S"
II: Mermaid statue, facing as arrow, 2 exits
III: Gnoll statue, stabbing as arrow, 2 exits
IV: Dryad statue, luring as arrow, 2 exits
V: glass seal on a pedestal (needs breaking)
TRAPPED as Dungeon Level, rooms lighted

Seals



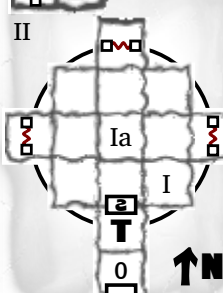
Breaches



Opik's Magnificiently Damning Door Bravery (OM2DB) showcases the latest in treasure protection technology: the door can only be opened by the owner or by solving the puzzles in the 2 attached modules (upgrades are possible!). Installation includes protection of the vault itself. That door is the only point of entry, no dwarf can dig around it, no sorcerer teleport behind it. Local Contractors evaluate and engage intruders as soon as a Module is triggered. Deadly traps are optional.



Module



ROOM KEY

0: empty room with T (flames) & S (key to open is hidden in oil tank of trap)
I: the ceiling is covered in thick ivy, 3 exits covered behind red carpets
Ia: here stands a nice & pretty ghost lady & greets the intruders (name: Ida)
II: glass seal on a pedestal (needs breaking)
TRAPPED as per Dungeon Level, rooms lighted

PUZZLE: This module is mainly about the ghost observing & questioning the intruders. She will be quite helpful, but only answer yes/no questions & wants a truthfull answer to one of her questions. The answers should get the group into trouble. To solve the puzzle, the intruders need to walk the pattern that is given by the ivy branches hidden behind the leaves (that the branches form a strange pattern is obvious once the leaves are gone). each curtain leads to a similar room with 4 exits featuring curtains (no ivy, Ida will come along). Not following pattern will have a room trapped. It is possible to get lost here (infinite rooms). The pattern is N-N-E-E-S-W-W-S-S-W-N-E.

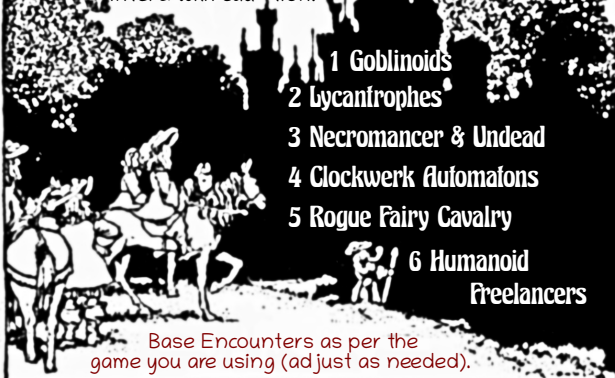
PUZZLE (A-Concept): This assesses the group's magic, skills & prowess by offering three ways to reach the seal (s. B above). The statue in each room needs to be moved into a certain position to open the door into the next room. Statues will reset after 1 hour, switching methods will trigger traps instead. Doors are massive, secret doors are very well hidden, only high level groups should be able to ignore puzzles. If that happens, the response teams will assume that the intruders scored maximum in all categories!

Key

○ Marks (hidden) □ Doors ⊕ Seal Module 1
↑ Statues T Traps X Seal Module 2

Local Intervention Contractors* (1d6):

Appear within 1d3 turns after seal breach (per module), will act according to available intel & with caution.

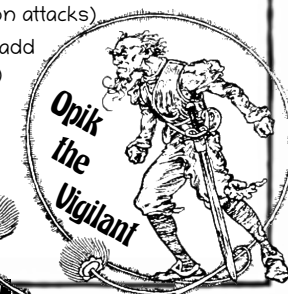


Information gleaned across Modules*:

Mark here how strong intruders register vs. puzzles & what the ghost finds out!

- ☐ Intruder Group Structure (add attack hierarchy: leader - brain - special - muscle)
- ☐ Intruder Group Size (intercept with triple group size contractors or equivalent)
- ☐ Intruder Magic Ability (low: add insults / middle: add counter measures like high Intelligence or better Saves / high: as middle, also add magic abilities & casting)
- ☐ Intruder Fighting Capability (low: add taunt / middle: add flank tactics & shields / high: add ranged attacks, some heavies & fire or poison attacks)
- ☐ Intruder Stealth & Skills (low: add darkness / middle: add loud noise & lethal trap (greed) / high: add authorities)
- ☐ Intruder Damages & Weaknesses (collect, formulate & prepare attacks according to intel (add attack boni))
- ☐ Intruder Average Level (low: add fear tactics / middle: match power level / high: no direct confrontation)

RESPONSE TEAMS will be briefed according to available intel and come prepared (as per list above). Use standard encounters if no intel is available, add to that.



* An example for a group of contractors could be a group of 20 goblins with an Ogre, that use ranged attacks, insults and poison in utter darkness