



More than a door

Alan Miller

Dungeon doors, as a general rule, are treated with indifference. You either bash them down, bum them up, or spike them shut and then forget about them. However, doors have great possibilities for adding surprise and humor to your dungeon:

- 01-75 = Ordinary door
- 76-95 = Door has an ability from table below
- 96-00 = Door has 2-5 (1d4 + 1) abilities from table below

Ability Table

- 1-9 = Intelligent door (alignment: 1 = Lawful Good, 2 = Neutral, 3 = Chaotic Evil, 4 = Other [Chaotic Good, Lawful Evil, etc.]).
- 10-17 = Door is Wizard-Locked.
- 18-22 = There is a trap or trap-trigger on or behind the door.
- 23-26 = Door is an illusion.
- 27-29 = Door is actually a polymorphed monster which reverts to normal form when conditions are met (someone grabs doorknob, etc.).
- 30-31 = As 27-29, but is a phantasmal force.
- 32-35 = Upon hitting, touching, or opening door it turns into mud, sand, mire, dung, etc.
- 36-40 = A siren goes off if doorknob is touched (attracting and/or warning monsters).
- 41-45 = Doorknob casts fear spell if touched.
- 46-49 = Doorknob falls off if touched.
- 50-54 = Door is thiefproof.
- 55-59 = Door contains treasure.
- 60-64 = Door is twice as hard to bash open, unlock, etc.
- 65-68 = Door falls off hinges when opened.
- 69-71 = Door is rotten or poorly constructed; it splinters or falls apart when bashed.
- 72-74 = Door has a knocker.
- 75-76 = Trap door to pit under or behind door.
- 77-78 = Door has multiple locks.
- 79-80 = Door jamb on other side of door.
- 81-82 = Open pit behind door.
- 83-84 = There is a window set in the door: 30% chance that it gives a false image (no monsters, twice as many monsters, heap of treasure, etc.).
- 85-86 = Stakes, caltrops, and/or set spears waiting on other side of door (1 in 6 they are poisoned).
- 87-88 = Stakes set in door so it can't be bashed open (10% chance that they are invisible).
- 89-90 = After being bashed open, the door swings back fast.
- 91-92 = Door swings open just before it is bashed.
 - 93 = Has doorbell.
 - 94 = Door is hinged on top
 - 95 = Door explodes if bashed.
 - 96 = Save vs. spells or are paralyzed when touch door.

- 97 = Instant-setting contact glue on surface of door.
- 98 = Doorknob casts miscellaneous spell if touched.
- 99 = Doorknob gives disease if touched.
- 00 = Contact poison on doorknob.

Glowing Globe

Ed Greenwood

A luminous globe that floats always above and just behind the shoulder of the person who first touched it. Its brightness is under the owner's mental control, from dark to blinding (a brief flash; effects last for 1-6 rounds). Typically, such a globe can be removed from the owner only by a Limited (or full) *Wish* or *Remove Curse*, whereupon the next person to touch the globe will inherit it. One type of *Globe* (30% of all Globes) remains brightly lit (equivalent to a *Continual Light*) at all times; the brightness cannot be controlled. The *Glowing Globe* does not radiate any heat, and cannot be rendered invisible except by *Wishes*.

X.P. value: 100; G.P. value: 200.

Arbane's Sword of Agility

Ed Greenwood

Named for the wizard who first devised such a weapon, *Arbane's Sword of Agility* is a +2 weapon which boasts several powers. These are under the mental control of whomever has hold of its hilt. The wielder can *Jump*, as in the spell (a single leap), twice a day. Two rounds of *hasted* action per day (24 hours) are also possible—and such activity does not age the character. The sword grants the wearer immunity to *Hold* and *Slow* spells, and glows brightly. This glow fluctuates as the sword moves and strikes, in a strobelike manner; this property of the sword negates magical Darkness, and destroys the effects of *Hypnotic Patterns* or *Fire Charms* within a 20' radius of the drawn blade. The wielder of the sword gets a saving throw vs. *Color Spray* (and saves at +1 if 6th level or higher).

X.P. value: 4,000; G.P. value: 15,000.

Singing Sword

Ed Greenwood

A silver bastard sword that sings constantly (and loudly!) while drawn. It is +3, but this may be temporarily negated by magical *Silence*. While the song is heard, the bearer of this sword is infused with a sense of confidence and excitement, and never checks morale. The song confers upon the bearer immunity to *Charm*, *Command*, *Confusion*, *Fear*, *Friends*, *Repulsion*, *Scare*, and *Suggestion*. *Emotion* cast on the bearer will evoke only a *Rage* result (focused on the spell caster!). The sword's song can still Shriekers and negate the song effects of Harpies, but a Bard can easily negate its power by singing a counter-harmony. The sword's song can entrance intelligent creatures of up to 2 hit dice (not including Undead or creatures from other planes). If such creatures fail to save vs. spells, they are subject to a *Suggestion* from the sword's bearer.

X.P. value: 1,600; G.P. value: 10,000.