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DUNGEON DRESSING: CHESTS





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DUNGEON DRESSING: CHESTS

Tired of your 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 non-essential details? Want to make your dungeons feel more realistic? Then Dungeon Dressing is for you! Each instalment focuses on a 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 and details to add to the chests in your dungeon. Designed to be used both during preparation or actual play, Dungeon Dressing: Chests is an invaluable addition to any GM's armoury!

CREDITS

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CHESTS

Chests, or more accurately their contents, are most adventurers' favourite dungeon feature. Chests represent their hard earned reward after days in the dark, exploring new terrain and overcoming challenging foes. Therein new and shiny discoveries await, equipping the heroes for even greater challenges.

The popularity of chests' contents doesn't mean a GM should overlook the chest itself. The right chest can add a great element of continuity or surprise to an adventure.

MAJOR CHEST FEATURES

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

D%	MAJOR FEATURE
01-05	The chest is made from sturdy oak boards bound in iron. The lock is obviously much newer than the chest.
06-10	This heavy iron chest is tarnished on every surface except the lock.
11-12	The chest doesn't seem to have a lid; no seams are visible ¹ .
13-14	The chest is hinged at the bottom; the chest flips up when opened.
15-16	A layer of dust has settled on top of this otherwise invisible chest.
17-18	This dwarf-made chest—including its lock and hinges—is carved from a single block of stone.
19-20	This small wooden chest is shaped like a coffin and smells of earth. Dried mud hangs to one corner, near the floor.
21-22	The chest is shaped like an animal's skull; it is hinged at the jaws.
23-24	The chest is crafted from the leg bones of many different creatures. Leering skulls decorate its lid. The chest's lock is hidden in one such skull ¹ .
25-26	The chest is made from strips of bamboo, lending it an exotic appearance.
27-28	The chest is made from woven reeds.
29-30	The chest is built into the floor, only its lid (which seem at first glance to be a trapdoor) is visible.
31-32	A massive, ornate lock ² dominates this iron strongbox
33-34	The chest's lid is sealed with red wax; a rampant wyvern seal covers the chest's lock.
35-36	The chest is made of teak, bound in iron. The iron shows rust, as if it's been exposed to humid air.
37-38	Heavy patina coats this mahogany chest's brass bands.
39-40	The contents of this chest are visible through its thick, cloudy glass sides.

41-42	Worn leather covers this wooden chest. The area around the lock is particularly worn.
43-44	Gilded scrollwork decorates the top and sides of this red-stained chest.
45-46	This small lockbox is made from ornately decorated silver, and is worth 150 gp.
47-48	Sculptural inlay, depicting a legendary serpent, decorates the front of this chest.
49-50	The iron reinforcement on this chest is cast to resemble twisted, creeping vines.
51-52	This bronze chest has an elaborately sculpted kraken sprawled across its lid.
53-54	The chest is made of a pale wood bound in black iron.
55-56	A gilded lid decorated with an elaborate sculpted religious sigil tops this peculiar chest.
57-58	This trapezoidal chest has a flat top, a tapered bottom and a wide top.
59-60	This chest has a hidden drawer ¹ in its bottom in addition to its usual compartment.
61-62	A distinct rune of pale wood is inlaid in this chest's darker mahogany lid.
63-64	Iron ornamentation on the sides of this chest resembles the pointed arches and windows of gothic-style architecture.
65-66	This chest's wood is an amalgam of vibrant colours—green, red and yellow; whether these are natural or stained is unclear.
67-68	Silver inlay in the side of this chest depicts a valiant warrior battling a ferocious fire-breathing dragon.
69-70	This red-stained chest is bound in black metal and opens at the front, rather than the top.
71-72	This unmarred black chest covered in black dragon scales almost seems to suck in the light.
73-74	The battered and dented dull brown wood of this chest has clearly seen better days.
75-76	The chest's lock is full of hard, dried wax which must be cleared out before the lock is used ² .
77-78	The chest is divided down the middle, creating two distinct containers. It has two lids (and two locks).
79-80	An iron latticework covers this chest.
81-82	This simple, but heavy iron lockbox is in pristine condition—as is its lock ² .
83-84	This bright blue chest has spring-loaded hinges, causing it to pop open when unlocked.
85-86	The colour of this dull green chest has long faded, but the chest itself remains sturdy.
87-88	Intertwining Dwarven runes warning of danger and doom to any who should dare steal the chest's contents cover this heavy steel trunk.

89-90	This chest seems to have been grown from a single small tree, trained into chest shape.
91-92	The chest looks like a keg turned on its side and is hinged in the middle.
93-94	The chest is nothing more than a few large boards crudely nailed together. It has no lock, and is easy to break into.
95-99	The chest is lined with lead (which blocks <i>detect magic</i> spells and similar affects).
100	The chest is trapped. Refer to Chest Tricks & Traps.

- 1: A successful find secret doors roll discovers.
2: Requires one turn and a successful open lock roll.

CHEST SIZES

Chests come in several different sizes. This table assumes the chest is made of wood.

SIZE	VOLUME	WEIGHT	COST
Small	2 cubic feet	25 lbs.	2 gp
Medium	4 cubic feet	50 lbs.	5 gp
Large	6 cubic feet	100 lbs.	10 gp
Huge	8 cube feet	250 lbs.	25 gp

SPECIAL CHESTS

Sometimes, the chest is part of the treasure. This table summarises the weight and cost modifications for atypical chests.

MATERIAL	WEIGHT	BASIC COST	ORNATE COST
Bone	x1	x2	x4
Glass	x 1/2	x10	x20
Iron	x2	x5	x10
Iron-bound	x 1 1/2	x2	x4
Stone	x3	x4	x8

WHAT'S IN THE CHEST?

Use this table to generate a chest's basic contents.

D20	CONTENTS
1-4	Clothes, blankets and so on
5-7	Food and drink
8-12	Trade goods
13-14	Books, scrolls or other valuable objects
15-18	Treasure
19-20	A trap. Reroll to see what else the chest contains



MINOR CHEST FEATURES & DRESSING

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

D%	MINOR FEATURE OR DRESSING
01	Thick green moss grows on this chest.
02	Black mould covers this chest.
03	Carvings of fantastic creatures battling legendary heroes adorn this chest.
04	One corner of the chest bears scorch marks.
05	This elaborate chest is actually more valuable than its contents. Smashing into the chest destroys its value.
06	The lock of this chest is shaped like a snarling demon; the chest's key is inserted into the beast's mouth.
07	This chest bears signs of violence, as if someone had tried and failed to break in.
08	This chest's hinges have been removed; several iron spikes have been used to nail it shut.
09	Eldritch runes cover the chest; some of them flicker with pale blue light.
10	Blasphemous writing are scrawled on every surface of this chest.
11	This chest is enormous, and once belonged to a giant.
12	This chest is tiny and is sized for creatures even smaller than a halfling.
13	Green vines grow on this chest, their roots questing into its rotten wood.
14	This chest sits in a shallow pool of stagnant water (which has no apparent source).
15	Scuffs and scrapes cover the floor of this room, as if the chest has been frequently dragged about.
16	Scorch marks mar the chest's lid.
17	A skeleton sprawls on the floor near the chest; its arms still wrapped partly around it.
18	A full set of thieves' tools are scattered in front of the chest; a single pick jams the lock.
19	A half-full mug of ale sits atop the chest.
20	A placard that reads, "For Emerala, on her wedding day" juts from the top of the chest.
21	The indented tracings of a crude map decorate the top of this chest.
22	Carved into this chest are the words, "Property of Kandel's Inks."
23	Blazing brass letters on top of this chest proclaim, "DO NOT OPEN."
24	The lock on this chest has rusted completely solid, and is unopenable.
25	An elaborately painted cherry blossom decorates this chest's lid.

26	Chipping paint in a number of places reveals this chest has been painted at least three different colours.
27	The lock of this chest comprises sliding panels that create a puzzle.
28	When the chest is opened it emits a soft melody, though the source of the music is unclear.
29	Faint traces remain of what must have once been an elaborate painting on the chest's lid.
30	A crude face is daubed in garish paint on this chest, giving it a monstrous appearance.
31	The key for this chest is still in the lock.
32	A well-made woodsman's axe is embedded in the top of this chest.
33	The chest sits on a red silk blanket atop a small table.
34	One of the planks of this wooden chest has been removed and stands propped against the wall nearby.
35	The surface of this chest is heavily scarred, as if it had been attacked by a large, powerful beast.
36	This chest has been pushed under a table to support one end (which has no legs).
37	Heavy chains are wrapped around this chest; the chest's lock is badly damaged.
38	A pile of beetle carapaces have been swept into a small pile next to the chest.
39	A small pile of bones, the remains of someone's meal, lies in a pile in front of this chest.
40	An assortment of semi-precious stones has been hammered into this chest, seemingly at random.
41	Parts of the chest's lid and one hinge have been melted as if by a powerful acid. (The chest has half the normal number of hit points).
42	A drop cloth and a pair of candles have transformed this chest into a makeshift shrine.
43	The chest sits at the centre of a powdered silver summoning circle.
44	This chest has been flipped up on its end, though it remains closed.
45	The floor around the chest is cracked, as if it has suffered a great impact.
46	A thick layer of spider webs encases the chest; the spider is nowhere to be seen.
47	This chest sits in a shallow pit barely bigger than the chest itself; only the chest's lid is exposed.
48	This chest is inside an iron cage. The cage shows signs of something having tried to bend its bars.
49	Depictions of ghostly spirits have been artistically painted on the sides of the chest.
50	A massive claw, perhaps shed by some fearsome monster, is embedded in the top of the chest.
51	An open book lies face down on top of the chest. The book's title is <i>How to Open a Locked Chest</i> .

52	An engraved arrow circling counter-clockwise surrounds this chest's keyhole.
53	The chest has been overturned; its spilled contents cover the floor.
54	The chest is trapped with an <i>alarm</i> spell ¹ , which activates noisily when the chest is opened.
55	The chest has a superior lock ² crafted to look like a couple dancing.
56	The chest has a simple lock ³ made of crude beaten copper.
57	A fine layer of ash covers everything in this room.
58	Shards of volcanic glass surround the chest, as if something was smashed on it.
59	A statue (that points at the chest) stands in one corner of the room.
60	A harmless green slime covers the chest and spills onto the floor.
61	A simple grey blanket is draped over the chest.
62	Scrawled in chalk on the wall over the chest is a simple word: "Beware."
63	This chest is tied shut with hemp rope; its lock works, but is unlocked.
64	The flat top of the chest has a checker pattern built in, and a smattering of game pieces stand on it.
65	The lock on this chest has been removed, leaving a gaping hole.
66	The lock on this chest has been disassembled; its parts are laid out on a cloth in front of the chest.
67	Red, black and white melted wax, likely the result of many expended candles, coats this chest's lid.
68	Two iron bands secure this chest to the floor.
69	A set of manacles is fastened to each side of the chest.
70	The chest appears to be badly damaged; it seems split as if it had been dropped from a great height.
71	A thick layer of tar seals the chest's lid shut.
72	A tiny shovel and pick sit beside the chest; a small hole has been started in the ground nearby.
73	The chest has been placed on a set of rollers that makes moving it about much easier.
74	The lock of this chest is made of delicately wrought gold. The lock is worth 50 gp, and double that with the matching key.
75	A small jade statuette of an elephant (worth 40 gp) sits atop the chest.
76	Etched into the top of the chest are the words, "Be cursed any who open me."
77	Shards of glass, as from a shattered vial, sit in a blue stain on the floor behind this chest.
78	The chest has a burlap sack placed over it, presumably as a sort of (terrible) disguise.

79	A set of lifelike carved eyes and teeth adorn the chest, making it seem as if it were a living creature.
80	A tanned, spotted animal hide is splayed on the floor in front of the chest.
81	An already triggered needle trap juts from this chest's keyhole.
82	The hinges and banding on this chest are gold-plated. (If scraped off, this scrap metal is worth 20 gp).
83	The withered remains of a strange weed are wrapped around the chest.
84	An iron fireplace poker is wedged into the side of the lid of this chest.
85	Elaborate tile work on the sides of this chest form colourful, seemingly abstract patterns.
86	A potent odour of rotten meat suffuses the chest.
87	Though it appears to be well-maintained, the chest opens with a loud creak ⁴ .
88	The pleasant smell of lilac wafts from the chest when it is opened.
89	Half of the chest is painted bright red; the bucket and paint brush still sit nearby.
90	This chest appears as much a religious icon as a container; elaborate scrollwork and iconography cover every surface.
91	A raggedly-drawn box has been traced on the floor in chalk around the chest.
92	A chalk rectangle is sketched on the floor next to the chest; its dimensions match the chest exactly.
93	A large chalk "X" is drawn on the floor in front of the chest.
94	A series of tally marks are drawn in charcoal near the lock of the chest.
95	The chest is secured to the floor with a pair of iron bolts through its bottom.
96	A small blanket sits atop this chest; a small cat is curled up on it, fast asleep.
97	On the wall behind the chest is a painting of the chest, with a grinning devil sitting atop it.
98	An oil can sits atop the chest; the chest's hinges and lock are impossibly rusty.
99	Roll twice on this table, ignoring results of 99-100
100	Roll thrice on this table, ignoring results of 99-100

1: A *detect magic* reveals.

2: -15% chance to pick with open locks.

3: +15% chance to pick with open locks.

4: A successful find/remove trap reveals this fact before the chest is opened.

CHEST TRICKS & TRAPS

Chests are not always safe. Often, the dungeon's designer hides clever traps and tricks in them in order to protect their valuable treasures. The traps and tricks here are examples of such features that can be used to protect chests.

NEW MONSTER: ALLURING MIMICS

Alluring mimics are a variant of the standard mimic which are even more deadly to treasure hunters and solo adventurers. Their ability to lure victims too close and feast on their flesh make them especially favoured as guardians of treasure chambers.

The alluring mimic normally takes the form of a chest, but they also favour the form of other containers such as wardrobes.

Alluring mimics can mimic objects as their normal brethren but also use their silvered tongue ability to lure prey into their vicinity. They can also cast several spells (see below) to increase the attractiveness of their surrounds if it seems their prey will see through their basic ruse. Alluring mimics can speak and know the language of mimics. Enslaved mimics, or those allied with other intelligent creatures, may know other languages.

An alluring mimic has all the abilities of their lesser brethren along with the following powers:

Silvered Tongue: An alluring mimic can use its silvered tongue to lure hapless foes into its waiting jaws. The alluring mimic sings a wordless song of haunting, otherworldly beauty. Any creature (except other alluring mimics) within 30 feet must make a saving throw against spells or become entranced by the alluring mimic's song. An entranced victim moves toward the alluring mimic using the most direct means available. If the path leads into a dangerous area, such as a fire, the creature receives a second saving throw to end the effect before moving into peril. Captivated creatures take no actions except to defend themselves. A victim within 5 feet of the alluring mimic stands and offers no resistance to its attacks. The effect continues as long as the alluring mimic sings and for 1 round thereafter.

Spell Casting: (alluring mimics cast spells as a 7th-level illusionist)
At will—magic aura, ventriloquism
1/day—hallucinatory terrain

MOLTEN GOLD PIT TRAP

This fiendish trap is often used in shrines to altruism and similar places to punish the greedy. Many see the idea of using treasure as punishment a great irony and moral lesson. When this iron chest is touched, a pit opens in the floor in front of the chest. The chest then superheats its contents before pouring them onto anyone unfortunate enough to be in the pit.

Activation: The trap activates, when a character touches the chest's lid.

Find the Trap: A character making a successful find/remove trap roll detects the trap. Alternatively, a *detect magic* or similar effect detects the magical portion of the trap.

Defeating the Trap: A successful find/remove trap roll disarms the trap. A result of 15% or lower activates the trap. Alternatively, a character aware of the trap who searches and makes a successful find secret doors roll discovers a small button by the chest's lock which turns the trap on and off. Finally, smashing the chest's lid (AC 3, hp 45) destroys the trap, but this makes a lot of noise which might alert nearby creatures.

Effect: When triggered, this trap has the following effects:

As you touch the chest, a pit opens below your feet.

- **Effect (Round 1):** A 40 ft. deep pit (4d6 falling damage; multiple targets [all targets in a 10 ft. square area]) opens in front of the chest. The pit's walls are smooth (-15% chance to use climb walls to escape).
- **Effect (Round 2-3):** The chest smokes as the metal inside begins to heat up.
- **Effect (Round 4):** The chest begins to glow with intense heat as the metal inside the chest melts. Characters within 10 ft. of the chest suffer 1d6 fire damage. Anyone touching the chest suffers 2d6 fire damage.
- **Effect (Round 5):** The metal inside the chest is now melted. The chest upends itself to pour this concoction into the pit. This deals 4d6 fire damage (a successful saving throw against breath weapons halves this damage) and might knock anyone climbing the pit's walls back into the pit. The trap rolls 4d6 and if the total is greater than the climbing character's Strength score, the character falls from the wall and suffers falling damage.

Aftermath: Once the chest has deposited its melted treasure into the pit it returns to its normal position and cools down over the next hour. The melted treasure cools down over the same time, but is now a melted slag. Characters will have to be inventive to retrieve it all.

SWALLOWING CHEST

These variant animated objects are often used in dungeons populated by intelligent creatures to trap intruders so they can interrogate them at leisure or just finish them off personally.

Activation: The trap activates, when a character touches the chest's lid.

Find the Trap: A cleric or wizard closely examining the chest recognises it as an animate object.

Defeating the Trap: A character making a successful find secret doors roll discovers a small switch on the rear of the chest which activates or deactivates the animate object. A character aware of the chest's special properties who searches it thoroughly discovers the chest's command word (*regisitki*) carved faintly into its lid. Finally, destroying the chest (see its stat block below) ends the trap.

Effect: When triggered, this trap has the following effects:

As you touch the chest, a cacophony of mind-numbing sound bursts all around you.

- **Effect (Round 1):** The chest emits a burst of sound in a 10 ft. radius. This deals 1d8 points of damage and stuns targets for 1 round; a successful saving throw against paralysis negates the stun effect. The cacophonous sound alerts anyone nearby as an *alarm* spell.
- **Effect (Round 2 Onwards):** The chest animates and lumbers forth to grapple and swallow whole a stunned intruder. It relinquishes the trapped intruder when commanded to do so by its master.

SWALLOWING CHEST

Swallowing chests are animate objects (see the *animate object* spell). They hold the treasure placed in them by their owners, and have no wealth of their own. Many are empty—placed as nothing more than lures for the unwary or clueless.

Frequency: Rare

No. Appearing: 1

Armour Class: 4

Move: 3"

Hit Dice: 7

% in Lair: 100%

Treasure Type: Varies

No. Of Attacks: 1

Damage/Attack: 2-12

Special Attacks: See below

Special Defences: Nil

Magic Resistance: Standard

Intelligence: Non-

Alignment: Neutral

Size: M

Psionic Ability: Nil

Attack/Defence Modes: Nil

Swallowing chests can swallow their targets:

Swallow Whole: If the swallowing chest hits an armour class four better than its target's AC, or if it rolls a natural 20, it deals damage and swallows its foe. A swallowing chest can hold one medium-sized or two small-sized creatures at once. In subsequent rounds, once it has swallowed a target it begins to violently shake which deals 2d12 damage to any creatures stuck inside, instead of normally attacking. It stops shaking, when those imprisoned within stop moving. Characters trapped inside a swallowing chest can try to cut their way free using any small, light weapon.



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