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# DUNGEON DRESSING: STATUES



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# DUNGEON DRESSING: STATUES

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*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 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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## STATUES

Statues come in many shapes and sizes and are a staple of most dungeons. Statues are a great way of adding depth and verisimilitude to a dungeon. Many statues are crafted to show personalities or powers important to the original builder of the dungeon; such statues should be specially designed by the GM. Other statues depict deities, kings, local heroes (or villains) other setting-specific individuals or powerful or legendary monsters. All can be encountered in a dungeon, but remember, paranoid players may assume a lavishly described statue is important or that it may animate and attack them!

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. Remember, finally, statues may be painted or otherwise decorated—humanoid statues may even be clothed or armed.

### STATUES IN COMBAT

Canny adventurers (and monsters) can use inanimate statues to their advantage in combat. Most statues have the following characteristics:

- **Cover:** Most statues provide cover (+4 to AC) to combatants in adjacent squares. Particularly slender or small statues only provide partial cover (+2 AC) to characters in the same or adjacent square.
- **Climbable:** Because of their carving and detail, most statues are relatively easy to scale.
- **Push Over:** Stone statues are 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 saving throw against breath weapon to halve the damage dealt.

SIZE	STRENGTH CHECK <sup>1</sup>	DAMAGE <sup>2</sup>
Small	2d6	2d6
Medium	3d6	3d6
Large	4d6	4d6
Large	4d6 or more <sup>3</sup>	4d6 or more <sup>3</sup>

1: The character pushing over the statue must roll less or equal to their Strength score with the requisite number of six-sided dice to move the statue.

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

3: Particularly large statues—those depicting massive giants, dragons and the like—may be harder to push over (and will deal more damage to those they crush).

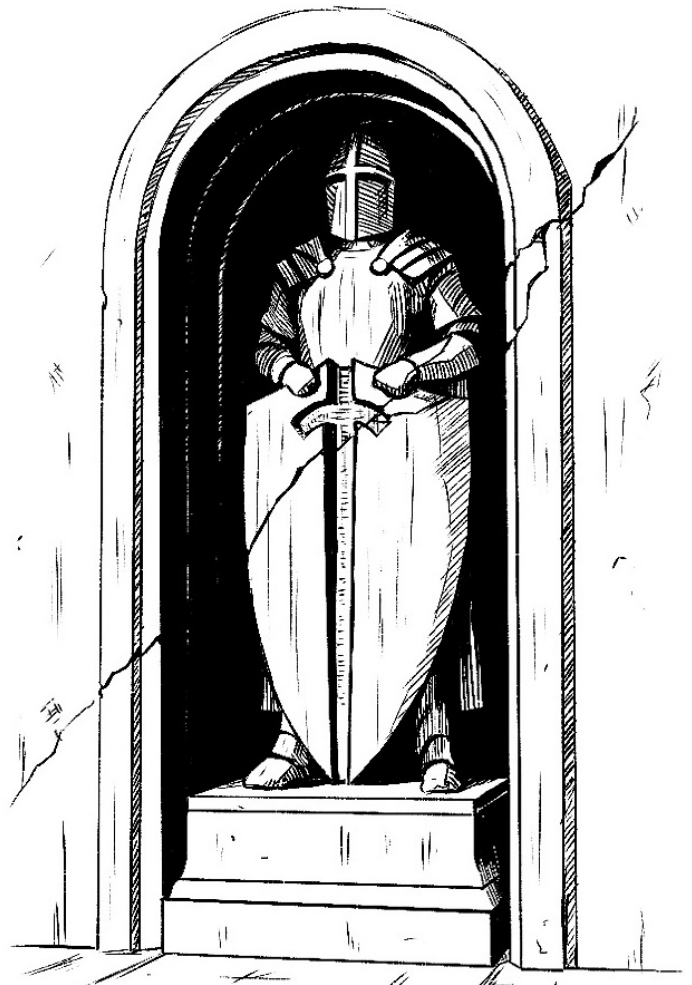
## STATUE MONSTERS

Some statues are not just statues. Some have a modicum of sentience and have been set to protect their master or a certain part of the dungeon (and therefore pose a threat to exploring adventurers). Such statue monsters include golems, animated objects and more. Remember when placing such guardians to adjust their appearance and attacks to fit the dungeon's theme; not all stone golems (for example) look the same.

### RANDOM STATUES

The following three tables presents the basic characteristics of many different kinds of statues; use the information herein to breathe life into your dungeon's statues.

- **Statue Subject:** The tables "Statue Subject: Personalities" and "Statue Subject: Beasts & Monsters" present dozens of individual statue descriptions.
- **Statue Dressing:** This table presents options for describing the statue's current condition.



## STATUE SUBJECTS: PERSONALITIES

Use this table, to determine what person the statue depicts.

D%	SUBJECT
01-05	This heroic fighter wields a battleaxe. His other hand clutches the remains of a splintered shield.
06-10	A plate-clad warrior sits astride a warhorse and holds a lance aloft.
11-12	An old crone, ugly beyond belief, 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 haircut.
15-16	A barefoot cleric wearing simple clothes holds a holy symbol aloft and has a look of serenity on her face.
17-18	Clad in fine clothes and leaning on a walking stick this man is middle-aged, clean shaven and depicted in a "manly" pose.
19-20	This beautiful noblewoman wears voluminous robes and has a haughty countenance. She is looking over the characters' heads.
21-22	A local hero wears simple chainmail and carries a longsword and spear. He has long hair and a rough, homespun appearance.
23-24	This legendary hero clad in full plate armour wields an ornate bastard sword two-handed.
25-26	This snarling half-orc of sinister mien clutches a dagger and is posed as if about to stab someone in the back.
27-28	Wearing damaged chainmail this doughty dwarven warrior holds a battleaxe in one hand and a mug of ale in the other.
29-30	Two naked elves entwined around one another depict legendary elven lovers famed for their beauty, passion and tragic fate.
31-32	This beautiful naked woman poses demurely but 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.
39-40	A cat (carved from black stone) curls between the legs of a female half-elf wearing peasant clothes. The half-elf 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. The man is anatomically impressive.
45-46	A nobleman clad in rich clothes and holding a sceptre sits 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 her knees pierced by many arrows has a snarl of anger and pain on her face.
51-52	This mounted warrior hunched over the shoulder of his charging horse clutches a lance.
53-54	A bald half-orc male wearing simple robes clutches a quarterstaff in both hands.
55-56	This fat man has a gigantic nose and many scars.
57-58	A huge grin plastered across his face this gnome carries a violin.
59-60	This 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, a curved blade raised to strike.
67-68	Flames wreath a dwarf sorcerer's outstretched hand which is thrust directly out in front of him.
69-70	An orc—its face frozen in a scream of rage—wears scale mail and wields a massive axe.
71-72	A robed woman—a look of serenity on her face—stands with her arms held wide in welcome.
73-74	A king sits on a throne, an indecipherable look on his face. He wears an ornate crown.
75-76	An epically fat demon sits cross-legged on the floor.
77-78	The statue depicts a local deity, but it is corrupt or blasphemous in some way.
79-80	A human warrior clad in plate armour holding a sword aloft protects her body with a tower shield.
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	This half-man, half-serpent creature clad in robes 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 stare up at its body.
91-92	A laughing halfling sits atop a jovial dwarf's shoulders.
93-94	A large dog stands at guard.
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 "Beasts & Monsters".

## STATUE SUBJECTS: BEASTS & MONSTERS

Use this table, to determine what monster the statue depicts.

D%	SUBJECT <sup>1</sup>
01-03	A slender, attractive woman with snake hair and huge eyes carries a bow and has an alluring smile. (The statue depicts a medusa).
04-06	This giant thick with muscle and fat has a wide, puffy face. (The statue depicts an ogre).
07-09	This bizarre half-bear, half-owl creature has a huge beak and sharp claws. (The statue depicts an owlbear).
10-12	A muscular horse stands with huge, wide-spread bird-like wings spread wide. (The statue depicts a pegasus).
13-15	This giant has only one eye in the centre of its forehead. (The statue depicts a cyclops).
16-18	This snake-headed fiend has the torso of a six-armed woman; she holds six longswords. (The statue depicts a marilith demon).
19-21	An immense bird of prey with intricately carved feathers and a wickedly curved beak stands on one leg. (The statue depicts a giant eagle).
22-24	Wearing tattered leather armour and holding two flails this two-headed giant's faces glare at one another. (The statue depicts an ettin).
25-27	This thin, emaciated and hairless human has pointed ears and a long, questing tongue emerging from between sharp, jagged teeth. (The statue depicts a ghoul or ghost).
28-30	Seemingly crafted from metal plates this muscled, snarling bull-like creature has immense, curved horns. (The statue depicts a gorgon).
31-33	A majestic creature with the body of a lion and the head of an eagle stands with its wings outstretched. (The statue depicts a griffon).
34-36	A disturbingly attractive but feral human woman with long, tattered wings and taloned feet crouches atop a high slender plinth. (The statue depicts a harpy).
37-39	Five sinuous, intertwined snake-like heads emerge from this sleek, serpentine monstrous body. (The statue depicts a hydra).
40-42	This fur-covered humanoid has a rat-like face and a long, curling tail; it holds a gnawed bone and a dagger. (The statue depicts a wererat).
43-45	This insectile creature has four legs, two long, feathery antennae and a propeller-shaped growth at the end of its tail. (The statue depicts a rust monster).
46-48	This armoured skeleton stands on-guard; it wears chainmail and carries a longsword. (The statue depicts a skeletal warrior).
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. (The statue depicts a sphinx).
52-54	This creature has a rough hide, hands that end in claws and a bestial face dominated by a tusked underbite (The statue depicts a troll).
55-57	Unusually large and thickly muscled this wolf has an evil, almost intelligent look about it. (The statue depicts a worg).
58-60	Wielding an axe, this powerfully-built man has hooved feet and the head of a snarling bull. (The statue depicts a minotaur).
61-63	This ray-like creature has a toothy maw and a long whip-like tail. (The statue depicts a cloaker).
64-66	With but a single eye this large, conical-shaped creature has a toothy mouth and five long tentacles. (The statue depicts a roper).
67-69	This muscular, armour-clad humanoid has three pairs of wings and carries a giant longbow. (The statue depicts an angelic solar).
70-72	Muscular, bald and tall this humanoid wields a greatsword two-handed and has two sets of wings. (The statue depicts a planetar).
73-75	This hunched, wretched creature has long, sinuous arms each capped with wide, shiny claws. (The statue depicts a choker).
76-78	With a lion's body and three heads—a lion's, a dragon's and a horned goat this creature is clearly some sort of aberration of nature. (The statue depicts a chimera).
79-81	This human's skin is rotting away, and she has a vacant look in her eyes. (The statue depicts a zombie).
82-84	Roughly square-shaped, this statue has no identifiable features. (The statue depicts a gelatinous cube).
85-87	This powerfully-built horse has a hawk's wings, talons and hooked beak. (The statue depicts a hippogriff).
88-90	With the body of a powerful bull and the head of a wise-looking human this is a noble-looking creature. (The statue depicts a shedu).
91-93	This scaled and muscular serpentine dragon has long claws, a sinuous neck and a fanged maw. (The statue depicts a dragon of a relevant colour).
94-96	A huge worm with a maw of sharp teeth bursts forth from the floor. (The statue depicts a purple worm).
97-99	Holding a broken crossbow bolt this humanoid has the head of a tiger and wears expensive clothes. (The statue depicts a rakshasa).
100	The statue is a tableaux of two individuals. Roll once on this table and once on "Personalities".

1: Information in brackets identifies the statue's subject. The characters may—or may not—know this information.

## STATUE DRESSING

Use this table, to generate interesting features for your statues. 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
01-02	Several skulls or decomposing heads are positioned on the statue; they fall off, if touched.
03-04	The statue is crudely painted in garish colours.
05-06	One of the statue's hands is shaped to hold a staff or spear but is empty.
07-08	The statue has a hollow mouth; a map, scroll or other small object may be hidden within.
09-10	The statue stands on a pedestal which contains a (dusty and empty) secret compartment <sup>1</sup> .
11-12	The statue is incredibly detailed—paranoid adventurers may suspect a medusa or basilisk lurks nearby.
13-14	The statue is the work of a medusa that once laired nearby. Subsequent inhabitants set the statue here, unaware of its true nature.
15-16	The statue stands on a hollow plinth <sup>1</sup> . To access the hollow the statue must be tipped over <sup>2</sup> .
17-18	The statue holds a mouldy leather book. The book may contain a clue to what lies beyond or might release poisonous spores when opened.
19-20	The statue has a deformed right hand.
21-22	The statue is dressed in a bizarre mishmash of clothes. Some are bloodstained and tattered while others are in pristine condition.
23-24	The statue is missing a leg (its shattered remains lie 20-foot away).
25-26	The statue has been decapitated. The head lies nearby and is damaged; its nose has broken off.
27-28	The statue points to a secret door or compartment in the room.
29-30	The statue points to an exit with its hand or weapon.
31-32	The statue has obviously been moved. Drag marks on the floor indicate its original position.
33-34	The statue holds an object which can be removed by a strong individual <sup>2</sup> .
35-36	The statue is looking upwards as if studying the sky.
37-38	The statue bears the signs of being battered with a heavy bludgeoning weapon.
39-40	The statue is looking into the middle distance.
41-42	The statue is looking at its feet.
43-44	The statue holds an iron bowl. The bowl contains a few copper and silver pieces.
45-46	The statue's head lies nearby—it has been ripped from the statue's body, but is otherwise undamaged. A small (empty) cavity lurks in the statue's neck.

47-48	A weatherworn, slightly musty cloak is draped over the statue's head.
49-50	The statue has been toppled and lies smashed on the ground. Its head has rolled all the way to the far wall.
51-52	Gaping holes bear mute testimony to the gems that once served as this statue's eyes.
53-54	Green mould grows over the rear of the statue <sup>3</sup> .
55-56	The statue has one leg missing; consequently it leans against one wall or is dangerously unstable.
57-58	A small colony of beetles lives behind the statue. They are harmless and can be crushed easily.
59-60	The statue's face has been chiselled off. Pieces of the face lie about the statue.
61-62	The statue stands on a plinth decorated with elaborate geometric scrollwork.
63-64	The statue stands on a 5 ft. high plinth.
65-66	The statue stands on an over-sized plinth.
67-68	The statue is lying on its side.
69-70	Dust covers the statue.
71-72	The statue is streaked with guano.
73-74	The statue is only half-finished.
75-76	The statue has a secret compartment <sup>1</sup> accessible by turning one of the statue's ears; the niche might hold a small treasure.
77-78	The statue is made of a strange kind of stone quite out of sorts with the surrounding masonry.
79-80	The statue is weather beaten as if it once stood outside. Small patches of albino moss grow in cracks criss-crossing its surface.
81-82	The statue smells as if someone—or something—has urinated on it recently.
83-84	The statue has graphic and inventive graffiti of a sexual nature carved into its base.
85-86	The statue has scorch marks around its base.
87-88	The statue is pitted and partially melted as if exposed to powerful acid.
89-90	The statue is in pristine condition, as if it was only carved yesterday.
91-92	Cobwebs partially cover the statue.
93-94	The statue bears the mark of the sculptor in an unobtrusive spot
95-96	A spray of dried blood covers part of the statue and its plinth. A bloody hand print mars one leg.
97-98	Roll twice on this table, ignoring results of 97-100
99-100	Roll thrice on this table, ignoring results of 99-100

1: A successful search for secret doors reveals.

2: See "Statues in Combat" for more information.

3: A druid, or other character steeped in nature lore, can determine the slime is harmless.

## STATUE TRICKS & TRAPS

---

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

When placing a statue trap, first decide on the statue's appearance and then modify 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 its wand.

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

If a dungeon's denizens know of a trap and its effects, they'll try to get the characters to triggering it by forcing them into the relevant areas, positioning themselves so enemies have to rush across the trap 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 greedy intruders to their doom. Sometimes these gems are real; other times they are nothing but coloured glass.

**Activation:** The trap activates, when a character touches the statue. The trap must be manually reset.

**Find the Trap:** A character making a successful find/remove traps roll locates the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disarms the trap. (If the character rolls under 10% they accidentally activate the trap). A character making a successful find secret doors roll discovers a hidden lever at the other side of the chamber that controls the trap. Destroying the statue also defeats the trap.

**Effect:** When triggered, the trap has the following effect:

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

- **Dart Swarm:** The statue fires a swarm of darts (1d4 darts at each target; +6 to hit, 1d3 damage each dart) at all targets in a 30 ft. cone in front of the statue.

### 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).

**Activation:** The trap activates, when a character touches the statue. The trap resets itself after one minute.

**Find the Trap:** A character making a successful find/remove traps roll locates the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disarms the trap. (If the character rolls under 10% they accidentally activate the trap). A character making a successful find secret doors roll discovers a hidden lever at the other side of the chamber that controls the trap. Destroying the statue also defeats the trap.

**Effect:** When triggered, the trap has the following effect:

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

- **Dart Swarm:** The statue fires a swarm of darts (1d4 at each target; +8 to hit, 1d3 damage each dart) at all targets in a 30 ft. cone 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.

**Variants:** A large-sized statue—perhaps one depicting a ferocious dragon or other creature—shoots javelins instead of darts in the same manner as the trap above. Each javelin deals 1-6 damage.

### 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.

**Activation:** The trap activates, when a character touches the statue. The trap must be manually reset.

**Find the Trap:** A character making a successful find/remove traps roll locates the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disarms the trap. (If the character rolls under 10% they accidentally activate the trap). A character making a successful find secret doors roll discovers a hidden lever at the other side of the chamber that controls the trap. Destroying the statue defeats the trap, but also releases the green slime.

**Effect:** When triggered, the trap has the following effect:

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

- **Green Slime Spray:** A multitude of small holes in the statue open and squirt green slime (AC 9, hp 9) into the square in front of the statue, covering the character triggering the trap. Unless the green slime is scrapped off, it will transform the character into green slime in 1-4 rounds. A *cure disease* spell kills the slime. Alternatively, it can be scrapped, burnt or frozen off before it transforms the character. Weapons and spells (that don't inflict cold or fire damage) do not damage the slime.



## TOPPLING STATUES

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

**Activation:** The trap activates, when a character enters a square adjacent to the statue. This trap does not reset.

**Find the Trap:** A character making a successful find/remove traps roll locates the pressure plate controlling the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disarms the trap. (If the character rolls under 10% they accidentally activate the trap). A character making a successful find secret doors roll discovers a hidden lever at the other side of the chamber that controls the trap. Destroying the statue or the pressure plate also defeats the trap.

**Effect:** When triggered, the trap has the following effect:

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

- **Falling Statue:** The statue falls onto an adjacent character inflicting 3d6 damage (a successful save against breath weapon halves). A character failing the save is pinned to the ground. Allies can lever the statue away by rolling less than their Strength score on 4d6; each ally beyond the first helping reduces the number of dice rolled by one. Without help, the pinned character must roll under their Strength score on 5d6 to free themselves.

**Variant:** Refer to "Statues in Combat" for details of the damage inflicted by larger toppling statues.

## YELLOW PERIL

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

**Activation:** The trap activates, when a character enters an adjacent square to the statue. This trap does not reset.

**Find the Trap:** A character making a successful find/remove traps roll locates the pressure plate controlling the trap.

**Defeating the Trap:** A character making a successful find/remove traps roll disarms the trap. (If the character rolls under 10% they accidentally activate the trap). A character making a successful find secret doors roll discovers a hidden lever at the other side of the chamber that controls the trap. Destroying the statue or the pressure plate also defeats the trap.

**Effect:** When triggered, the trap has the following effect:

*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 air.*

- **Poisonous Cloud:** A multitude of small holes in the statue open and blow a cloud of poisonous yellow spores in a 10 ft. radius around the statue. Any character in the cloud must make a saving throw against poison or die. Fire destroys yellow mould and a *continual light* spell renders it dormant for 2-12 turns before it grows over the light and consumes it.



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# GLOAMHOLD AND ITS SURROUNDINGS



