

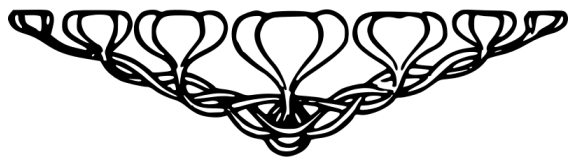
FY DIY RPG

Clues That There
Might Be A Secret
Door Nearby



FY DIY RPG

A TABLE FOR PROVIDING CLUES TO THE
POSSIBLE EXISTENCE OF A SECRET DOOR



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d% clues that there might be a secret door nearby

Roll d%	Result
1	We chased the monster into this dead end room, but now he's gone!"
2	A little bit of light is creeping out along the edge of the wall, the weird part is the wall looks solid
3	A piece of cloth is stuck between the floor and the wall as if it got caught in a door and was ripped off.
4	A rather large rune shaped like an S is engraved in the floor. Beside it is the following "A13".
5	A curtain rod is attached to the wall near the ceiling, there is however no curtain to be found.
6	Water dripping into the room is not filling it up. Where is it going?
7	Torch on the wall is flickering in a slight breeze.
8	The ranger follows the tracks -- right up to the blank stone wall!
9	Mapping reveals an empty space in the floor plan exactly 20ft x 20ft.
10	"Didn't we see this exact same mural on the wall earlier in the dungeon?"
11	Statue's head has been rotated 180 degrees. Part of the original design, or a mechanism?
12	Wandering monster check generates a monster behind the party, in a dead end room!
13	Paper found on the body of a dead adventurer has a drawing of a secret door in a wall..
14	The layers of dust across the floor are gently rippled by a slight breeze from a slot over there ...
15	"Why does every shrine in the dungeon have a small, dead end alcove?"
16	Dungeon is built by dwarves obsessed with symmetry, but the throne is slightly off center in the throne room.
17	A gust of wind keeps blowing into the room that the PCs are in. However there are no doors in the room, save the one they walked into. The room smells fresh, and not moldy and dusty as it should be.
18	Walls are all carved with elven runes, except for one section carved in dwarven.
19	Once the runes on the wall are deciphered, they are revealed to be a commandant that darkness prevail. Upon extinguishing the party's torches, an 8' x 3' rectangular outline of dim light becomes visible.
20	Your perception reveals an inconsistency in the stonework of the wall or the plaque on the wall is askew it is the only thing amiss in the room.
21	Insects are seen crawling through the crack between door and wall, like a line of tiny ants.
22	grubby hand prints on secret button
23	Perception check DC 22 to notice cobblestones are arranged so as to form arc shaped groove that assists the door opening w/o scraping the floor
24	The smoke from your torch is sucked into the wall.
25	Wall construction shifts from dressed stone to plaster. A short distance down the hall, it shifts back again.
26	A close investigation of the floor against the wall indicate that something heavy has dragged over the surface, leaving a series of scrapes in an arc pattern.
27	Fighter leans against the wall and inadvertently opens a secret door. DEX save to avoid falling down the slide
28	A series of bas-relief statues of nymphs and dryads are inlaid in the wall. Grubby handprints from small humanoids, possibly goblins, are seen on the figures, concentrated mostly on the breasts and thighs, and also on one particular nymph's staring eyes.
29	You enter the room to find a group of kobolds frantically pulling on the sconces and shouting back and forth in draconic "It was this one!"
30	Opposing walls. One of them has a knife stuck into it with a note that reads "there is a secret door here". (the other wall is the one with the secret door) Roll a wandering monster check while the players fart around.
31	What appears to be an open corridor (in fact its an illusion). The player takes 1d4 worth of pride

	damage when he/she walks into the wall. In reality the illusion was covering up a secret door (the mage was kinda of a trickster).
32	A trail of coins and tiny gold nuggets that end abruptly in a dead end room.
33	An abandoned bullseye lantern, burning very low. The light shines on a certain wallspace.
34	A pungent smell comes from a bat colony living inside the mantle on the other side of the secret door.
35	The room is covered with murals or graffiti, and certain "skipping" lines betray one side or corner of the secret door.
36	The hall the group is in ends abruptly. The secret door is in the ceiling.
37	The vague apparition of a female monk plays out at certain times, running down a corridor and through the room containing the secret door.
38	A faint metallic scent of blood can be smelled for a moment, but quickly fades as you continue forward.
39	A smear of blood on the wall about waist high and a pair of severed fingers on the floor from a clumsy thief.
40	A subtle echo from the room beyond can be detected by a keen ear.
41	Crumpled napkin with the words "search for a secret door"
42	A door with a face that says very loudly "shhhh, I'm a secret door" wink wink,
43	Footprints that lead into a wall
44	A dead adventurer carries a note with a sketch of a specific mural. A number of words are scrawled in the margins, half are scratched off.
45	A book is out of place on an otherwise immaculate book shelf.
46	The mural on the wall has a small wooden knob hidden in the painting.
47	A series of ornate sconces along the hall, all empty save one. The rest of the dungeon uses plain sconces. Putting the torch in the correct sconce releases the nearby secret door.
48	The trim along the floor has a crack or gap between boards.
49	A mirror hangs on the secret door, scrawled with the barely visible words, "right behind you."
50	The tile work here is missing grout, forming the outline of a door.
51	The secret door is already partially open. A severed arm protrudes from behind the secret door.
52	The desk drawer can't be pulled out. But it can be pushed in.
53	A small dark circle in the wall at eye level serves as a peep hole for whoever stands behind the door.
54	The painting is crooked.
55	A few nails are missing from the floor boards. There are small tool marks on the edges of the floorboards, caused by the small tool used to pry the boards up.
56	A string leads under the secret door. Pulling it opens the door and 1. Springs a crossbow trap, 2. Angers the waking monster.
57	A gold coin lays on the ground. It's attached to a string. The monster pulls it closer and closer until the victim is close enough to the door.
58	A rust monster enters and attacks the wall, attempting to get to the iron mechanism that works the secret door.
59	The secret door emits slight creaks from the pressure of water or air sealed on the other side of the portal.
60	The secret door is a temperature bridge, colder or hotter than the ambient temperature of the room.
61	The old reading chair doesn't budge. The lumpy seat cushion lifts up to reveal a trap door leading to a hidden crawl space.
62	Peg holes filled with rotted wood shards that once supported a wooden stair and platform to the secret door halfway up the wall (and good luck finding that opal).
63	A fake looking rock ajar beneath the surface of a pool. Moving it reveals that it's hinged, an underwater secret hatch with an air-filled lit room beyond.
64	An odd looking, oblong bronze chest with rounded corners; tinkering with the rivets reveals a secret lid and a padded seat. Once an occupant rests inside, a secret hatch opens so it can roll into a tunnel/tube system and speed away.

65	A scuffed and scratched ceiling tile. Pressing it with a pole or long weapon opens a secret door.
66	Round pattern of scuffs and scratches on the floor. Pressing down or rapping with a boot three times triggers a secret floor elevator (or ladder, or stairs) down.
67	An outline of a door appears on a wall. If anyone walks up to it the door will be on the adjacent wall.
68	There's a huge painting on one wall that looks like a room typical of the setting, completely with at least one egress. At first, it looks to be highly stylized, even cartoonish, but as characters examine it more closely, it looks more and more realistic. Until at last, someone tries to touch it, when it is revealed that what appeared to be a painting is, in fact, just an opening to an adjacent room.
69	The door is barred the other side and when you finally bash it down it's a small unoccupied room.
70	You turn around and the sound of grit on stone. A half dozen goblins are standing in the long empty hallway behind you. They seem almost as shocked to see the party.
71	A hastily scrawled note on the wall reads, in Goblin.... "No sekret doar here - keep walkin"
72	This huge wardrobe is bolted to the wall, and you can't pull it to look behind.
73	A huge painting hang a bit too low on that wall.
74	When you look very closely at a mirror, you can see through.
75	In a cave-in, a big slab of rock is clean of pebbles, but its left edge is lined with them.
76	A dying prisoner who cannot speak but mimes and gestures wildly about the secret door.
77	One of the adventurers had a nightmare about the secret door and must overcome great fear to proceed. If they had the dream while sleeping in or near the dungeon, this becomes extremely difficult, and even if the PC succeeds, they gain a new phobia.
78	Some item nearby has a disquieting psychic tie to the door. Picking it up binds these "vibes" to the holder.
79	In an odd code of symbol transposition, an illustration and/or mural depicts the secret door as some creature or cowed figure. This code is scrawled in places throughout the area and in the dungeon, a known folk tradition from a local past resistance movement or heretical cult.
80	The statue of a known sage faces the secret door, looking right at it.
81	Condensation on the wall and door betrays a seam
82	An old storage shelf rack looks oddly aligned. Pulling it to the left opens a secret floor hatch and the shelf becomes steps down.
83	A flash of light from the floor reveals the secret door.
84	Certain parts of the wall leak a glistening substance, grey ooze trying to feel its way through the seams of the secret door.
85	The bottom of the door is gnawed from a mouse squeezing beneath.
86	An old structural collapse in a nearby corridor misaligned the door by a hair the last time it closed.
87	Several crazed messages in chalk follow a line of travel but end abruptly.
88	The edge of a leaf or letter sticks from under the door
89	A snake squeezed its way under the door looking for mice, leaving a scrap of shed skin as it went under.
90	old stories tell of a "House of Life," or temple library in this place, but it has never been found.
91	There's an old wine rack and one of the bottles seems out of place.
92	A stuffed shark with a barely concealed pull lever in its mouth.
93	Two suits of armor bearing halberds. One haft is longer than the other.
94	A sizeable garrison is bivouacked here, but no sign of supplies can be found.
95	The pale green light of phosphorescent fungi shines from underneath the door.
96	This room smells like old urine, and a stain runs across the floor from an unknown source.
97	You keep finding roaches bearing tiny scrolled messages, asking for freedom from a hidden cell and warning of the guardians here.
98	Several tiles and flagstones have been pried up in the corridor and adjacent rooms.
99	There are many unidentifiable worked 1" holes behind an old tapestry at chest height. Inside the right one opens the secret door, there's a 1 in 4 chance of an adder emerging to bite the interloper
100	Fertility god idol with the erect phallus at an off-kilter angle.