

Table XXIX. C.: MORE DRESSING UNMARKED AREAS (WITH SPECIALS)

#	Features // Furnishings, Containers // Items
01	dripping ceiling, <u>niche with bust</u> (PIC; wall; marble; replace missing pipe head = rakshasa assists next combat, likely "slaying" all enemies) // table // bent pewter spoon
02	cracks in ceiling, <u>mosaic</u> (floor; 10' circle; various creatures in wide band along perimeter: a black cat in an alley // 4 identical small elves with brown hair, bright blue eyes, and brightly colored garments in a bucolic vale (LG; brownie) // a crow in a tree // a cross between a human child, a cat, an otter, and a lion in an Olympian setting (CG; baltir) // a hawk in mid-flight // a small draconic creature barely visible against the foliage of a forest in the background (N; pseudo-dragon) // a screech owl in a tower // a cross between a frog, a wolf, and a giant centipede in an Abyssal chasm (CE; quasit) // a toad in a pool // a cross between a raven, a goat, a giant rat, and a large spider on an Infernal plain (LE; imp) // a weasel in a farmyard; cast find familiar in circle = caster can choose familiar by pointing at corresponding creature) // crate // rusted pincer
03	dried blood, <u>painting</u> (boiling river in a desert under a ruby sky; touch = rhyme: "Deep in a river of steam / Lies every man's dream / Heed the madman in his tree / Lest its guardian has at thee") // keg (10 gal.) // awl
04	mold (common) // stone container, <u>largish idol</u> (Greyhawk; Hextor ; black granite; touch = animate PC weapons and attack owners as sword of dancing ; +1/+2/+3/+4 to hit in 1st/2nd/3rd/4th rds; 8 rds) // bone shards
05	dripping ceiling // large table // broken smoking pipe (pipestone), <u>rusted spike</u> (hammer into wood = dispel magic (vs MU 12) to remove; <u>alteration</u> ; 25 xp)
06	pieces of rotting wood // tun (252 gal.), 2 iron trunks // broken pole (5 $\frac{2}{3}$ "), <u>badly dented incense burner</u> (lead; burn incense = stinking cloud ; 6 rds; 1st rd = 2"x2"x2"; next rd = whole room and burner destroyed)
07	cracks in floor, <u>shrine</u> (Celtic; Diancecht ; granite with amber inlay; pray and offer oak and mistletoe leaves = cure disease) // pallet, 2 stone containers // rusted prodding iron
08	charcoal // large iron box // wood billets, <u>figurine</u> (alabaster; shrieker; touch = shriek 5 rds, 50%/rd attract wandering monster)
09	small stones, <u>altar</u> (Greek; Hecate; lead with hematite inlay (lightning, mastiff, fields of narcissus, moon); touch without speaking deity's name = cancellation most powerful magic item) // bench // beaker
10	cracks in walls, <u>throne</u> (many-colored mosaic with fools gold sun symbol; sit = gain fools gold crown; 1/month) // large table // bent and rusted iron bar
11	small puddle of water, <u>statue</u> (orange-hued marble with traces of gilding; rich gnome, left hand outstretched palm up, right hand tucked in belt; touch = right hand points to nearest magical treasure; return with treasure and place in left hand = absorbed and appears on statue and right hand offers 1 gp) // curtain // torn leather flagon
12	damp ceiling, <u>statue</u> (serpentine stone; satyr blowing horn; touch = 6 giant bubbles issue forth, explode if touch 1-10 hp; 6th bubble also contains a large amethyst (200 gp)) // crate // torn sack
13	damp walls, <u>magic circle</u> (10' thaumaturgic circle; protects against demon types I-V, succubi, creatures from the elemental planes, astral plane, and plane of concordant opposition; S4) // mattress // empty tinder box
14	dripping ceiling // tun (252 gal.) // short length of twine (6"), <u>chess piece</u> (black bishop #1; black <i>tempus</i> ; for board in #39)
15	dried blood, <u>niche</u> (iris agate window; touch = light shines through from behind to reveal colorful goblin face; touch = meaningless rhyme: "Five treasures to find / Five clues to mind / North through the door / then walk some more / Past the next hall / to the tiled wall / Left through the board / To find the hoard") // stone container // bent pewter fork
16	coal, <u>fresco</u> (ceiling; 4 manticores in flight; 5 rds after enter room = fire 24 spikes, 1-6 hp/hit; 24 : #PCs in room = #spikes per PC, round fractions down; save vs breath weapon for $\frac{1}{2}$; cover = $\frac{1}{2}$ damage, save vs breath weapon for $\frac{1}{4}$) // cabinet // torn cloak
17	damp walls, <u>wall basin & font</u> (inset heliotrope; remove heliotrope (50 gp) = all water PCs vaporizes, rises to ceiling and then pours down as rain) // mattress // rags
18	heap of dung // pallet // pottery shards, <u>4 dice</u> (brass with electrum pips; roll dice = discard lowest, rest is new prime requisite; once/PC)
19	dripping ceiling, <u>fireplace</u> (carved with ancient gnarled trees; touch = age to venerable age; DMG, p. 13; potion of longevity or remove curse to counter) // medium chest // bent pewter spoon
20	damp ceiling, <u>socket</u> (carved with four faces; touch all four = permanent surprised on 1 only; once) // couch // saddle blanket
21	wall sconces, <u>mosaic</u> (floor; fire marble alignment cross in square; jumble of colors; touch = CN +500 xp; CE, CG +250 xp; NG, N, NE = -250 xp; LG, LN, LE = -500 xp) // chair // badly dented helmet
22	cracks in ceiling // medium chest, 2 stone containers, <u>small cage</u> (close = canary appears) // 3 candles (wax)
23	large puddle of water // bed // broken pick handle, <u>bent & dented brass trumpet</u> (blown = random sound DMG, p. 217; tinkling, grating, giggling, chirping, knocking, splashing, scream, grating, bellowing; <u>illusion/phantasm</u> ; 25 xp)
24	dais // high stool // empty tinder box, <u>sphere</u> (black granite; $\frac{1}{3}$ ' diameter, 10 lb; pick up = douses all flames in the room; once)
25	dust // chair, 2 pottery jars (contain 4 cp) // broken casket, <u>cameo hat ornament</u> (silver & sardonyx; bear eating porridge from bowl; put on hat = animates to dump bowl of porridge on wearer's head at an inopportune moment, especially when flippancy is undesirable; once; 1,000 gp)
26	small puddle of water, <u>magic circle</u> (triangular; rune in each tip; read rune 1/2/3 = teleport to the same key number 1/2/3 levels lower; closest number if no such key) // keg (10 gal.) // knife (1-3/1-2; SF2; ROF 2; 1/2/3; P/S; small)
27	cracks in floor, <u>workbench</u> (restores 3 non-magical broken items of wood, metal, or stone found in empty rooms; e.g., cracked hammer head→hammer, broken pipe→pipe, broken pick handle→pick; rusted spike→spike; put item on workbench) // pallet // pitcher with a hole in the bottom