

D20 DOOR PUZZLES

Scroll of Revelation #098

1. **[Old Door]** The ancient sentient door can't remember what key unlocks it, but it would never admit that. To avoid embarrassment, it can be convinced any key is the right one to its lock.
2. **[Spiked Tunnel]** 2 levers must be pulled simultaneously to retract the spikes filling the narrow tunnel leading to the dungeon's front door. If either lever slips, all of the spikes will jut back out of the walls and pierce whoever is in the tunnel.
3. **[Thirsty]** The door is shaped like the maw of a pig-like demon and will only open if a body's worth of fresh blood is poured in its mouth. This blood nourishes a demon sleeping beneath the dungeon.
4. **[Item Check]** The creator of the death dungeon instructed its sentient front door to only allow those in possession of powerful magic items to enter. Every few years, the creator returns to gather up the valuable items lost within their dungeon.
5. **[Tile Puzzle]** The door is quite literally a tile puzzle, and its pieces can be shifted around to try and form the correct door with INT checks. After 3 attempts to the door will open, and the more failed checks that occurred the deadlier the dungeon beyond becomes.
6. **[Blade Key]** A sword must be sheathed within the lock and broken at the hilt for the door to open.
7. **[Gentle]** The harder you push and pull at this door, the more stuck it becomes. However, if it's given the softest of nudges it swings open effortlessly.
8. **[Blossoms]** Iron vines and flower buds choke the door, rooting it in place. If watered, the flowers blossom and the vines quickly rust away allowing the door to open.
9. **[Song]** A notoriously difficult song is etched across the door, and it must be played perfectly for the door to open. If the song is stopped for any reason, the door immediately slams shut.
10. **[Silence]** A dozen metal goblin heads protrude from the door and argue incessantly over anything and everything. In order to open the door, all of the heads must be kept silent for 1 full minute.
11. **[Forged]** The door, which is shaped like a great dwarven forge, must be lit and heated to a near impossible temperature to open. Doing so requires the skill of a master dwarven blacksmith.
12. **[Dream Lock]** While the image of a door is etched into the stone, there is no true door. However, sleeping outside the entrance to the dungeon causes its doors to open for you in your dreams.
13. **[Moving Handle]** Opening the door is easy enough once you catch the handle that shifts along the face of the door at blinding speeds and is covered in oily grease.
14. **[Chalk Handle]** The door has no handles but is covered in layers of chalk dust. Drawing a handle on the door with chalk causes one to appear, but it can easily be washed away by the elements.
15. **[Beast Phrase]** A specific passphrase is needed to pass through the door, a passcode entrusted to a family of awoken, kleptomaniac raccoons that live in a nearby tree.
16. **[Death Knocks]** The necromancy runes carved across the skull-shaped door state it can only be opened if an undead creature knocks on it.
17. **[Vault]** The door's massive rotary combination lock is rather easy to pick if you place your ear against the door and listen for the pins to tumble into place. However, every failed spin of the lock echoes through the dungeon like a dinner bell attracting hungry monsters.
18. **[Dozing Off]** The sentient door spends most of the day napping which makes it easier to pick the lock in its mouth. However, the door is a very light sleeper and can breath acid so best not wake it up.
19. **[Alchemical Process]** Dozens of beakers, tubes, and other alchemical tools protrude from the door, and a very complex chemical recipe is etched along its frame. Following this recipe causes the door to open, while failing to do so results in a cloud of noxious gas.
20. **[Signature]** Unlocking the door is as simple as signing your name across it, however, doing so pledges your soul to the devil who created this dungeon should you perish within it.

