RAGING SWAN PRESS DUNGEON DRESSING: GATES & PORTALS



A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

Locals and ship's crews alike report signs of increased sahuagin activity in the waters around the Sunken Pyramid. Is the recent rash of disappearances and abductions which have plagued the area connected in any way? Can these abductions be stopped before even more people are taken? Can those already abducted be found and rescued? And what of the strange and often conflicting rumours which whisper of something far more terrible lurking far beneath the Sunken Pyramid?

"All in all, we get one awesome, first class underwater module...you'll never find an underwater module as easy to run as this one while still remaining engaging, concise and just smart - even beginner's DMs should have a nice time running this..." —Endzeitgeist (five stars and seal of approval)

"I recommend this product as highly as I can...written by clearly experienced Gms who have gone to great lengths to make your play experience as enjoyable as possible. This has my highest recommendation." –Strangepork (five stars)

> "...this adventure has everything you need to run it successfully. Very well done." —DM Jeff (five stars)

Available in print and PDF

www.ragingswan.com/sahuagin



DUNGEON DRESSING: GATES & PORTALS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Greg Marks

Tired of 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 nonessential details? Want to make your dungeons feel more realistic?

Then Dungeon Dressing is for you! Each instalment in the line focuses on a different 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 to add to the gates and portals in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Gates & Portals* is an invaluable addition to any GM's armoury!



CREDITS

Design: Greg Marks

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: Michael Syrigos. Some artwork © MICHAEL SYRIGOS, used with permission.

Thank you for purchasing *Dungeon Dressing: Gates & Portals;* we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Dungeon Dressing: Gates & Portals* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Greg Marks is an evil mastermind directing his criminal army of precocious felines from the birthplace of gaming: Lake Geneva, Wisconsin. He and his cat minions have worked on products for multiple editions of Dungeons and Dragons including Complete Scoundrel, City of Stormreach, Dragon Magic, and Dungeon Delve. They have written numerous adventures for the RPGA along with administering many of their organized play campaigns with Living Forgotten Realms being the most recent. Greg and his cats have also contributed repeatedly to all incarnations of Dragon and Dungeon Magazine, and co-authored several products for Fantasy Flight Games' Midnight setting including: Star and Shadow, Hammer and Shadow, Legends of Shadow, and Honor and Shadow. He has previous worked for Raging Swan Press on So What's the Zombie Like, Anyway?, Dungeon Dressing: Secret Doors, Dungeon Dressing: Thrones and Wilderness Dressing: Travellers.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Dungeon Dressing: Gates & Portals* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Greg Marks to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2013.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press 1st printing, August 2013

Contents

Credits	2
Contact Us	2
Errata	2
About the Designer	2
Contents	3
Foreword	3

DUNGEON DRESSING: GATES & PORTALS

Table A: Characteristics & Appearance 4
Table B: Dressing & Features 6
Table C: Traps & Tricks 6

FOREWORD



Greg is becoming a bit of a fixture in Raging Swan Press's release schedule, which is something I'm rather happy to report. This is his fifth supplement for Raging Swan Press and next month he chalks up his sixth release with *Village Backdrop: Hard Bay*.

Gates and portals are a classic part of Old School dungeoning that has until now escaped my attention. Loads of dungeons – including Gary Gygax's original – have featured portals. Some go to other parts of the dungeon while others lead to exotic, faraway lands or even to other planes (or demiplanes) of adventure! They are a great tool for the GM looking to mix things up a bit and push the PCs onto somewhere else. Stepping through a portal can be the start of a memorable adventure – particularly if the PCs cannot simply step back through if they don't like what lies beyond.

> Before you go crazy and start dropping portals into your game willy nilly I'd council restraint and caution. It is particularly unfair to send the PCs to somewhere incredibly dangerous – perhaps a gigantic sunken cavern – without due warning about what lies beyond. Similarly, having a portal so cleverly trapped as to spell almost instant death to anyone stepping through is fundamentally unfun. (Like, for example a portal that has a wall of disintegration at the other end or some such). I don't mean to put you off portals – just consider the consequences of where they go before placing them for your PCs to discover.

> In any event, I hope you find this instalment of *Dungeon Dressing* useful. It would be great to hear how you've used it in your game – drop me a line at creighton@ragingswan.com.



Most adventures take place in medieval fantasy worlds. One of the advantages of that setting is all of the different environments your adventurers can experience, but the drawback is that in general, your adventurers often can't move from one to the next any faster than a horse can carry them. Magical portals or gates solve this problem, rushing your PCs headlong into the next adventure in yet another amazing locale, with the added bonus of mystery. For most portals, the adventurers never know exactly what's on the other side until they step through!

DEFINITIONS

While functionally the same, although both gates and portals transport you from one place to another instantaneously by stepping through them, there is a slight difference. A portal generally transports you from one place to another on the same plane of existence while a gate moves you from one plane to another. The tables in this supplement use the word "portal," but you should feel free to change it to whichever is most appropriate for your game and the destination you want your adventurers to reach.

CONSTRUCTION

Some portals or gates arise naturally; the result of some planar rift or other occurrence. However, most gates or portals are the result of intentional construction by a magically talented creator. They are generally at least 15-ft. across, though some are smaller or larger and can shed light or be invisible (these characteristics are set at the time of creation). They are normally enclosed by some frame or door, but they do not need to be. Generally unattended objects will not pass through a portal unless they have been intentionally designed that way.

The construction of a permanent magical portal can take many forms and thus result is widely varied appearances. In all cases, they require the Craft Wondrous Item feat to create. To create a permanent fixture, the creator also must know the spell greater teleport for a portal or gate to create a gate. The cost for creating the gate follows the normal rules for item creation.

Portals that travel unusually far distances, such as other planets or hard to enter planes, may require special components and increase the cost accordingly.

D%	MIN. CL	Соѕт
Portal	13th	182,000 gp
Gate	17th	306,000 gp

LOCK AND KEY

One of the more useful properties of portals and gates is the ability to control who goes through them. A direct path to one's home, laboratory or secret vault is a dangerous thing to leave unprotected for just anyone to traverse. Below is a selection of options that might be added to a gate or portal at the time of its construction.

If the GM desires, magical portals and gates can be activated blindly using the Use Magic Device skill.

- Doors: Portals can be blocked at their destination. If the exit portal is block by doors, rubble or other objects completely obstructing the exit, the portal does not function.
- Passphrase: The portal does not open unless a magical password or passphrase is spoken aloud, in the correct language, near the gate.
- Portal Key: Portals can be designed that only those holding a particular object can pass through. These can be anything the caster desires from actual keys to holy symbols and suchlike. Whatever the key is, it is non-perishable and specifically keyed to the portal. Creating new keys requires the portal itself, either an existing key or the original caster, and components costing 1/100th of the construction cost.
- Specific Persons: Portals can also be keyed to only allow specific persons, races, genders or alignments through them. Construction of these types of locks requires the *alarm* spell and an appropriate *detect* spell (e.g. *detect evil*), as well as an additional 4,000 gp in material components.
- Traps: It is not uncommon to trap portal entrances using the normal rules for traps, but a particularly devious, yet risky, trick is to trap the destination. Traps at the destination cannot be detected or disarmed from the entrance of most portals, but if they do not eliminate or neutralize the intruder, the foes have already breached the protected area.

THERE AND BACK AGAIN

Most portals or gates are designed for two-way travel between two different places, but this is not always the case. Whether due to malfunction or on purpose, some portals vary.

- One-Way Travel: The portal travels in a unidirectional manner. Travellers can walk from the entrance to the destination, but once they've arrived, there is no return through the portal.
- Variable Destination: Some portals lead to more than one place. If due to a malfunction, this may be a random location. Otherwise the destination fluctuates based on some cycle of time, weather or light, which portal key you carry or what race, alignment or other identifier you may be.

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

D%	
01-04	The portal is entirely invisible and has no features to mark its location. A DC 30 Perception check is needed to detect the faintest disruption in airflow near the portal, and thus reveal that something is nearby.
05-08	An arch of birchwood and vines encloses a swirling mass of fresh green leaves. When any creature steps through the portal, the leaves momentarily change to autumnal colours.
09-12	A set of doors made of human bones bar passage to the portal. The doors are locked (hardness 3, hp 35, DC 13 Break, DC 25 Disable Device).
13-16	The portal, a disc of red light that hovers in the air, is cold and hard to the touch. Only those carrying a token from its creator can push their way past the barrier.
17-20	The magical portal is behind a false wooden door. Opening the door, causes its yellow, shimmering light to pour forth.
21-24	The portal is set into the floor in an otherwise empty pool.
25-28	Two great iron pillars, depicting roaring demonic faces in a whirl of flame, flank the glowing red portal.
29-32	The portal appears as a male bearded face of glowing golden light. As a creature approaches, the face's mouth widens to accommodate their entrance.
33-36	A great painting of a hillside road, larger than a wagon, hangs on the wall. By touching the painting one can walk into the painting and those in the room see a painted version of the creature walk over the hill out of sight.
37-40	Dozens of birds flit among the trees in a sunlit clearing. Upon whistling the correct sequence of five notes, the birds fly into the clearing and form a circle, rotating counter clockwise, with a portal of white clouds in the centre.
41-44	The portal is composed entirely of shadows at the top of a dark and winding stair. The stairs are spaced close together, such as might be appropriate for a Small-sized creature.
45-48	Curtains of white gauze have been drawn across the portal. Red braided sashes hang from hooks on either side of the portal so the curtains can be cinched up.
49-52	The portal is a miasma of flame and smoke in a fireplace of brass edged brick. When the portal is closed, the flames die down to a few coals that never burn out.

53-56	The portal is a full length mirror. When activated, a faint image of the destination overlays the reflection in the silvered glass and one can step through to that location.		
57-60	A simple wooden gate breaches a hedge. Opening and stepping through the gate transports the creature through the portal.		
61-64	The portal takes the form of a bookshelf full of tomes. By reciting a passphrase, the shelf slides to the side revealing a dark hallway of stone. Somewhere in the distance, a flickering light and the crackling of a fire can be heard.		
65-68	A small, plain altar sits in the middle of a simple room with only a white mat before it and a uncoloured wax candle on the altar. Lighting the candle transports everyone in the room to an identical room at the target destination.		
69-72	A great wine tun is set into the wall. By twisting the tap, the tun opens to reveal a glowing blue portal. A DC 15 Perception check detects the seam of the door.		
73-76	The portal appears in four different locations, being active for only fifteen minutes of every hour in each location. All four entrances reach the same destination.		
77-80	A crystal arch in the shape of an inverted catenary glows with a soft white light at its heart. A relaxed calm emanates from the portal arch.		
81-84	A complicated mosaic on the floor depicts a creature iconic of the portal's destination (such as an angel, elemental or demon). By pressing on the creature, the tiles fall away into a void below the floor, with a spiral stair leading down filled with bright light.		
85-88	Two cherry trees wind together, petals falling from their blossoms in an endless, vision- obscuring rain, forming the portal.		
89-92	The portal is a ring of white spotted, red toadstools growing in moist, loamy soil. One round after a character steps into the ring, a blue-white smoke rises from the mushrooms and blocks all vision. When the smoke clears, the landscape has changed.		
93-96	A silver wire frame, the size of two grown men, bejewelled with moonstones, encircles a cloying mist. The mist does not react to breezes or movement, but instead seems to seethe and roil of its own accord.		
97-100	A small music box sits upon a marble pedestal. If opened, wound and played, the little dancer inside slowly spins to a sad melody, and after it finishes, a swirling portal opens in front of the pedestal and faint strains of music sounds from within.		

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

D%			
1-2	Two rotting human legs protrude from the portal, in a puddle of dried blood. If pulled on, they freely come away. The other half of the body is not present, even if someone goes through the portal to look for it.		
3-5	The portal shimmers, reacting noticeably to a breeze coming from within.		
6-7	Pure water runs in rivulets from the portal, creating a puddle on the floor.		
8-10	Portal has malfunctioned and no longer transports directly to its intended location. Instead, the user appears 2d100 feet from the exit portal in a random direction.		
11-12	The portal requires the keyword "Paticio" be spoken to operate. A helpful former user has carved the word into the floor nearby.		
13-14	The portal has been warped by time and magic such that only sentient creatures can pass through. Mounts and other animals do not pass through, reappearing at the entrance one round after they enter. Any creature with the special abilities bond or link, such as animal companions, special steeds or familiars are connected to their owner and transit normally.		
15-16	The key that activates the gate has been lost or destroyed and there is no way to open it short of powerful magic or the construction of a new portal key.		
17-18	A 1-ft. thick stone wall has been erected in front of the portal (AC 5, hardness 8, hp 90, DC 35 Break).		
19-20	The portal has been trapped on the other side with a <i>dispel magic</i> spell (CL 10).		
21-22	Due to age, the portal has been drained of all magic. If positive or negative energy is channelled into it, the gate activates for one round for every 10 points of damage inflicted, rounded down.		
23-24	The portal on the other side has been irreparably damaged, and travel is now one-way only. Anyone entering from this side arrives safely, but must find another method of transit if they wish to return.		
25-26	Travellers passing through the portal are injured by a burst of elemental energy bleeding through from another plane doing 2d6 damage in a 15-ft. radius of the portal (DC 12 Reflex halves the damage). To determine the type of damage roll 1d6: 1-acid, 2-cold, 3-electricity, 4-fire, 5-sonic, 6-two types of energy, roll twice ignore 6s.		

27-28	The borders of the portal have been painted on the ground in bright purple paint.		
29-30	Several plain stones have been lain on the floor in an arrow pattern, pointing directly to the entrance of the portal.		
31-32	There is a bloody handprint on the structure enclosing the portal.		
33-34	A rickety wooden chair sits next to the portal. A quarterstaff leans against the back of the chair and a wineskin hangs from it.		
35-36	A brightly coloured children's ball floats in the centre of the portal, caught in it and travelling neither forward or back.		
37-38	The ceiling, wall or other nearby feature has crumbled and buried the portal. In the recent past, someone has cleared away some of the rubble, creating a path that a Medium-sized or smaller creature could use to access the portal. A Large-sized creature can get to the portal by squeezing, but larger creatures must clear away more of the unstable rubble to get through.		
39-40	Signs of a battle are evident around the portal. Dried blood, broken crossbow bolts and burn marks cover the ground.		
41-42	A piece of parchment flutters in the breeze, held in place by a stone. In Common it reads, "Waited but you did not arrive. Will try to re-establish contact each midday." The ink is still damp.		
43-44	A dog, cat, rat or other animal appropriate to the location, sits nearby howling at the portal. Animals seem to instinctively notice the portal, whether it is active or not, and it unnerves them. A DC 12 Handle Animal check is required to force a normal animal to use the portal.		
45-46	While still functional, the portal shows signs of attempted destruction. The gate is hacked, burned and dented, but remains operational.		
47-48	Wooden crates are stacked near the portal. Inside is a wide selection of hemp rope, lanterns, oil, and iron rations. The letters RQV are burned into the side of each crate.		
49-50	A stained, white linen bed sheet has been tacked up in front of the portal. It can easily be ripped down (DC 5 Strength check).		
51-52	The horse-sized corpse of an eyeless reptilian beast with only two legs rots in front of the portal. A DC 18 Knowledge (dungeoneering) check identifies it as a destrachan.		
53-54	A map has been drawn in charcoal on the ground before the portal, displaying the general layout of the destination and two miles around it. No names or dangers are noted; only the terrain features. Studying the map for one minute gives a +2 circumstance bonus to Knowledge (geography) checks made in the area.		

55-57	Acrid, black smoke pours from the portal filling the area around it and providing concealment. The smoke has no obvious source.
58-60	The remains of a campfire and general camping detritus can be found one hundred feet from the portal. A DC 10 Survival check notes the campsite has been frequently used, though not for at least a week.
61-62	The odour of rotten meat is strong near the portal.
63-64	The portal hums loudly when living things approach within twenty feet of it. The volume of the noise increases the closer a creature approaches. The hum is not harmful, but does alert those nearby that someone is approaching the portal.
65-66	A young human boy sits near the portal. He is hungry, bored and willing talks with the PCs, introducing himself as Sencil Van. He says he and his father found the portal and his father told him to wait here while he checked it. His father went into it, but hasn't come out. That was several hours ago. The boy may be telling the truth or may be a monster in disguise.
67-68	The portal has become unstable and now fluctuates through different destinations. When it does so, the colour of the portal rotates from red to green to gold. Placed near the portal are three landscape paintings depicting the different locations: a red blasted landscape with fire raining from the sky, a stag drinking from a forest shrouded river and a brightly lit temple with angelic symbols prominently displayed.
69-70	The portal attracts insects. Flies, beetle and other vermin crowd the surrounding area. If appropriate, the GM may include a dangerous swarm to challenge those who try to pass through the portal.
71-72	Rusty chains with bloody hooks hang from the ceiling in the room containing the portal. The chains are not magical.
73-75	A bear rug, complete with head and claws, is on the floor in front of the portal. It has suffered the ravages of time and age, but is worth 10 gp.
76-78	Air whistles towards the portal, being sucked into it. Any creature or loose object under 300- lbs. within 30 ft. of the portal must make a DC 10 Strength check every round or be pulled five feet towards the portal. If this brings a creature into contact with the portal, it must make a DC 10 Reflex saving throw or be pulled in.
79-81	A plain brass key hangs from a nearby hook. The key radiates magic and is a portal key, but not for this one.
82-83	A stoppered, dusty bottle lies on the ground. It is half full with faintly salty water. The liquid is in

84-85	After the creation of the portal, someone has built a great iron clock around it (AC 3, hardness 10, hp 60, DC 28 Break). The doors only open for one minute every hour on the hour. Looking through cracks in the housing, a DC 10 Perception check locates the portal. A DC 20 Disable Device forces the clock to open its doors prematurely.
86-87	The portal interacts unusually with the local area, disruption the normal function of gravity. A DC 10 Perception check notices some small rocks floating on the ceiling or at the maximum height of the effect. The effect is similar to a <i>reverse gravity</i> spell cast at the same level as the portal (CL 13), only those affected fall up slowly (as if affected by a <i>feather fall</i> spell) and take no damage from striking objects. If the portal is in a place with solid objects to grab onto, a DC 15 Reflex saving throw can be made to catch onto something. The effect is part of the portal and cannot be dispelled without destroying its magic.
88-89	A path of small, brightly coloured stones has been set into the ground leading directly to the portal from 50-ft. away. If pried up, they weigh 20 lbs. and could be sold for 5 gp.
90-92	Shadows of creatures and terrain at the destination dance across the surface of the portal. A DC 20 Knowledge check (appropriate to whatever the GM wants to be at the locale) is needed to guess the identity of the creature or object casting the shadows.
93-94	On the floor in front of the portal is a non- magical gold ring with three empty settings, each scarred with the flame of a small explosion. In one of the settings is a sliver of a ruby, a fragment of a larger gem that once sat there. A DC 29 Knowledge (arcana) check identifies it as consistent with a used up <i>ring of three wishes</i> . The ring is worth 100 gp.
95-96	Someone has scrawled "What is your heart's desire?" in Elven upon the portal's frame.
97-98	There are five shallow claw marks in the floor, dragging toward and into the gate. One of them has a bloody fingernail from a Medium-sized humanoid lodged in its furrow.
99	The portal is barely functioning. Every round, the light within flickers and dims. The portal has only a 1 in 4 chance of sending a given explorer to its destination.
100	A rough barricade of boxes, barrels and furniture has been thrown up in front of the portal. The barricade is less than sturdy and blood mars the side facing the portal. The stonework surrounding the portal is scorched and burnt.

TABLE C: LOCATION

Use this table to determine where the gate or portal leads. Some locations listed below may be inappropriate based on your dungeon's setup – ignore or modify such entries as appropriate.

D%	
1-4	The portal is designed as a quick escape and leads outside the dungeon or ruin the PCs are currently exploring. The GM should choose a place distant, but within view of the entrance to the dungeon. This portal is one-way.
5-8	Those passing through the portal exit into a cage, though their possessions do not. A sickly tree, a bucket, and shallow depression filled with hay are in the cage. The travellers are now exhibits in a zoo with their captors being dragons, outsiders or a powerful wizard, as suits the GM's campaign.
9-12	The portal leads into a 30 ft. by 30 ft. treasure vault. The vault is lined with shelves, marble pedestals and bins. Unfortunately the vault has already been raided and most things of value are gone, though there are still enough dropped coins and scattered knickknacks to total 60 gp. If the GM wishes to seed a particular piece of treasure, tome or map, this is excellent place to leave it; fallen behind one of the shelves.
13-16	The portal exits into a cavern deep beneath the surface, dominated by a huge, alien city. A circular gate pierces a black stone wall and behind the city wall rises buildings that appear as odd swirling columns decorated with dim purple and green lights. Shadowy forms flit between the columns, though they are too far away to be certain what they are. Several tunnels exit the area to further adventure. If the PCs have a light source active when they arrive, it stands out dramatically against the otherwise oppressive darkness and they are likely to find out what flies above the walls quite soon.
17-20	Stepping out of the portal, travellers find themselves in a shallow cave of ice and stone on the side of an arctic mountain. A fierce wind screams past the mouth of the cave and a slippery narrow path proceeds both up and down, the mountain. Barely perceptible through the swirling snow is a large fortress atop the mountain.
21-24	Heat immediately assail the senses, followed quickly by the foul odour of brimstone. From the desolate and blasted rocky red landscape and the fire falling from the sky, it is likely the travellers have arrived in one of the lower planes. A demonic creature appropriate to the party's level notices their arrival and immediately moves to enslave them.

-	
25-28	The sun shines brilliantly over the exit to the portal on the beach of a tropical island. A spear's throw from the water is dense vegetation and on the horizon, smoke rises from a volcano. A few moments after the travellers step through, drums sound from deep in the jungle.
29-32	The portal exits on a cloud. Inexplicably the cloud is solid and does not seem to be drifting on the breeze. A small cottage, as one might find in any forest, is nearby. Inside resides an elderly human-looking woman who calls herself Mother Bell. Mother Bell invites travellers into her cottage and offers to make them tea and sesame cakes while she determines what they desire.
33-36	This one-way portal exits in the ceiling of a hollow 10-ft. stone sphere that has been filled with an <i>antimagic field</i> (CL 11) that stops a paper's width from the portal. The sphere is designed to be a cell from which there is little chance of escape and, as such it is buried 200-ft. below ground. Four skeletons of previous explorers are here, having starved to death decades ago.
37-40	The portal leads into the faerie realm. Taking in the surroundings from the scrub covered hill topped with standing stones where they appear, a traveller can see an ancient, murky forest to one side and a prairie covered in wildflowers towards the other. On the horizon, the sun is setting, covering the sky in a fiery red and orange and allowing just the hint of full moon to be seen in the sky.
41-44	The portal exits on the first floor of a dreary tower. Rotting tapestries depicting nobles at leisure decorate the crumbling spiral stairs rising to the next floor. A human skeleton, dressed in finery, steps forward and offers a decanter of fine wine and crystal glasses on a brass platter. The necromancer that lives in the tower happily welcomes guests. How else will he gain raw materials for his experiments?
45-48	Stepping through the portal transports the explorer into a chill darkness. With light, a vaulted ceiling rises more than a bow shot into the air, held aloft by pillars wider than any giant. Great bearded faces and anvils are carved in the pillars. The explorer has found a lost dwarven hold, now home only to deadly traps, forgotten memories, and those dangers the GM wishes to spring on unsuspecting adventurers.
49-52	The portal exits into a dusty tent overcrowded with books in the middle of a busy marketplace. A bespectacled tiefling clerk looks up briefly and returns to his reading. All about, dozens of races shop and converse in just as many languages; no others take note of the newcomers.

53-56	The portal exits to a desolate ravine in front of large cave. Smoke drifts from the cave mouth and the ground is littered with gnawed humanoid and animal bones that still have bits of bloody flesh clinging to them. The corpse of a knight, blackened by intense flame such that joints of his plate mail have melted together, lies face down not three paces from the entrance. A deep, rumbling voice echoes from deep in the cave in Draconic, "Has my next meal found its	77-80	The portal leads to a perfect cubic room with a perfectly square door in the middle of one wall. The door opens easily and leads into a city where each block is a perfect cube building and all of the citizens are constructs going about a life of complete order. Any disruption of that order quickly draws the local authorities' attention. The portal exits into a wet underground room. The walls are mould covered stucco with a red fresco band of geometric shapes now barely
57-60	way to my door?" The portal opens onto the middle of a soaring white and gold bridge, so high that wisps of cloud tickle the bottom of it. To either side rise the towering buildings of a pristine city. Citizens in alabaster togas, gold sandals and braided hair marvel at the strange travellers, but do not	81-84	noticeable ringing the room near the ceiling. The room radiates moderate transmutation magic (DC 19 Knowledge [arcana] with <i>detect magic</i>); keeps the room from flooding. Half of the floor is a pool of water which leads to the bottom of a canal, and from there to a city of marble porticos and long canals.
	accost them. The locals appear almost human, but are clearly touched by whatever plane the portal has lead to. Exiting the portal, the PCs finds themselves at the bottom of a canyon. The sun is already	85-88	The destination is a rocky shore, pelted by surf and driving rain. A light shines from a high hill where a narrow, leaning mansion leers into the night. A slippery path rises to meet the home, who has clearly seen better days and now barely
61-64	setting and strange unrecognized stars are just beginning to make their appearance, shrouding the canyon floor in gloom. Firelight flickers from one direction, and approaching the box canyon's end, one finds an abandoned campsite complete with roaring fire, tents and a goodly supply of gear and equipment.		stands against the storm. In a flash of light, the travellers finds themselves inside a mausoleum. Burial niches on the walls, capped with marble plaques mark this as the final resting place of the de Montceux family, though from the dates, none have been interred here for over 200 years. An iron door exits the
	The portal deposits the PCs in the basement of an inn. Everything is covered in dust and it does not appear that anyone has visited it in some time. Climbing the stairs to the main floor requires pushing through fallen and charred timbers that block the passage, but once up, it is clear the inn has suffered a fire. The town it is in	89-92	tomb, though the lock is easily opened from the inside. Once outside one sees an overgrown cemetery in a swampy wood. A vine and leaf choked fountain is in the centre of the cemetery, with a statue of a winged cherub, eyes downcast limply holding a sword. The sword has weathered badly, and rust stains the marble.
65-68	the centre of is eerily abandoned. Doors stand open, shutters creak in the wind, and wagons wait in the street without horses. The town has the appearance of having been suddenly abandoned, as if life just stopped and vanished with no warning. There are no bodies. A sign lies in the dirt at the edge of town, labelling this forgotten place as Desolation.	93-96	The destination is a hallway whose walls, floor and ceiling are entirely mirrored, creating a disconcerting image of the PCs repeating endlessly. The only non-mirrored surface are two doorknobs at each end of the long hallway. One is silvered and warm while the other is painted black and is faintly sticky, as if recently grasped by a moist hand.
69-72	The portal drops the voyager into a stark white waiting room. After a few minutes a man in white robes enters, followed by several hulking thugs, also in white. The man smiles blandly and asks the PCs their names and he records them in a small white ledger. A DC 10 Perception check notes the words " <i>Craghill Asylum for the</i> <i>Criminally Insane</i> " on the cover.	97-100	The portal exits into a library in the attic of an abandoned farmhouse on the edge of the woods. Through a cracked window, it is clear a battle is taking place in the approaching dawn. A large band of humans and halflings defend a low rise against a horde of goblins being driven forward by a few hobgoblins. While the band on the ridge is currently holding out with bows and
73-76	The portal exits at a small oasis, not more than three wagons wide. A few trees provide shade and the water is cool and clean. The horizon in all directions is nothing but brutally hot sun and glaring white sand. No one is present, but a few vultures circle high up in the sky.		flaming oil, it is obvious they are vastly outnumbered and will eventually fall. Indeed, from the vantage point in the attic, a group of goblins are visible flanking east around the rise using the cover of the woods.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity, (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this

License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

 Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc. Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

System Reference Document: ©2000, Wizards of the Coast, Inc. Authors: Jonathan Tweet. Monte Cook. Skip Williams. based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content by TSR.

Dungeon Dressing: Gates & Portals. ©Raging Swan Press 2013; Author: Greg Marks

Tired of 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 nonessential details? Want to make your dungeons feel more realistic?

Then *Dungeon Dressing* is for you! Each instalment in the line focuses on a different 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 to add to the gates and portals in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Gates & Portals* is an invaluable addition to any GM's armoury!

Visit us at ragingswan.com to learn more.

