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DUNGEON DRESSING: PORTCULLISES

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Aaron Bailey

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 portcullises in your dungeon. Designed to be used both during preparation or actual play, *Dungeon Dressing: Portcullises* is an invaluable addition to any GM's armoury!



CREDITS

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Thank you for purchasing *Dungeon Dressing: Portcullises*; 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: Portcullises* 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

Aaron is an avid dungeon delver with over a decade of experience in facing the villainous dangers created by his best friend and GM Dave I'ons (who it must be said inspired Aaron to be a GM and to design games).

Aaron is looking to broaden his RPG horizons by running a pathfinder campaign as previously he had only played AD&D 2nd Edition. Aaron lives in Luton, just north of London in the UK with his most adored wife and their furry family of 4 cats.

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FOREWORD

I've had a bit of a love/hate relationship with portcullises over the years. I've been trapped behind or (sadly, a couple of times) under portcullises during my many forays into dungeons deep and dark. I've even had fellow adventurers drop them on my character accidentally. (Well, that's what they said at the time...)

With Paul Looby, I stirred some controversy in a Living

DUNGEON DRESSING: PORTCULLISES

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Greyhawk module when one encounter could lead to a party of adventurers trapped between portcullises and beset by duergar with polearms and missile weapons.

In all those cases, though, the portcullis was just that – a portcullis; they had no real redeeming or interesting features. Now (finally) Aaron Bailey seeks to redress this grievous omission with *Dungeon Dressing: Portcullises*. This is Aaron's first project for Raging Swan Press and so I hope you give him a warm welcome; after all, I think he gets the point of a dungeon portcullis!

(Also, if you happen to set up an adventure in which the PCs are trapped between two portcullises with herds of enemies behind each one listen to my voice of experience and provide some way for them to get out – as I discovered denying the party the ability to retreat turned what looked like a fairly standard encounter on paper into something of a death trap; but then again I guess that's the purpose of a portcullis!)

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. Also, if you've got an idea for the subject of a *Dungeon Dressing* let me know at the above address. Who knows – you might end up designing it!



TABLE A: CHARACTERISTICS & APPEARANCE

Portcullises are an imposing obstacle for adventurers. Their grid-like construction offers a glimpse of what lies beyond while giving the dungeon's defenders a powerful position from which to strike at intruders.

The following section includes the basic characteristics of portcullises.

COMMON CHARACTERISTICS

By their very nature portcullises are designed to stop or, at the very least, slow attackers so that dungeon denizens can prepare a defence.

- **Cover:** A lowered portcullis provides partial cover (+2 AC, +1 Reflex).
- **Line of Sight:** A lowered portcullis does not block line of sight.
- **"Detect" spells:** Most 'detect' spells pass through a portcullis.
- **Climbing:** Portcullis are easy (DC 10 Climb) to scale.

CONSTRUCTION

Most portcullises are built from wood, metal or a combination of the both. More exotic portcullises made from stone, crystal or even magical energy can also be encountered.

- **Bone Portcullis:** A feature of necromancer's lairs and ancient tombs, bone portcullises (AC 3, hardness 3, hp 15, DC 20 Break, DC 20 Lift) are macabre features often crafted from the remains of those meeting their doom in the dungeon.
- **Wood Portcullis:** Constructed from toughened wood, these portcullises are secured with large iron nails and leather thongs. They are a formidable (AC 3, hardness 5, hp 30, DC 25 Break, DC 25 Lift) barrier.
- **Iron Bound Wooden Portcullis:** This wooden portcullis is strengthened with iron bindings. The iron makes the portcullis difficult to damage as well as heavy to lift. Bound solely by iron rivets and nails, this is a sturdy piece (AC 3, hardness 5, hp 40, DC 25 Break, DC 25 Lift) of dungeon hardware.
- **Iron:** Imposing and unyielding the iron portcullis stands able to weather great punishment before being destroyed (AC 3, hardness 10, hp 60, DC 28 Break, DC 25 Lift).
- **Stone:** Impressive portcullises crafted from great pieces of stone are resilient and able to endure great damage (AC 3, hardness 8, hp 30, DC 28 Break, DC 25 Lift).
- **Cold Iron:** Cold iron portcullis (AC 3, hardness 10, hp 60, DC 28 Break, DC 25 Lift) often feature in subterranean strongholds and are used to keep demons and fey creatures at bay.
- **Mithral Portcullis:** These light, silvery portcullises (AC 3, hardness 15, hp 60, DC 28 Break, DC 25 Lift) are much easily worked than adamantine portcullises and are often in

themselves works of art. They are often used to keep lycanthropes or devils out of an area.

- **Adamantine Doors:** Exceedingly rare, adamantine portcullises (AC 3, hardness 20, hp 80, DC 30 Break, DC 30 Lift) are used to both awe their viewers and protect items of surpassing importance.

PORTCULLIS CONDITION

Not all portcullises are in perfect condition. Some may have been damaged by previous explorers while others are as good as new.

Use the table below to determine the portcullis' general condition:

CONDITION	PERCEPTION DC	HARDNESS	HP	BREAK DC
Dilapidated ¹	+1	-4	-50%	-4
Poor ¹	+3	-2	-25%	-2
Average	+5	—	—	—
Good ²	+7	+2	+25%	+2
Excellent ²	+9	+4	+50%	+4

1: Dilapidated portcullises – and those in a poor condition – often do not fit very well. At the GM's discretion, a character may be able to squeeze through or under such a portcullis with a DC 30 Escape Artist check.

2: Portcullises in good or excellent condition fit the archway well; they rarely have enough of a gap for an explorer to squeeze through or under. However, at the GM's discretion, a character may be able to squeeze through or under such a portcullis with a DC 35 Escape Artist check.

WINCH AND LIFTING MECHANISMS

Several common methods of operating portcullises exists:

Rope Pulleys or Chain Pulley: This method of operating a portcullis is the most labour intensive. As many individuals as can reach the rope or chain can assist in this operation.

Manual Winch: Still reliant on physical labour a winch makes operating a portcullis substantially easier (-5 modifier to Lift DC). Up to six Medium individual can operate a winch.

Weighted Mechanism: By using a counterweight this mechanism raises the portcullis with little effort from the operator (who does not need to make a Lift check to operate the portcullis).

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

D%	
01-05	The portcullis is linked to a twin further down the passageway. When one opens, the other shuts automatically.
06-10	The apertures of the portcullis are filled with intricate filigree panels depicting fauna and folia.
11-12	The portcullis is embedded with glittering crystals which affects all those within 10 ft. as <i>hypnotic pattern</i> (DC 13 Will negates).
13-14	The portcullis has many worn copper coins welded to it.
15-16	The portcullis has been made with magnetized ore (<i>GamesMastery Guide</i>) which causes metal objects to become stuck to its surface.
17-18	Semi-precious stones are mounted into the heads of the nails and rivets that bind the portcullis (total value 300 gp).
19-20	The bars of the portcullis are made from the links of thick ship's chains.
21-22	The portcullis mechanism is in reverse; when opened it sinks into the floor.
23-24	Constructed from a tropical wood the portcullis oozes sap which is poisonous to touch (DC 16 Fort 16 [1 save]; <i>onset</i> 1 min; <i>freq.</i> 1 min./6 min.; <i>effect</i> 1d4 Dex damage).
25-26	The horizontal bars of the portcullis make a concentric square which meet in the centre.
27-28	A large brass bull's head motif is mounted on the front of the portcullis.
29-30	The portcullis' mechanism has failed while it is in the down position; it cannot be raised (except by brute strength).
31-32	The lever mechanism for the portcullis is oversized and requires a special key to operate.
33-34	Each second vertical bar is shorter and topped with an eagle shaped finial.
35-36	Vicious spikes protrude from the front of the portcullis (1d4 damage).
37-38	The portcullis has solid wooden shutters.
39-40	The apertures which make the fine grid of this portcullis are filled with delicate slivers of glass which form the beautiful mosaic of a prince riding a griffon.
41-42	The portcullis is solid and has a single, large aperture through which a ballista can be fired. A loaded ballista stands beyond ready to fire.
43-44	The apertures of the portcullis are circular.
45-46	The portcullis is crafted from cold iron (hardness 10, hp 60) and is decorated with flame-like engravings.
47-48	The portcullis does not make a sound when raised or dropped.

49-50	The portcullis is constructed from living wood and the flowers of a yellow musk creeper grow upon it.
51-52	The bottom of the portcullis ends in a single scythe-like blade instead of spikes.
53-54	Riveted with finely crafted eyes, this bone portcullis allows its owner to see the area as if using a <i>scrying</i> spell.
55-56	The portcullis is painted a deep, lurid red. In places, the paint is flaking off.
57-58	The portcullis is an intricate weave of metal strands which resemble a spider's web.
59-60	Incorporated into the iron work is an eye of brass from which fall three silver tears.
61-62	The spikes of the portcullis are made from large uncut shards of quartz.
63-64	Thick veins of emerald run through the stone portcullis and it glows with an emerald aura. The portcullis is imbued with a <i>dimensional lock</i> .
65-66	In the centre of the portcullis is an embossed shield crossed with two warhammers.
67-68	Iron wrought ivy wraps itself around the portcullis and acts as barbed wire (1d4 damage).
69-70	The portcullis is chased in silver (total worth 200 gp, four hours to scrape all the silver off).
71-72	The portcullis opens from left to right.
73-74	The portcullis bars have been elaborately inlaid with various soft and hard woods to create a chequer board effect.
75-76	The surrounding stone work resembles the large maw of a demonic creature and the portcullis is its teeth. Continual flames in the demon's eye sockets cast lurid light over the surrounds.
77-78	The bars of the portcullis are diagonal making the apertures diamond shaped.
79-80	The portcullis' mechanism is crafted from ornately engraved dragon bone.
81-82	Fashioned from volcanic glass the portcullis is immune to fire but has vulnerability to sonic energy.
83-84	The bars of the portcullis are engraved with gothic images of skulls and skeletons.
85-86	The entire length of the portcullis is inscribed with holy psalms which act as a <i>consecrate</i> spell.
87-88	The portcullis is wreathed in phosphorescent fungus which illuminates the area as a <i>light</i> spell.
89-90	The portcullis has deadbolts which help secure it in place (+5 DC Break).
91-92	The lever for the portcullis is detachable and takes the form of an ornate masterwork longsword.
93-94	The portcullis has a small, locked (DC 25 Disable Device) access gate within it.
95-99	The portcullis' mechanism chimes like a child's lullaby when it is raised.
100	The portcullis is trapped (page 8).

TABLE B: DRESSING & FEATURES

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

D%	
1	Thick virulent ivy covers the portcullis.
2	This unfinished bone portcullis hangs about 1 ft. off the ground.
3	Two sets of manacles and chains have been attached to the portcullis.
4	A knight in crumpled armour and dented helmet has his head stuck between the portcullis' bars.
5	This partially raised portcullis is wedged open by the body of someone who has tried to crawl underneath it.
6	A pair of spiked gauntlets grasps the bars of the portcullis; bony hands yet remain within.
7	Lying sundered and smashed, the portcullis has been torn from its housing and left crumpled in front of where it once stood.
8	A hole has been burrowed through the wall to the side of the portcullis.
9	This portcullis' lifting mechanism has been sabotaged and no longer functions. A DC 20 Knowledge (engineering) detects the fault.
10	The portcullis is half lowered.
11	Several severely maimed corpses lie crushed beneath the portcullis.
12	A porcelain and glass wind chime hangs from the portcullis.
13	The acrid odour of troll stench billows through the portcullis bars.
14	A dead ogre lies in front of the gate with a yolk connected to the portcullis. He has been hit by numerous arrows.
15	The portcullis is dripping with an ooze-like substance.
16	Parts of the portcullis are encrusted with mineral salts and calcium deposits.
17	The portcullis is breached in the centre; Small and larger creatures may squeeze through the gap.
18	A <i>phantom trap</i> spell wards the portcullis.
19	The portcullis is partially raised and is propped open by two large (but sadly empty) metal bound chests.
20	A set of Tiny footprints and the drag marks of a large object (DC 21 Perception or Survival check) lead up to the portcullis.
21	A makeshift battering ram lies in front of this rent portcullis.
22	The portcullis appears eroded as subjected to strong acid (-3 hardness and -20% hp).

23	The shredded clothes of a humanoid lie in front of the portcullis.
24	A wreath of red flowers and green foliage hangs from the portcullis.
25	A dismembered arm is impaled by the portcullis.
26	Numerous protective sigils have been drawn, beneath the portcullis in chalk.
27	Metal buckled and wood burnt, this portcullis has been struck by intense heat (-4 hardness and -30% hp).
28	A paint pot and brush lay next to this freshly painted portcullis.
29	In front of the portcullis is a half-empty barrel of dwarven spirits.
30	A flag bearing a gold lion rampant on a red field is tied to the portcullis.
31	A warrior is impaled on spikes which protrude horizontally from the portcullis.
32	Thick mould grows upon the portcullis.
33	Burning oil still smoulders on the portcullis giving off thick black smoke which reduces normal vision to 10 ft. within 50 ft. of the portcullis.
34	A small anvil and metalworking tools have been left scattered across the floor.
35	A stained blanket has been hung over the portcullis.
36	A hole has been dug that begins on one side of the portcullis and appears on the other side.
37	This wooden portcullis has stood so long that it has taken root into the ground (+5 DC Break).
38	A section of the portcullis bares deep gnaw marks as if it has been chewed upon by a large creature.
39	Muddy canine paw prints walk up to the closed portcullis but on the other side they change to humanoid footprints.
40	A large bloodstain – directly under the portcullis – mars the floor.
41	Several large spider webs span the apertures and bars of the portcullis.
42	A very elaborate robe hangs from the portcullis.
43	This metal portcullis has been reduced to smouldering metal slag.
44	A section of this metal portcullis is broken into thousands of icy shards and the rest is covered in thick frost (-4 hardness and -25% hp).
45	From the portcullis hangs a small bag containing 5 gp.
46	This metal portcullis is buckled and is still crackling from a large electrical discharge. The area smells of burnt ozone.
47	The portcullis shows signs of water damage as if it has been submerged.
48	The bars of the portcullis have been bent to allow a Small humanoid to pass through.

49	The smell of sulphur and brimstone wafts through the portcullis, from the area beyond.
50	Attached to the portcullis is a large open scroll written in blood with the words "Only death awaits you, turn back lest you seek death."
51	The end of a lasso is one side of the closed portcullis while the other end is looped over the lever the other side.
52	A humanoid is stuck to the portcullis by a sticky alchemical adhesive.
53	Perched on the bars of the portcullis is a raven.
54	The face of the portcullis is covered in abstract graffiti depicting the stars and the moon.
55	Something has attempted to dig beneath the portcullis and has left large scratches in the floor.
56	The portcullis hasn't been moved for a very long time and is thick with dust.
57	Shields of different sizes, types and heraldry have been hung from the portcullis.
58	The portcullis is poorly maintained and hangs loose. It rattles from a stiff breeze which passes along the corridor.
59	This magically shrunk portcullis has been removed from its setting and rested against a nearby wall.
60	A rough wooden plaque which reads "No Entry" hangs from the portcullis.
61	The portcullis' spikes are embedded in the ground (+10 DC Lift).
62	The portcullis is partially raised and is floating under the effect of a <i>telekinesis</i> spell.
63	A crumpled note lies by the portcullis. It reads "Push the lever, don't pull it."
64	The decomposing remains of a corpse are crucified on the portcullis.
65	The smell of excrement is thick in the air and clumps of organic matter cling to the portcullis.
66	The centre of the portcullis has been disintegrated; Medium and smaller creatures can easily pass through.
67	A still lit torch lies close to the portcullis.
68	Severed heads have been tied to the bars of the portcullis as grisly trophies.
69	Bloodied hand prints cover the portcullis and the nearby walls.
70	A section of the portcullis has been removed and is leaning against a nearby wall.
71	The coiled body of a constrictor snake is wrapped through the bars of the portcullis.
72	Arrows and javelins are embedded in the bars of the portcullis (-2 Climb DC). Several lie on the ground both sides of the portcullis.
73	Several broken makeshift battering rams lie in front of the unbroken portcullis. The portcullis has a few minor dents.
74	Several empty potion vials lie near the portcullis.
75	A large stone ball is embedded in the portcullis

	leaving it bowed and cracked (-25% hp).
76	Coins of various denominations create a trail which passes through the portcullis.
77	A once heavily embellished portcullis is now bare of its semi-precious stones and precious furnishings.
78	Thick moss and lichen grow upon the portcullis.
79	The desiccated remains of a dire bat are cocooned in gigantic spider webs.
80	A vivid blue luminescence emanates from fungus growing on the portcullis.
81	Some of the portcullis bars have been bent together and wind whistles as it passes down the corridor.
82	The lower part of the portcullis has been bent back upon itself (-25% hp and cannot be fully raised).
83	A backpack, an open book and a waterskin lie on the other side of the portcullis.
84	The portcullis is sundered where a dwarf made his last stand. Numerous orcs and goblins lie dead at his feet.
85	The portcullis has a large humanoid-shaped dent in the bars.
86	This iron portcullis is rusty and flakes of eroded metal litter the floor (-5 hardness and -25% hp).
87	An animal skull has been wedged between the portcullis' bars and on top flickers a lit candle.
88	This portcullis has been barricaded with bits of furniture making it hard to see what lies beyond.
89	A lifelike stone statue of a human stands motionless looking through the portcullis' bars.
90	One end of a thick length of rope is tied to the portcullis while the other lies coiled in a heap.
91	Blood and gore stain the front of the portcullis.
92	Two humanoids joined by a chain lay prone one either side of the portcullis.
93	The portcullis is haunted by a spectre which manifests when it is opened.
94	A strip of silk is caught on one of the bars.
95	Flowers, silk handkerchiefs and other small mementos have been attached to the portcullis.
96	Red, blue and white bunting hang from the portcullis.
97	The portcullis has been lifted from its housing and lies on the ground crushing an incredibly strong looking individual beneath.
98	Hanging from the portcullis is a large white sheet with a red cross daubed upon it.
99	This portcullis is down; a broken crowbar lies on the floor nearby
100	The portcullis falls (or opens) as the party approach.

TABLE C: TRAPS & TRICKS

Of course, portcullises are not always safe. Occasionally, the dungeon’s designer hides clever traps and tricks in key locations throughout the complex. The traps and tricks here are examples of such features that can be used to protect portcullises.

A GM should also note that the sound of a falling portcullis could potentially alert nearby dungeon denizens to the presence of intruders. A character making a DC -10 Perception hears the sound of a portcullis slamming into the ground. Characters trapped below or on the wrong side of the portcullis when the dungeon denizens arrive could be in for a very hard time.

BASIC FALLING PORTCULLIS

Used to both defend areas and seriously injure or kill intruders, basic falling portcullis traps are often used in pairs to split up groups of intruders.

BASIC FALLING PORTCULLIS CR 4 (1,200 XP)
Suddenly a portcullis falls from the archway’s lintel!

Search DC 25 Perception; **Type** Mechanical
Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** A hidden switch deactivates the portcullis (DC 25 Perception locates); once the trap has activated a character making a DC 25 Strength check can lift the portcullis; **Destroy** Destroying the lever (AC 3, hardness 5, hit points 40, DC 25 Break) renders the portcullis inoperable.

Trigger Location; **Reset** Manual
Effect When triggered, this trap has the following effects:
Effect (Falling Portcullis) The portcullis falls on the first person passing beneath (6d6 damage; DC 20 Reflex negates).

Variant (CR 4) The portcullis does not fall immediately; instead it falls on the third person to pass beneath.

Variant (CR 5) The portcullis is poisoned with black adder venom (DC 11 Fort [1 save]; *freq.* 1 rd./6 rds.; *effect* 1d2 Con).

Variant (CR 11) The portcullis is poisoned with deathblade (DC 20 Fort [2 saves]; *freq.* 1 rd./6 rds.; *effect* 1d3 Con). Characters require a DC 28 Perception check to notice the portcullis and a DC 25 Reflex save to avoid it as it falls.

TOPPLING PORTCULLIS

Toppling portcullises can come about as the result of deliberate design, poor engineering, accidental damage or battle damage. Once sprung, the portcullis acts initially as a normal falling portcullis, but subsequently it topples to the ground, possibly crushing more intruders. However, once it has fallen, it does not bar access to the area beyond. Thus, this kind of trap is rarely used to protect areas of great importance.

TOPPLING PORTCULLIS CR 5 (1,600 XP)
Suddenly a portcullis falls from the archway’s lintel!

Search DC 25 Perception; **Type** Mechanical
Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** A hidden switch deactivates the portcullis (DC

25 Perception locates); once the trap has activated a character making a DC 25 Strength check can lift the portcullis; **Destroy** Destroying the lever (AC 3, hardness 5, hit points 40, DC 25 Break) renders the portcullis inoperable.

Trigger Location; **Reset** Manual
Effect When triggered, this trap has the following effects:
Effect (Falling Portcullis [Round 1]) The portcullis falls on the first person passing beneath (6d6 damage; DC 20 Reflex negates).

Effect (Falling Portcullis [Round 3]) The portcullis slowly topples over possibly crushing those engaged in lifting the portcullis or freeing a trapped companion. Characters closer than the height of the portcullis must make a DC 20 Reflex save or be crushed (3d6 damage) and pinned (a DC 20 Strength check enables a character trapped under the portcullis to crawl 5 ft. as a full round action). A character that makes his saving throw to avoid the toppling portcullis manages to escape the area before it falls to the ground.

Variant (CR 5) The portcullis does not fall immediately; instead it falls on the third person to pass beneath. Additionally, the portcullis has an equal chance to fall into or away from the area it is protecting.

Variant (CR +3) The round after it falls, the toppling portcullis is affected by a *heat metal* spell. Treat this affect as a separate CR 3 trap.

ATTACKING WITH A PORTCULLIS

Dropping a raised portcullis on would-be attackers can both cause massive injuries and make further attempts to raise the portcullis more difficult as the spikes impale those beneath.

A character dropping a portcullis on a foe makes a ranged attack. Success indicates the portcullis has hit the target; a confirmed critical hit indicates the target has been impaled. Impaled characters must make an Escape Artist check or Lift check of the appropriate DC (page 4). Impaled characters attempting to freeing themselves suffer 2d4 damage whether they succeed or fail in their efforts.

SIZE ¹	DAMAGE ²	LIFTING DC MODIFIER ³
Small	2d6	-4
Medium	3d6	-2
Large	4d6	+0
Huge	6d6	+2
Gargantuan	8d6	+4
Colossal	10d6	+6

1: Assumes heavy material such as iron or stone. Wooden portcullises deal damage as one size smaller.

2: If the portcullis falls less than 30 ft., halve this damage.

3: Assumes heavy material such as iron or stone. Lighter portcullises are treated as one size smaller.

WAILING PORTCULLIS

This portcullis of magically enchanted bone is perfectly suited to a powerful necromancer's lair or as a defence for a crypt, other place of burial or an undead spellcaster's sanctum. Through terrible and dangerous binding magic a necromancer has bound the spirit of a banshee (*Bestiary* 2) to this portcullis. The resultant trap has two distinct phases. First the PCs must deal with the wailing portcullis. If they destroy that, they release the bound banshee!

WAILING PORTCULLIS CR 15 (25,600 XP)

Suddenly, the eye sockets of the skulls fused into this bone portcullis start to glow red and black.

Search DC 30 Perception; **Type** Magic

Disarm DC 30 Disable Device (2d4 rounds); activates on DC 25 or less; **Bypass** A hidden switch deactivates the portcullis (DC 30 Perception locates); once the trap has activated a character making a DC 25 Strength check can lift the portcullis; **Destroy** Destroying the portcullis (AC 3, hardness 10, hit points 60, DC 28 Break, DC 25 Lift) ends the trap's effect but releases the trapped banshee.

Trigger Location; **Reset** Manual

Effect When triggered, this trap has the following effects:

Effect (Falling Portcullis) The portcullis falls on the first person passing beneath (6d6 damage [DC 30 Reflex negates] and target is impaled).

Effect (Terror [Round 2]) A victim impaled by the trap suffers 14d6 negative energy and must make a DC 23 Will save or cower in fear for 1d3 rounds. If the target is protected against fear by a dispellable effect, the portcullis attempts to

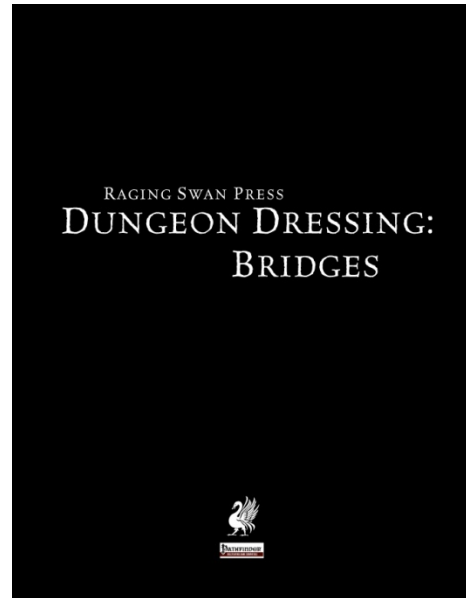
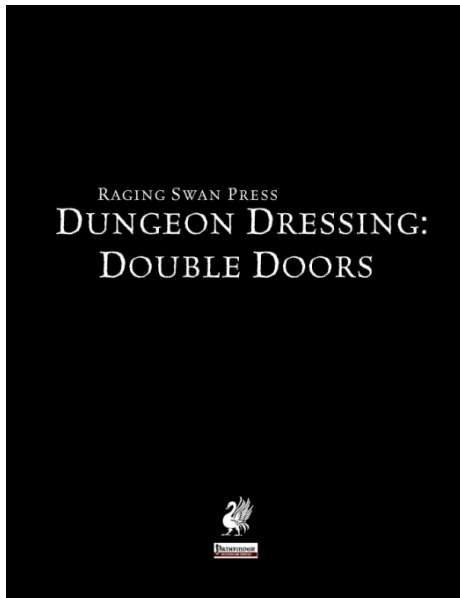
dispel one such effect with a *greater dispel magic* (CL 14th). This is a mind-affecting fear effect.

Effect (Wail [Round 3, 13, 23 etc.]) Every minute, the portcullis lets out a grief-laden wail as a full-round action. The wail lasts until the beginning of the next turn. All creatures within 40 feet of the portcullis when it begins to wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 damage (as if affected by a CL 14 *wail of the banshee*). If the portcullis is damaged during a wail, the trapped banshee must make a Will save (+18 modifier, DC 15 + damage taken) to maintain the wail. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd-level or lower that creates silence. The save DC is Charisma-based.

Effect (Damaging The Portcullis [Any Round]) Any time a character damages the portcullis with a melee weapon (which does not have reach) the skulls infused into the portcullis attack (+16 melee, 8d6 negative energy). The skulls can make 11 such attacks a round. Treat these attacks as attacks of opportunity. Additionally, the portcullis has none of the bound banshee's special immunities and it is damaged as a normal physical object (albeit a very tough one).

Effect (Freed Banshee [Any Round]) If the PCs destroy the portcullis, the bindings ensnaring the banshee are destroyed and it escapes into the chamber in the next round. Maddened, it attacks the intruders.





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