

Castle Balladeer

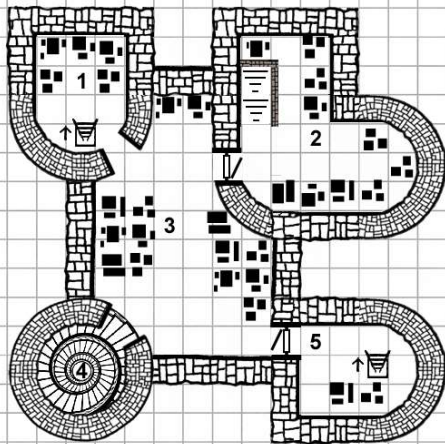
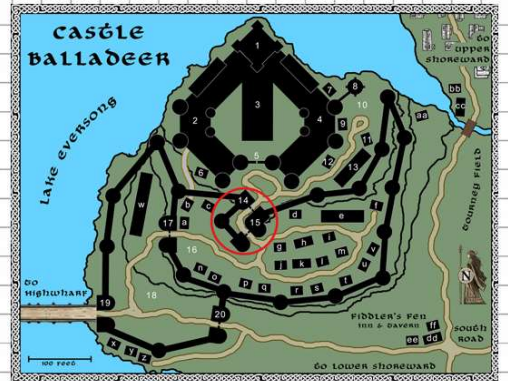
Detailed Breakdown of the Inner Gatehouse

The Inner Gatehouse is a heavily fortified complex of four towers that guard the entrance into the castle inner courtyard. The towers are arranged to form an L-shaped passage, which is narrow and turns at a right angle. The approach passes beneath the complex and its defenses and is barred by two sets of portcullises. There is only a single heavy door from the inner courtyard that leads into the main gatehouse building, which is an L-shaped tower called the Boot Tower (for its boot-like shape). From there, one can take the stairs down into the undercroft, which leads to the two Flanking block house towers, right and left, as well as the single round tower call the Foot Tower. The Foot Tower features a circular stairwell that leads to all four levels of the Gatehouse complex. However, the Foot Tower stairwell has no exit on the First-Floor level: every tower there is isolated on the ground floor, with no doorways and only arrow loops facing outward as well as inward to cover the ground-level passage. While movement is open on the Second and Third Floors between the towers, the only way into the Flanking Towers' Ground Levels is by ladder from the Undercroft.

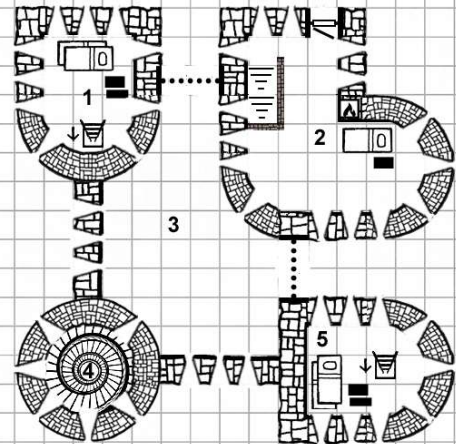
CASTLE BALLADEER

INNER GATEHOUSE

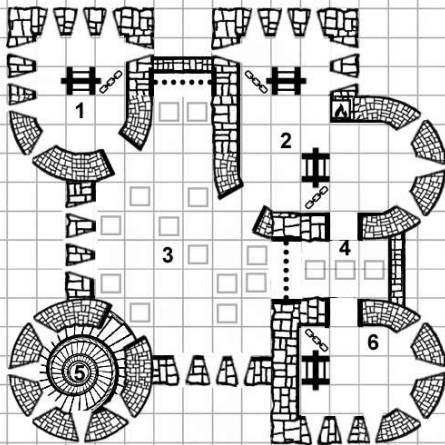
5 feet



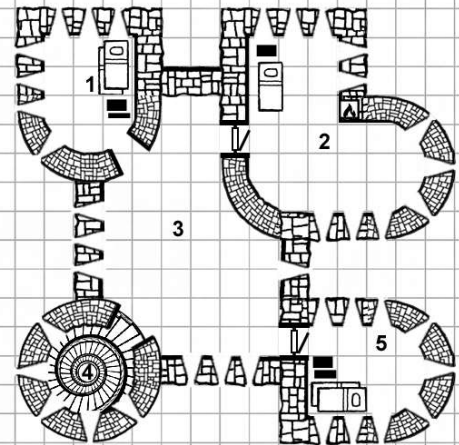
Undercroft



1st floor



2nd floor



3rd floor

Inner Gatehouse: Undercroft

Inner Gatehouse: Undercroft - Room 1 – Store Room under Right Flanking Tower

Description (for players): This is a 20' x 15' chamber with a low vaulted stone ceiling about eight feet in height. There are shallow niches cut into the walls. A wooden ladder extends up to a small hatch in the ceiling. The air is cold and smells faintly of straw and damp stone. Hooks on the wall hold oil lanterns that give off a dim light.

DM Notes: This is the entry point into the Right Flanking Tower's ground level, accessible only by ladder. In the event the gatehouse is infiltrated, defenders retreat upward to the first floor and yank the ladder. Supplies stored here are for maintaining the portcullis, chains, winches, hinges, doors, and the structural parts of the gatehouse. It also includes tools for daily maintenance and emergency repairs.

Traps: none

Doors:

- **SE:** Open arched passageway
- **Ladder:** leads up through a hatch in the ceiling

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here include:

- **Tools & Equipment**
 - 4 iron pry-bars (various lengths), 2 sets of heavy carpenter's tools, Stonecutter's tools (mallet, chisels, wedges), Smithing hammers (not a full forge, just repair tools), 3 large wooden mallets, 2 hand saws, 1 two-man saw, Assortment of iron files, Rope slings and pulleys for hoisting materials, Spare winch handles and locking pawls, A rack of chains (cut lengths, various gauges), 4 chain-repair link kits, 20 iron spikes (for structural shoring)
- **Materials**
 - Barrels of pitch and tar (sealed), 4 buckets of grease and tallow, Coils of rope (5 x 50 ft, 2 x 100 ft), Wooden beams (cut to 4–6 ft lengths), A crate of assorted nails, pegs, bolts, washers, Replacement planks for stairs and walkways, Stacks of small cut stone blocks for patch repairs, two small casks of sand (to increase traction for workers)
- **Miscellaneous**
 - Ledger book hanging from a nail (lists maintenance rotations)
 - Tool chest with spare locks, hinges, and brackets

- Rat traps
- Firewood neatly stacked
- Sacks of sand for fire suppression

Inner Gatehouse: Undercroft - Room 2 – Armory under “Boot Tower”

Description (for players): This is an L-shaped 30' x 30' room with a low vaulted stone ceiling about eight feet in height. There are shallow niches cut into the walls. A set of stairs descends from a small hatch in the ceiling. The air is cold and smells faintly of straw and damp stone. Hooks on the wall hold oil lanterns that give off a dim light. Racks of spears and polearms line the wall. Shields and sets of chain mail and leather armor hang on racks. There are barrels of sand and linseed oil in one corner.

DM Notes: This is the main entry point from the ground level of the main tower (called the Boot Tower for its shape). Weapons and armor are stored here in preparation for siege. In the event of the Gatehouse being breached by invaders, defenders on this level will fall back and defend these stairs.

Traps: none

Doors:

- **Stairs:** lead up through a hatch in ceiling
- **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

Armor Storage

- 12 suits of chain shirts – rolled and hung on wooden pegs above barrels filled with oil-soaked sawdust to prevent rust; each wrapped in greased linen.
- 6 suits of scale mail – kept on padded wooden torso forms, lined along the long shaft of the “L” corridor.
- 4 suits of banded mail – stored on heavy armor racks with braces so they can be strapped on quickly.
- 8 heavy wooden shields – hung from wall pegs in pairs.
- 8 light wooden shields – stacked in a vertical rack.
- 4 tower shields – stored in a floor stand near the exit for emergency deployment.
- Helmets (20 total) – mix of nasal helms and kettle helms, kept on wall shelves with straw padding.
- 6 padded gambesons – hung on hooks to air-dry and prevent mildew.

- 6 spare surcoats/tabards in gatehouse colors – folded in a chest with cedar chips to deter insects.

Weapons (Non-siege, personal arms for garrison)

- 24 spears – stored in upright spear racks.
- 12 short swords – sheathed and hung on a pegboard for quick issue.
- 8 longswords – stored in a locked cabinet (armorer's discretion).
- 10 crossbows, light – stored on wall hooks; strings kept waxed.
- 6 crossbows, heavy – laid horizontally on a reinforced shelf.
- 40 bundles of crossbow bolts (20 per bundle) – in a long low cabinet with sliding doors.
- 8 maces – hung next to the swords; common gatehouse weapons.
- 4 poleaxes – leaned in a corner weapon-tree rack.
- 6 halberds – vertical halberd rack along central pillar.
- 3 spare portcullis-spikes / anti-breach hooks – kept in a floor crate for emergencies.

Ammunition & Defensive Supplies

- 8 barrels of crossbow bolts (bulk) – sealed with pitch to protect from damp.
- Baskets of sling stones (for defenders on upper floors) – two wicker hampers full.
- 2 crates of iron caltrops – used to block entryways if the gate is compromised.
- 4 bundles of sandbags (10 per bundle) – stored dry on a raised pallet.

Maintenance & Repair Supplies

- Armorer's tool chest – hammers, punches, rivets, tin snips, awls, clamps.
- Whetstones – basket of ten, communal issue.
- Oil flasks (20) – for weapon and mail maintenance.
- Two small barrels of pitch – for sealing, repairs, and emergency fire traps.
- Spare bowstrings and crossbow strings – hung from a string-rack to avoid kinking.
- Leather straps and fittings – bundled and stored in a lidded bin.
- Pile of scrap mail links – used for repairs to chain shirts.

Emergency Defense Equipment

- 4 large wicker fire-baskets – filled with resin-soaked kindling.
- 2 cauldrons (iron) – for heating sand, water, or oil if attackers breach.
- Sand barrels (3) – for smothering fire or heating for defensive use.
- Water barrels (2) – emergency fire control.
- 3 collapsible barricade frames – hinged wooden barriers that can be dropped into place in the gatehouse corridor.

Storage Fixtures & Furniture

- Two long armor racks for heavy gear.
- Three spear racks (upright).
- One weapon tree for polearms.
- Two tool benches with lantern hooks above.
- Iron-banded supply chests for valuables and rarer arms.
- Raised pallet platforms to keep wooden crates off the stone floor.
- Hanging lanterns (4) – with spare oil stored in a box.

Inner Gatehouse: Undercroft - Room 3 – Central Store Room

Description (for players): This is a 45' x 30' chamber with a low vaulted stone ceiling about eight feet in height. There are shallow niches cut into the walls. Stacks of crates, sacks, barrels and casks sit on the east and west walls with a wide path running between them. It smells of roots and dull spices here. Hooks on the wall hold oil lanterns that give off a dim light.

DM Notes: This is the central store room for the gatehouse. The largest store space holds multi-purpose provisions, barracks supplies, basic medical stores, emergency siege supplies, bulky or awkward equipment, and overflow stock from higher levels of the castle.

Traps: none

Doors:

- **NW:** Open arched passageway
- **NE:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- **SE:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- **SW:** Open arched passageway to circular staircase

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) %/%%/%.
Possible NPC's: Guard (1st level warrior)

Treasure: none

Provisions/Equipment stored here include:

Long-term Food Storage

- 20–30 grain sacks (wheat, barley, rye), 6 large barrels of salted fish, 4 barrels of dried beans and legumes, 3 crates of dried fruit (apples, figs), 2 large cheese wheels on racks, 6 casks of drinking water, 8 casks of ale (rotated monthly)

Bedding & Domestic Supplies

- Stacked straw bedding (for emergency troop overflow), 12 spare wool blankets, 4 rolled canvas tarps, 2 spare table tops and several loose stools, Several wooden buckets, tubs, and basins

Medical & Emergency

- 1 stretcher, A crate containing: linen bandages, splint boards, jars of honey (used medicinally), herbal salves, vinegar jars for cleaning wounds, A small chest containing dried herbs (mint, comfrey, yarrow, thyme)

Siege & Security Supplies

- Sandbags (empty, bundled × 20), 4 filled sand barrels (defensive dumping use), Two replacement shield bosses for door reinforcements, Spare portcullis counterweights (stone

blocks with rings), A stack of old but serviceable shields for troop loan, Spare wooden mantlets (small portable barricades/walls)

Bulk Hardware & Construction Materials

- Lumber stacks (plank lengths, beams, braces), Stone blocks and mortar buckets, Iron fittings (hinges, rings, brackets, clamps), Large coils of thick hemp rope (ship-grade), Two large handcarts with damaged wheels awaiting repair

Miscellaneous

- A locked cabinet with the steward's inventory logs, A mouse-gnawed sack of rye (kept separate to avoid contamination), A large iron brazier (not in use), Two broken chairs (awaiting repair or firewood)

Inner Gatehouse: Undercroft - Room 4 – Circular Stair within “Foot Tower”

Description (for players): This is a circular stairwell that winds clockwise up through a round stone tower. The passageway is roughly five feet wide.

DM Notes: The circular stair offers access to all four levels of the Inner Gatehouse except the first floor. For this reason, it is heavily used during military operations and heavily defended if the Gatehouse is breached by invaders. As a clockwise-spiral staircase, it lends an advantage to defenders who are right-handed and attacking downward on opponents beneath them. In combat, anyone right-handed with the high ground in this stairwell has a +2 to Attack rolls, while their opponents suffer a -2 to Attack rolls.

Traps: none

Doors:

- **NE:** Open arched passageway to landing

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Inner Gatehouse: Undercroft - Room 5 – Store Room under Left Flanking Tower

Description (for players): This is a 20' x 15' chamber with a low vaulted stone ceiling about eight feet in height. There are shallow niches cut into the walls. A wooden ladder descends from a small hatch in the ceiling. The air is cold and smells faintly of straw and damp stone. Hooks on the wall hold oil lanterns that give off a dim light.

DM Notes: This is the entry point into the Left Flanking Tower's ground level, accessible only by ladder. In the event the gatehouse is infiltrated, defenders retreat upward to the first floor and yank the ladder. Stored here are consumable supplies used by the guards stationed at the gatehouse. These are not long-term siege stores (those would be kept deeper in the castle), but daily and weekly necessities.

Traps: none

Doors:

- **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- **Ladder:** leads down through a hatch in the floor

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here include:

Food & Drink

- 6 sacks of oats, 10 sacks of flour, 2 crates of hardtack, 4 wheels of hard cheese, Several jars of salted vegetables, 1 keg of pickled onions, 3 small casks of cheap ale, 2 water barrels, Basket with wrapped loaves (rotated daily from the castle bakery)

Household / Garrison Needs

- Firewood bundles, Fatwood kindling crates, Lamp oil flasks (2 crates × 12 each), Spare lanterns and torches (torches stored safely away from pitch in Room A), Cleaning brushes, mops, buckets, Soap blocks, Rags and cloth bundles

Guardroom Consumables

- Replacement bedding rolls, 6 wool blankets, Extra sets of basic guard clothing (tunics, hose, socks), Spare boots (2 pairs), Footwrap bundles, Candle bundles (tallow)

Recordkeeping & Administrative

- Spare parchment sheets, Sealing wax, 1 box of charcoal sticks, A broken desk slated for repair (leaned in corner)

Inner Gatehouse: First Floor

Inner Gatehouse: First Floor - Room 1 – Rightward Strike Room

Description (for players): This is a 20' x 15' chamber with a high vaulted stone ceiling about twelve feet in height. A wooden ladder descends down a small hatch in the floor. There is a set of stacked bunks

here along with two footlockers. Dim light seeps into the room on all sides from narrow arrow loops looking outward.

DM Notes: The first level is considered the “Kill Floor,” so named because chambers here surround the single passage through the gatehouse and offer firing positions on enemies if they break through. Each room is isolated from other rooms on this floor. The only entry to this room is from the undercroft by ladder. In the event the gatehouse is infiltrated, defenders retreat upward to here and yank the ladder.

Traps: none

Doors:

- **SE:** Open arched passageway
- **Ladder:** leads down through a hatch in the floor

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

spare quarrels, javelins, and stones for slings

wooden mantlets (portable cover for archers)

Inner Gatehouse: First Floor - Room 2 – Command Room

Description (for players): This is an L-shaped 30' x 30' room with a high vaulted stone ceiling about twelve feet in height. A set of stairs descends down a small hatch in the floor. An iron door sits on the north wall. Set into the east wall is a chimney set into the stone and a small fireplace. A bunk rests against one wall alongside a footlocker. A careful observer will notice a small opening in the ceiling about six inches wide.

DM Notes: The first level is considered the “Kill Floor,” so named because chambers here surround the single passage through the gatehouse and offer firing positions on enemies if they break through. Each room is isolated from other rooms on this floor. The only entry to this room is from an iron door from the inner courtyard as well as the stairs into the undercroft. In the event the gatehouse is infiltrated, defenders retreat upward to here and defend the stairs. The hole in the ceiling is a “yelling hole” used to communicate with the room above.

Traps: none

Doors:

- **Stairs:** lead down through a hatch in the floor
- **N:** Locked Iron Door (Open Lock DC 30, break DC 28; hard 10, 60 hp)

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

spare quarrels, javelins, and stones for slings
wooden mantlets (portable cover for archers)

Inner Gatehouse: First Floor - Room 3 – Main Passage

Description (for players): This is a 45' x 30' L-shaped passage flanked by stone walls, stone floor, and high vaulted stone ceiling about twelve feet in height. There are openings on the northern and eastern ends of the passage where portcullises defend and enclose this space. Dim light seeps into the room on all sides from narrow arrow loops looking inward.

DM Notes: The two ends of this passage are barred by portcullises that are controlled from the second floor. Arrow loops from all four towers and outside walls look into this space, as well as a dozen murder holes in the ceiling above where defenders can rain down hot oil and other objects. The first level is considered the "Kill Floor," so named because chambers here surround this single passage through the gatehouse and offer firing positions on enemies if they break through. Each room is isolated from other rooms on this floor.

Traps: Arrow loops, murder holes, and twin portcullises.

Doors:

- **N:** Portcullis
- **E:** Portcullis

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 60%/30%/10%. Possible NPC's: Wagons, carts, and people on foot make their way through this passage daily on tasks for the castle.

Treasure: none

Inner Gatehouse: First Floor - Room 4 – Circular Stair within the “Foot Tower”

Description (for players): This is a circular stairwell that winds clockwise up through a round stone tower. Dim light can be seen through narrow arrow loops looking outward. The passageway is roughly five feet wide.

DM Notes: The first level is considered the “Kill Floor,” so named because chambers here surround the single passage through the gatehouse and offer firing positions on enemies if they break through. Each room is isolated from other rooms on this floor. The only entry to this room is from the undercroft by ladder. In the event the gatehouse is infiltrated, defenders retreat to here and defend the stairwell.

The circular stair offers access to all four levels of the Inner Gatehouse except the first floor. For this reason, it is heavily used during military operations and heavily defended if the Gatehouse is breached by invaders. As a clockwise-spiral staircase, it lends an advantage to defenders who are right-handed and attacking downward on opponents beneath them. In combat, anyone right-handed with the high ground in this stairwell has a +2 to Attack rolls, while their opponents suffer a -2 to Attack rolls.

Traps: none

Doors:

- **NE:** Open arched passageway

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Inner Gatehouse: First Floor - Room 5 – Leftward Strike Room

Description (for players): This is a 20' x 15' chamber with a high vaulted stone ceiling about twelve feet in height. There is a set of stacked bunks here along with two footlockers. A wooden ladder descends down a small hatch in the floor. Dim light seeps into the room on all sides from narrow arrow loops looking outward.

DM Notes: The first level is considered the “Kill Floor,” so named because chambers here surround the single passage through the gatehouse and offer firing positions on enemies if they break through. Each room is isolated from other rooms on this floor. The only entry to this room is from the undercroft by ladder. In the event the gatehouse is infiltrated, defenders retreat upward to here and yank the ladder.

Traps: none

Doors:

- **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- **Ladder:** leads down through a hatch in the floor

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

spare quarrels, javelins, and stones for slings

wooden mantlets (portable cover for archers)

Inner Gatehouse: Second Floor

Inner Gatehouse: Second Floor - Room 1 – Rightward Winch Room

Description (for players): This is a 20' x 15' chamber with a high vaulted stone ceiling about twelve feet in height. Dim light seeps into the room on all sides from narrow arrow loops looking outward. A heavy chain disappears into a shaft above and a large winch mechanism sits against the wall. Dim light seeps in from narrow arrow loops on every wall looking outward. The air smells of iron, sweat, and old oil. The sound of whistling wind through the arrow loops is punctuated by the faint clinking of chains.

DM Notes: This is the winch room for the portcullis on the northern end of the Gatehouse Main Passage. Two guards work the winch to raise and lower the portcullis leading into the castle inner courtyard. This room is always manned during the day.

Traps: none

Doors:

- **SE:** Open arched passageway

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 85%/85%/25%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

- Thick leather gloves for winch crews
- Pitch buckets stored near murder holes
- Spare ropes, pulleys, chain links
- Wedges used to lock winch drums

Inner Gatehouse: Second Floor - Room 2 – “Boot Tower” Winch Room

Description (for players): This is a 30' x 30' chamber with a high vaulted stone ceiling about twelve feet in height. Dim light seeps into the room on all sides from narrow arrow loops looking outward. A heavy chain disappears into a shaft above and two large winch mechanisms sit against the west and south walls. Set into the east wall is a chimney set into the stone and a small fireplace. Dim light seeps in from narrow arrow loops on every wall looking outward. The air smells of iron, sweat, and old oil. The sound of whistling wind through the arrow loops is punctuated by the faint clinking of chains. A careful observer will notice a small opening in the floor about six inches wide and another in the ceiling.

DM Notes: This is the secondary winch room for both portcullises of the Gatehouse Main Passage. Two guards work the winches to raise and lower the portcullises if no one is available in the primary winch rooms. This room is always manned during the day. The holes in the floor and ceiling are “yelling holes” used to communicate with the rooms above and below.

- **Wrought Iron Portcullis**
 - Type: Mechanical Barrier
 - Size: Huge (15 ft. wide × 15 ft. tall); Weight: ~2,500–3,500 lbs; Thickness: 2 inches (iron)
 - Material: Forged iron bars with downward-facing spear points
 - Hardness: 10, Hit Points: 120, Break DC: 28; Lift (Strength) DC: 30
- **Operating the Portcullis Winch**
 - Raising or lowering the portcullis is done by operating the winches located just above the gate on the second floor (Rooms 1, 2, and 6). Two guards normally turn the cranks, taking **2 rounds** (12 seconds) to raise or lower the gate.
 - To operate the winch, make either:
 - A **Knowledge (Architecture or Engineer)** DC 5, or
 - **Strength check** DC 15 (untrained).
 - Operating alone imposes –2 to checks; each additional pair of helpers provides +2 circumstance bonus.
 - **Failure** means the mechanism becomes **Stuck** (see below).
- **Stuck Portcullis**

- A stuck portcullis binds temporarily in the track. Roll **1d12** to determine how many feet off the ground it is.
- Fixing a stuck gate requires one full round and a successful operating check.
- On a **natural 1**, the portcullis **drops immediately** (as per Emergency Drop). Roll d100: on 10 or lower, the mechanism becomes **Disabled** (see below).
- **Emergency Drop**
 - The portcullis can be dropped by pulling the release lever next to the winch. The gate falls in **1 round**.
 - Roll d100: on 10 or lower, the mechanism becomes **Disabled**.
 - Anyone beneath the gate must make a **Reflex save DC 15** or take **4d6 bludgeoning damage** and become **pinned**. A pinned character can escape using Escape Artist DC 20 or an opposed Strength check DC 25 unless the winch is locked or disabled.
- **Emergency Raising**
 - To raise the portcullis in **1 round** instead of 2:
 - **Knowledge (Architecture or Engineer) DC 18**
 - or **Strength check DC 20**
 - Failure: mechanism becomes **Stuck**.
 - Natural 1: portcullis drops immediately (as Emergency Drop). Roll d100: 10 or lower = **Disabled**.
- **Locking the Winch**
 - Engaging the ratchet lock is a **standard action**. A locked winch means the portcullis **cannot move**, even by force.
 - Unlocking requires a **Knowledge (Architecture or Engineer) DC 5** or **Intelligence check DC 12**.
 - Both locking and unlocking a winch can invite an Attack of Opportunity.
- **Disabling the Winch**
 - Disabling is different from locking; locking can be reversed using the handle, while disabling makes the winch inoperable until repaired.
 - To disable a winch:
 - Disable Device DC 25
 - or Strength check DC 28 (breaking the pawl)
 - Requires **1 minute**.
 - A disabled winch means the portcullis will **not move**, even by force.
 - Repairing a disabled winch:
 - **Craft (Mechanisms or Metalworking) DC 15**,
 - **Knowledge (Architecture or Engineer) DC 20**,
 - or **Disable Device DC 20**.
 - Requires 10 minutes.
- **Bypassing a Dropped Portcullis**
 - A creature can slip under only if it is raised at least **2 feet**.
 - Otherwise, Escape Artist **DC 20** or **Dex check DC 15**.

- Squeezing requires a **full-round action**.
- **Manual Lifting**
 - Creatures lifting the gate manually can raise it **1 foot per round**.
 - To lift the gate:
 - Strength check DC 20 (If winch is stuck: DC 25)
 - Cannot be lifted if winch is **locked** or **disabled**
 - Multiple lifters: highest Strength modifier +2 per additional helper.

Traps: none

Doors:

- **SW:** arched passageway to Murder Room
- **S:** arched passageway to Murder Alcove

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night)
85%/85%/25%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

- Thick leather gloves for winch crews
- Pitch buckets stored near murder holes
- Spare ropes, pulleys, chain links
- Wedges used to lock winch drums

Inner Gatehouse: Second Floor - Room 3 – Murder Room

Description (for players): This is a 45' x 35' space with a high vaulted stone ceiling about twelve feet in height. Dim light seeps into the room from narrow arrow loops on the western and southern walls. Iron portcullis frames can be seen perched in their slots to the north and east, along with chains that disappear into the walls. A careful observer will notice a dozen or more hatches in the floor with rope handles for pulling them up. The ceiling here is blackened with soot.

DM Notes: This is the area directly above the main passageway through the Inner Gatehouse. Here the portcullises that guard the northern and eastern ends of the passage are drawn up when the passage is open. Hatches in the floor look down on the passageway and are used as murder holes to rain down death on enemy invaders.

Traps: none

Doors:

- **NW:** Open arched passageway
- **NE:** Open arched passageway
- **SW:** Open arched passageway to circular staircase

Secrets/Clues: none**Monsters / Creatures / NPCs:** Chance of any NPC's being present: (daytime/evening/night)
85%/85%/25%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.**Treasure:** none

Provisions/Equipment stored here:

- Barrels of oil, resin, lime, sand, pitch, and animal fat
- Iron cauldrons for heating material
- Bronze funnels for pouring oil
- Heavy rawhide work gloves

Inner Gatehouse: Second Floor – Room 4 – Murder Alcove**Description (for players):** This is a 10' x 15' wood and stone chamber situated between towers with open arched passageways allowing movement between them. A large wrought iron portcullis can be seen to the west when it is raised and at rest on this level. An observant person will notice three hatches on the floor with rope pulls for opening them. The ceiling here is blackened with soot.**DM Notes:** This is a wood and stone hoarding built out over the entrance into the gatehouse. It is situated here to access murder holes onto the entrance in times of siege.**Traps:** none**Doors:**

- **N:** Open arched passageway
- **S:** Open arched passageway

Secrets/Clues: none**Monsters / Creatures / NPCs:** Chance of any NPC's being present: (daytime/evening/night)
10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.**Treasure:** none

Provisions/Equipment stored here:

- Barrels of oil, resin, lime, sand, pitch, and animal fat
- Iron cauldrons for heating material
- Bronze funnels for pouring oil
- Heavy rawhide work gloves

Inner Gatehouse: Second Floor – Room 5 – Circular Stair within “Foot Tower”

Description (for players): This is a circular stairwell that winds clockwise up through a round stone tower. Dim light can be seen through narrow arrow loops looking outward. The passageway is roughly five feet wide.

DM Notes: The circular stair offers access to all four levels of the Inner Gatehouse except the first floor. For this reason, it is heavily used during military operations and heavily defended if the Gatehouse is breached by invaders. As a clockwise-spiral staircase, it lends an advantage to defenders who are right-handed and attacking downward on opponents beneath them. In combat, anyone right-handed with the high ground in this stairwell has a +2 to Attack rolls, while their opponents suffer a -2 to Attack rolls.

Traps: none

Doors:

- **NE:** Open arched passageway to landing

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Inner Gatehouse: Second Floor - Room 6 – Leftward Winch

Description (for players): This is a 20' x 15' chamber with high vaulted stone ceiling about twelve feet in height. Dim light seeps into the room on all sides from narrow arrow loops looking outward. A heavy chain disappears into a shaft above and a large winch mechanism sits against the wall. Dim light seeps in from narrow arrow loops on every wall looking outward. The air smells of iron, sweat, and old oil. The sound of whistling wind through the arrow loops is punctuated by the faint clinking of chains.

DM Notes: This is the winch room for the portcullis on the eastern end of the Gatehouse Main Passage. Two guards work the winch to raise and lower the portcullis leading into the castle middle bailey. This room is always manned during the day.

Traps: none

Doors:

- **N:** Open arched passageway to Murder Alcove

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 85%/85%/25%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

- Thick leather gloves for winch crews
- Pitch buckets stored near murder holes
- Spare ropes, pulleys, chain links
- Wedges used to lock winch drums

Inner Gatehouse: Third Floor

Inner Gatehouse: Third Floor - Room 1 – Rightward Lookout

Description (for players): This is a 20' x 15' chamber with high-sloped timber trusses overhead supporting a wooden roof twelve feet in height. Bird droppings on the rafters suggest birds often nest here. Dim light seeps into the room on all sides from narrow arrow loops looking outward. There is a set of stacked bunks here along with two footlockers.

DM Notes: This is one of three observation towers at the top of the Inner Gatehouse. It is usually patrolled by a pair of guards that move between the towers, their eyes on the horizon and activities below.

Traps: none

Doors:

- **SE:** Open arched passageway

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 85%/85%/85%. Possible NPC's: 1d4 Guards (1st level warrior) (at night there is at least one guard sleeping here); at any given time, there is a 1% chance the Captain of the Guard is inspecting this area.

Treasure: none

Inner Gatehouse: Third Floor - Room 2 – “Boot Tower” Lookout

Description (for players): This is a 30' x 30' chamber with high-sloped timber trusses overhead supporting a wooden roof twelve feet in height. Bird droppings on the rafters suggest birds often nest here. Set into the east wall is a chimney set into the stone and a small fireplace. Dim light seeps into the room on all sides from narrow arrow loops looking outward. A table sits in the middle of the room with maps spread out across it. A bunk rests against one wall alongside a footlocker. A careful observer will notice a small opening in the floor about six inches wide.

DM Notes: This is one of three observation towers at the top of the Inner Gatehouse. It is usually patrolled by a pair of guards that move between the towers, their eyes on the horizon and activities below. This is considered the command post for the entire complex. The holes in the floor is a “yelling hole” used to communicate with the room below.

Traps: none

Doors:

- **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 85%/85%/85%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Provisions/Equipment stored here:

- Spyglass
- Extra heavy wool cloaks hanging on pegs
- Watch log detailing movements through the gatehouse

Inner Gatehouse: Third Floor - Room 3 – Chapel

Description (for players): This is a 45' x 30' chamber with high-sloped timber trusses overhead supporting a wooden roof twelve feet in height. Bird droppings on the rafters suggest birds often nest here. Dim light seeps into the room from narrow arrow loops on the western and southern walls. There are faded banners hanging on the walls depicting the Clesian holy figures and a small wooden altar on the south end of the room. Low wooden benches are arranged in the middle of the room. This room appears to be dressed up a bit more than the rest of the Gatehouse rooms.

DM Notes: This is the People's Chapel, situated at the top of the Inner Gatehouse as a symbol of Clesia's defense of this place as well as a welcoming space for those serving the castle to meet and worship. It is also the connecting area between the three lookout towers, so guards patrol through here regularly.

Traps: none

Doors:

- **NW:** open arched passageway
- **NE:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- **SE:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)
- **SW:** open passageway to circular stairwell

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 85%/85%/85%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard. On every seventh day, Godala, there are services being held here with the castle chaplain and 3d10 residents of the town and outbuildings present.

Treasure: none

Inner Gatehouse: Third Floor - Room 4 – Circular Stair within “Foot Tower”

Description (for players): This is a circular stairwell that winds clockwise up through a round stone tower. Dim light can be seen through narrow arrow loops looking outward. The passageway is roughly five feet wide.

DM Notes: The circular stair offers access to all four levels of the Inner Gatehouse except the first floor. For this reason, it is heavily used during military operations and heavily defended if the Gatehouse is breached by invaders. As a clockwise-spiral staircase, it lends an advantage to defenders who are right-handed and attacking downward on opponents beneath them. In combat, anyone right-handed with the high ground in this stairwell has a +2 to Attack rolls, while their opponents suffer a -2 to Attack rolls.

Traps: none

Doors:

- **NE:** Open arched passageway to landing

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 10%/10%/10%. Possible NPC's: 1d4 Guards (1st level warrior) and a 1% chance the Captain of the Guard.

Treasure: none

Inner Gatehouse: Third Floor - Room 5 – Leftward Lookout

Description (for players): This is a 20' x 15' chamber with high-sloped timber trusses overhead supporting a wooden roof twelve feet in height. Bird droppings on the rafters suggest birds often nest here. Dim light seeps into the room on all sides from narrow arrow loops looking outward. There is a set of stacked bunks here along with two footlockers.

DM Notes: This is one of three observation towers at the top of the Inner Gatehouse. It is usually patrolled by a pair of guards that move between the towers, their eyes on the horizon and activities below.

Traps: none

Doors:

- **W:** Locked Simple Wooden Door (Open Lock DC 30, break DC 15; hard 5, 10 hp)

Secrets/Clues: none

Monsters / Creatures / NPCs: Chance of any NPC's being present: (daytime/evening/night) 85%/85%/85%. Possible NPC's: 1d4 Guards (1st level warrior) (at night there is at least one guard sleeping here); at any given time, there is a 1% chance the Captain of the Guard is inspecting this area.

Treasure: none