

# Six Planar Gates

by Philip Reed

In *A DM's Directory of Demiplanes* you will find an appendix titled "A Dozen Planar Gates." While sales of *A DM's Directory of Demiplanes* have been poor, I did quite enjoy the time I spent working on the various demiplanes and the planar gates. Since it's completely up to me what I write and publish, I decided to take the time to create six more planar gates. While I suspect sales on this PDF will not warrant the time I invested in the project there comes a time when you've just got to write something for yourself. While I almost always enjoy my writing projects, this one is being done with the foreknowledge that it isn't likely to make much money.

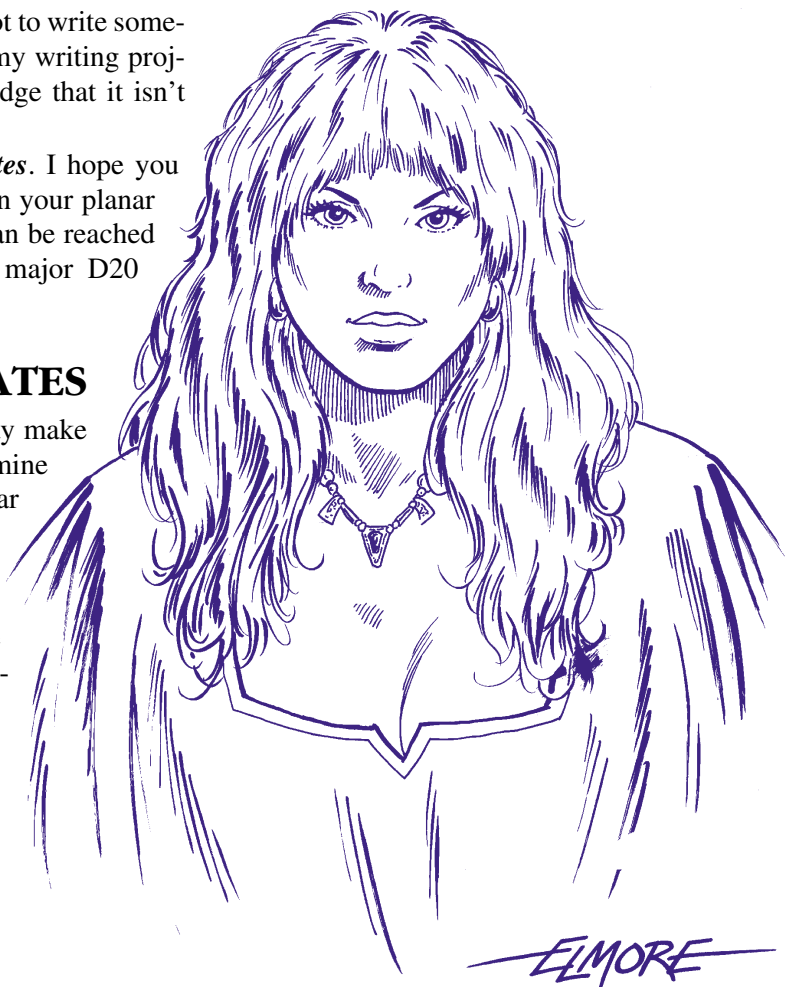
With that in mind, I present *Six Planar Gates*. I hope you enjoy these and find ways in which to use them in your planar campaign. As always, I welcome feedback and can be reached at [roninartspresident@yahoo.com](mailto:roninartspresident@yahoo.com) or on several major D20 messageboards. I look forward to your mail.

## LEARNING ABOUT THE GATES

At the DM's option, the player characters may make a *Knowledge (the planes)* check in order to determine exactly what they know about the various planar gates presented in this PDF. Each of the gates described herein includes a *Knowledge (the planes)* DC against which the character must roll. The exact understanding of a particular gate depends on the character's roll. Consult the following table.

### DC Knowledge

Base	Has heard of the gate.
+5	Knows the history of the gate.
+10	Knows where the gate is located.
+15	Knows how the gate operates.
+20	Knows where the gate leads.



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## THE DOOR OF FLAMES

**Knowledge (the planes) DC: 22**

Deep in the heart of a towering mountain, near the burning rivers of lava and flame, there stands a twelve-foot tall stone door covered in a constantly burning flame. The door is unlocked and swings easily on its hinges though anyone touching the door to open it suffers 3d8 points of fire damage. Stepping through the open door inflicts another 3d8 points of fire damage – the door opens to the Burning River, a circular demiplane inhabited by numerous fire creatures (see *A DM's Directory of Demiplanes*).

The Door of Flames can be activated by anyone and, once opened, remains open for 24 hours before slamming shut. The portal is a one-way opening to the Burning River and those that pass through it find themselves standing near the river's bank.

## THE INFINITE LADDER

**Knowledge (the planes) DC: 15**

This freestanding ladder is only one of a series of such devices that appear naturally throughout numerous planes, demiplanes, and worlds. The ladder is invisible until touched by any character or creature at which point all within 20 ft. of the ladder can see it. Climbing the ladder transports the traveler to a companion ladder of the DM's choice and requires six hours of climbing after which point the traveler suddenly finds himself standing next to the ladder at a new location. Once a traveler has climbed up the ladder for an hour the ground below suddenly vanishes and is replaced with a complete void. Anyone falling off of the ladder instantly disappears and is never heard from again. A running battle on the ladder would be dangerous.

If the traveler attempts to climb back down the ladder before reaching the unknown destination he finds that he cannot return to his origin point. A traveler could climb down until he dies of old age or lack of food and will never reach a new location. Only by climbing up can the ladder be used to travel between the planes.

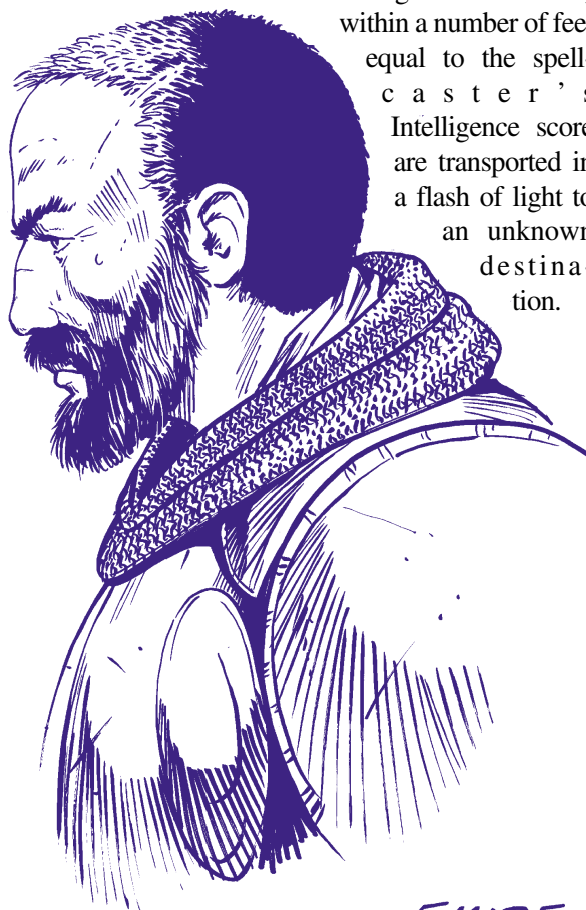
## THE OBELISK OF PLANAR TRAVEL

**Knowledge (the planes) DC: 18**

This tall, tapered stone is four-sided and covered in arcane symbols. Hidden somewhere deep in the jungles of the south, this stone obelisk was once the heart of a great city of serpent people that have been long extinct. The obelisk was used as a dimensional gate to a forgotten demiplane from which the serpent people came. Adventurers and sages whisper that the serpent people were worshippers of the dark god Yig and that their society was completely obliterated in a battle with a dark cult dedicated to the Unspeakable One.

Today, the obelisk no longer connects to its original destination and, instead, opens onto a random plane or demiplane. To activate the obelisk, an arcane spellcaster must place both hands on the towering stone and remain for several minutes (2d6+4 minutes to activate) at the end of which time the spellcaster is weakened (2d6 points of Constitution damage and all of the spellcaster's spell slots are drained for 48 hours) and all living creatures (and items touched or carried,

excluding the obelisk) within a number of feet equal to the spellcaster's Intelligence score are transported in a flash of light to an unknown destination.



ELMORE

It is said that a powerful arcane spellcaster can direct the obelisk, forcing it to transport those surrounding it to a specific plane or demiplane. To do so the spellcaster must make a DC 40 Spellcraft check at the exact instant that the transport takes place. If the check is successful the obelisk transports those surrounding it to a plane or demiplane of the caster's choice (they still land in a random area). On a failed check nothing happens though the caster still suffers the Constitution damage and loss of spell slots.

## THE MISSING DOOR

### Knowledge (the planes) DC: 20

This wooden doorframe stands on a barren field of ice somewhere near the top of the world, the weather and nature keeping the doorframe and surrounding area completely free of snow and wind. Entering the area within 100 ft. of the doorway is eerie and unnatural, the silence deafening and the heavy weight of unease leaving all that fail a DC 25 Will save shaken for as long as they remain in the affected area.

Stepping through the doorway while uttering the command word – “journey” in draconic – instantly transports the planar traveler to any plane or demiplane of his choosing that he has visited at least once before. All travelers must make a DC 20 Will save as they step through the doorway – on a failed check the traveler remains shaken for 2d12 hours after reaching his destination.

The gate once had a door but that was stolen by a powerful soldier of evil several hundred years ago. If the door could be located and rejoined to the frame – a truly difficult adventure of possibly epic proportions – the doorway will continue to function as a planar gate but it will only operate for those of a good alignment.

## THE UNWANTED COACH

### Knowledge (the planes) DC: 28

This normal-looking coach and team of four wagons is driven by a man dressed entirely in black. Black scarves obscure the man's face and his skin is completely covered – every inch of the man's body hidden by black boots, gloves, scarves, and robes. The man and the coach are, in fact, a planar being of unimaginable power that can never be destroyed, harmed, or forced from his course. It is said that The Unwanted Coach was created before time, back when a different reality existed. Those knowledgeable of such times sometimes reveal that The

Unwanted Coach is both the creator and destroyer of that previous existence. How much is true, and what the man, coach, and team really are, is unknown. Attempts to speak with the man or interact with The Unwanted Coach in any way other than to accept a ride, lead to The Unwanted Coach taking flight and vanishing – but not before a concussive burst of magical energy inflicts 2d6 points of damage to everything within 40 ft. of its location (no save allowed and DR does not protect against this damage). Additionally, all those injured by this effect permanently lose 1 point of Constitution.

The Unwanted Coach arrives at random, seeking out those who may be stranded on a plane or demiplane. When it arrives, the man holds out his hand and those it has selected “hear” a mental request for payment. If they meet agree to pay the price – always the most powerful, most expensive magic item the group possesses – the coach door opens to reveal an insanely large area. Up to 20 medium-size humanoids can ride within the coach. The coach door remains open for five minutes after which point The Unwanted Coach takes flight and, seconds later, lands at its passengers' chosen destination.

A check to learn of this gate that indicates that the location of The Unwanted Coach is known means that the character knows where best to wait for the coach.

The Unwanted Coach will offer a ride to a particular character or group only once a decade. Refusing the ride, or attacking The Unwanted Coach, will be seen as a permanent refusal for services and The Unwanted Coach will never approach the individual or group again.

## THE WELL OF SHADOW

### Knowledge (the planes) DC: 18

This stone well, in the courtyard of a crumbling castle somewhere in the mountains of a material plane world, is a gateway to the plane of shadows that functions only once a day. A standing tower, the sole remaining tower in the area, casts a shadow over the well in the early morning hours. As the sun slowly rises, a shaft of light tearing through a window in the tower moves across the ground until it illuminates the well. For a period of thirty minutes each day, this shaft of light transforms the well into a shimmering portal. Anyone jumping into this portal is instantly transported to the plane of shadow.

If the light is blocked from reaching the well, the portal does not function that day.

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