

LEGENDARY PLANET

STARGATES

BY TIM HITCHCOCK

STARFINDER
COMPATIBLE



STARGATES

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to online resources like starjammersrd.com where applicable. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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SUPERSCRIPT REFERENCES

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

CRB = *Pathfinder Roleplaying Game Core Rulebook*

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

TG = Companion softcover guide to technology.

UE = *Pathfinder Roleplaying Game Ultimate Equipment*



WELCOME TO THE LEGENDARY PLANET ADVENTURE PATH

This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whether you favor the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game*, or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

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WHAT YOU WILL FIND INSIDE STARGATES

Stargates opens up a vast universe of possibility for creating and designing your own system of gateways to bring interplanetary adventure to your campaign. From local system portals to intergalactic wormholes, you'll find within a detailed system for defining not just the basics like direction and range but mysterious manifestations of transmateralization energies, the dangers of activating dormant or damaged gateways, including malfunctions like biomutation, psychic backlash, and temporal displacement! You can create unique gateway keys for conditions, patrons, and arcane, divine, and psychic magic and more, and you'll find sample gateways like the solar arch, priest's passage, and the Pillars of Qa, as well as specialized feats, spells, and more for making the most of gateways in your universe.

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- Jason Nelson



“Leaping through the gate brings the momentary sensation of being utterly alone in the vast black void. Heartbeats later pinpricks of light come into existence. At first one-by-one, and then seconds later they appear in the thousands and then millions. Scant moments later, the sensation of a torrent of motes of light rushed towards me, until I was longer surrounded by darkness but a stark and perfect white—as if the light itself were pouring into my physical form. The sensation of such immense power coursing through every cell overwhelms the body, becoming so intense that it almost caused me to lose consciousness... seconds later, I staggered out the other side of the gate--forever changed.”

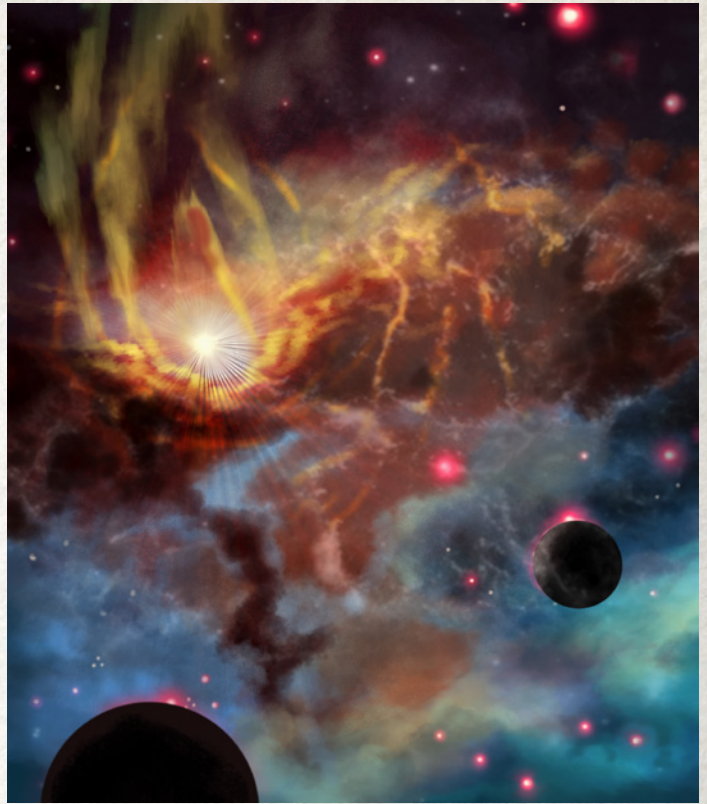
Excerpt from *The Stargate Primer* describing a travelers experience of traveling through the Hexoplian Stargate in the Argosian Quadrant.

INTRODUCTION

In the timeless eons before the rise of the Principalities, the ancestors of the elali discovered the movements of energy through both space and time. The void that exists between the worlds served as a sort of conduit for these energies, and the movements of energies and forces within it hold constant as everything seeks to find its balance. Originally, the Ancients attempted to harness into these energies, but doing so proved akin to attempting to control the entire multiverse. Instead, they focused on determining the shape of placement of objects in space. With this knowledge, they learned how to predict and follow the path and motion of all energies through the universe and in doing so, unlocked the secrets of interplanetary travel.

The Ancients discovered that everything within the multiverse progressed in a constant state of motion and that certain energies were responsible for this movement. This meant that objects continually followed in the paths and currents of the energy around them and assuring all matter remained in constant motion. Ironically, the secret to traveling didn't involve entering into the path of motion, but instead required one to jump out side of it—to remain still as time and space rushed by and then re-entering by jumping back in at a different point. Since everything remained in motion, the individual re-entering, always arrived at a different location. The process is similar to taking a transfer at a train-stop, where the passenger exits one train, waits a bit, and then boards the next train entering the station. The new train is entirely different from the first and may even travel a different speed on a different path. The principal for this particular anomaly became known as the Ioxian Continuum Paradox, though individual points of entry and egress are commonly referred to as stargates.

Stargates exist because energies within the universe move in two distinct directions, linear and non-linear. Much like a great loom, the forces thread together creating an elaborate tapestry. As the universe moves, the spaces between various threads of energy expand and contract, creating pockets or holes in which motion remain static. Different stargates connect at thousands of these pockets throughout the universe, each with its own set of rules



THE WEAVE

Energy that travels in straight lines connecting between single points is referred to as the weave.

While the weave is technically infinite, one can only use it to travel for short distances, as energy needed to travel through the weave is limited to the range of the nearest energy source— typically a single sun within a single solar system.

The major advantage of the weave is that its motions are extremely consistent and typically (but not always) bidirectional. For this reason, the Ancients often used weave stargates as connectors between multiple planets or moons within the same solar system.

THE WARP

Non-linear energy is referred to as the warp. Instead of connecting single points, warp stargates bend, ripple, or fold energy, which causes a sort of compaction of space capable of connecting multiple points in the universe that would otherwise lie a great distance from each other, relatively close together. At certain points along the warp, entropic energy flows from surplus points to negative points, in attempt to become balanced. At these points, the Ancients built Stargates to manipulate the amount of energy needed to create either a surplus or a deficit. Unbalancing the energies triggered the formation of a stargate.

While warp stargates allow travelers to jump greater distances, or even through different universes, planes of existence, and time—they are far more difficult to manipulate. Transport is typically unidirectional because precise destinations readily shift as the warp changes in both its energy levels and its relative position to the location of the stargate. While an individual can manipulate the stargate's direction, reversing a warp stargate requires more than just a powerful energy source and set of coordinates. Still, the universe remains in a state of constant change therefore, the warp occasionally shifts back upon itself. Currently no mortal has ever attained such a powerful shift, not even the Ancients, however shifts occur naturally over many millions of years or as some claim, at the will of the divine.

GATES IN LEGENDARY PLANET

The way that gates operate in the default universe of the *Legendary Planet Adventure Path* is fairly static, with gateways established millennia ago by the Ancient progenitor races. Their origins are shrouded in mystery and their function is left deliberately vague, since the context of that adventure saga the gateways are simply a means to an end, a way to enable the heroes to move from planet to planet and to keep the action focused on a fast-paced campaign of hard-driving planetary pulp action. They are a thing to seek, to discover, and to marvel at, without getting too bogged down in trying to understand or replicate their function. However, every group's tastes and games are different, and for some the exploration of the gateways and tinkering with them and figuring out how they work may become an area of interest as they proceed through the adventure path or split off to seek their own adventures in this universe beyond this one adventure saga. The rules presented in this supplement are designed for players and GMs who find the stargates intriguing and exciting and something they wish to explore further.

For those content to simply use the gates to get from one place to another, the default assumptions of the campaign are that the many gates that now exist were created by the Patrons and the Principalities present a complex network referred to on most worlds as "The Weave." The gates often connect to the next closest gate, but countless factors come into play when the entire network is examined. Planetary rotation, gravity wells, and other cosmological and even magical forces govern where, when, and how far the gates can open. For example, some may only function under specific conditions, such as an eclipse or certain planetary alignments. And others may require certain keys, knowledge, or intrinsic qualities in those attempting to access them.

Gates vary in functionality and external appearance but adhere to some common elements. They universally accommodate a creature of Large size or smaller, though some are considerably larger giving rise to rumors of titans striding between worlds. They're almost always found where humanoid creatures dwell, either in the present or the ancient past. The Patrons and the Principalities created various species with a basic humanoid design in mind, believing it to be the perfect form for interacting with the

unique environments of the multiverse. Gates may have singular or multiple connection points, although many are also fixed and unchanging. The actual entrance to a gate is always circular, whether perfectly round or oval or partially buried as an arc. All apparently operate in sync with the orbit of their homeworld around its given star, tapping into the gravity wells of this relationship to power and extend its reach to other solar systems and galaxies. Each gate is a minor artifact and physically indestructible—with one caveat. They can be rendered inoperable, but the method required to sabotage a gate is a closely guarded secret within the Bellianic Accord—the biological descendants of the ancient Patrons. Once sabotaged, a gate is rendered inoperable even if it remains indestructible, making them a precious resource to all who use them.

Beyond those basic qualities, gates vary greatly in function and outward appearance. A vertical upright metal ring is a common configuration, but numerous other gates have been found created from stone and set into ground. Some permit two-way traffic, while others are strictly one-way. Some gates are consistent and reliable, while others prove temperamental and fail from time to time. A few even require certain conditions to be met before they can open, such as a full moon, an eclipse, or a clear night to better read the heavens. A temperamental gate is often "ignited" with some form of intense energy to better stabilize it. Select gates even alter those who pass through them to acclimatize them to their destination. Stories also circulate that certain "chosen" individuals manifest amazing abilities upon arrival on other worlds, a morphic manifestation which changes each and every time they pass through a gate.

The placement of gates often defy reason, but the time since their creation spans thousands of years and no extant species fully understands the secrets of their manufacture or the mystery behind their operation. Elder races realize there may once have been a context to their arrangement which no longer exists or became altered due to planetary upheaval, orbital changes, or the rise and fall of various civilizations tasked with maintaining them. As a result, a place like the Gateway City of Zel-Argose, described in *Legendary Planet: To Worlds Unknown*, is a mystery unto itself, and the many portals among its ruins may lead to more Patron enclaves where answers can be found and then applied to reaching even more worlds among the Weave of the multiverse.

DEFINING STARGATES

For GMs and players wishing to broaden the universe and what the interplanetary gateway network is all about, stargate serves as a catch-all term used to describe those points within the universe that somehow connect to other locations within the universe. Thousands of theories attempt to fully explain the anomaly; yet much of the mysteries of a stargate's function remains beyond mortal explanation. Despite the widespread manipulation of the stargates, the Ancients likely knew little more about their workings than what is known today. In the earliest of days, when the Patrons first began experimenting with the warp, they were only capable



of building stargates to planet within a limited range. They randomly projected to these unknown destinations and upon arriving, they constructed a new stargate to establish two-way travel between the source world and the new planet, which they intended to colonize and support.

Stargates vary drastically in their appearance. Each one is like a work of art, crafted by the vision of the Ancient who gave it shape and form. This is also part of the reason why such portals eventually came to be called by different names on different worlds by the lesser species, which grew up around them. Most commonly, they consist of huge rings of worked stone or metal, though rumors exist that there are stargates formed from more diverse materials including crystal, molten metals, and even gas. In some quadrants, stargates may share similar features, typically some sort of design or writing to identify them. Particularly if the stargates were erected under the authority of an army or strong-willed ruler. In other quadrants individual portals proves far more difficult. For example, during the age of the Third Ultari Dynasty, the subjugate planets of the Terrax Minor galaxy made good use of covert stargates to escape persecution, by disguising them within the architectural features of their temples. Similarly, a stargate's age can have major influence over its appearance, and a decent historian can usually tell the approximate age of a stargate from its build. Still a number of stargates continue to defy explanation, especially those constructed in lesser explored regions or in quadrants where the use of stargates was forbidden. These appear organically— seemingly at random and without warning, rarely emerging twice at the same location.

Over the centuries, scholars and explorers have attempted to decipher the writings and designs of numerous stargates to determine where they came from or how they operate. While these studies have given rise to several theories, thorough understanding of their workings remains limited. Some suggest the stargates predate history and that the tears in the void are remnants from the formation of the universe. While at one time stargates were believed to be powerful artifacts created by the Ancient, stargates hold little or no power in an off themselves. Instead, they mark locations where the warp and weave of the universe become stressed. This latter theory holds that the Ancients created stargates at these points to function acted much like doors, except they may have also allowed travelers to either pool energies or at least predict times when the energies provided the means to travel through the stargates.

Towards end of their era, the Ancients sought greater control over the stargates. In these years, they began to develop the ability to “key” certain stargates, in order to force them to activate as well as transport them to precise destinations. A key typically consisted of meeting one or more conditions as determined by the intended destination. The key was then presented in an ritual-like performance to activate the stargate. Even with such knowledge stargates remain subject malfunctions or misroutes of energy, thus the final destination of a warp stargate is never fully guaranteed. Keyed gates are far more like artifacts, however they only allow an individual means of manipulating an existing force, thus, the ability to port entities through spaces remains a mystery.

CREATING A STARGATE

The following rules describe the process for designing your own stargates. As for the possibility of player characters themselves creating their own gateways, the Legendary Planet default setting assumes they can no longer be manufactured, but if you choose to allow it, treat it the same as a character wishing to create an artifact.

CHALLENGE RATING

A stargate's CR is equal to 1 + the sum of its modifiers as determined by its abilities and restrictions. Use the table below to determine the stargate's CR.

TYPE

Type refers to whether a specific stargate is a weave stargate or a warp stargate.

RANGE

Range refers to the distance that lies between two stargates. It is quantified in terms of solar, galactic, intergalactic, and infinite. Distance is entirely influenced by the stargate's base type, as weave stargates are typically only capable of solar movement, while only warp stargates permit intergalactic movement.

Solar: A solar range means the majority of the energy used in generating the flow of energy comes from the sun (or suns) that serve as the center of a single solar system. This limits the flow between siphons to locations within the same solar system.

Galactic: A stargate with a galactic range draws energies from multiple sources which enables them to connect points at much greater distances. They rely on ripples within the void created by the movement of forces within a single galaxy and harnesses energy sources to rapidly jump from the crest of one ripple to another to decrease the distance. A stargate with a galactic range cannot extend its movements to any location beyond its specific galaxy, however its ability to flow within a single galaxy may be virtually unlimited.

Intergalactic: A stargate with an intergalactic range draws energies from the movement of the void itself. These stargates occur where the void hits a violent fold or bend and begins spilling from a point in a galaxy of greater energy into another galaxy containing of lesser energy. Furthermore, these galaxies may or may not exist in the same dimension, thus a stargate with intergalactic range may also have a temporal sub-range.

A temporal sub-range means the stargate moves through the dimension of time. The destination of a temporal stargate may be in a new location at some other point in time, or the same location at different point in time, however temporal travel is distinctly unidirectional and one cannot reverse the flow of a temporal stargate to return to a previous temporal dimension, and can only return by finding another warp stargate with an intergalactic (temporal) range that leads to their original location.

TABLE 1: STARGATE CR MODIFIERS

TYPE	CR MODIFIER
Weave	+1
Warp	+4
RANGE	
Solar	+0
Galactic	+2
Intergalactic	+3
Planar	+1
Temporal	+2
DIRECTION	
Unidirectional	+0
Bidirectional	+2
Multidirectional	+1 per each direction
SIZE	
Small to Medium	+0
Large	+1
Huge	+2
Epic	+3
ACTIVATION	
Keyed	+1
CONDITION	
Mild Degradation	+1
Moderate Degradation	+2
Advanced Degradation	+3
Extensive Degradation	+4
Dormant	+2
Damaged Energy Drained	+2
Damaged Displacement	+1
Damage Physical Destruction	+3
Ruined	+6
Restrictions	+1 per restriction

DIRECTION

Technically speaking, the stargate itself doesn't possess any sort of direction, but simply marks an access point through the void. Instead, direction refers to the direction in which a stargate's entrance points. There are three basic directional types, unidirectional, bi-directional, and multi-directional. It should also be noted that all stargates are capable of creating unidirectional passages to any worlds within their ranges, if that world doesn't already possess a stargate, however using a stargate in such a fashion is wildly unpredictable and extremely dangerous. A stargate's direction is predominantly influenced by its base type.



Unidirectional: A unidirectional stargate only opens in a single direction. Travel through a unidirectional gate is one way, and anyone passing through the stargate cannot pass back through the receiving stargate and return to their original point of entry. Example, travel is permitted from Point A to Point B, but not from Point B to Point A.

Bi-directional: A bidirectional stargate creates a pathway between two distinct points. For example, Point A can travel to Point B and point B can travel to Point A. Travel through a bidirectional stargate isn't simultaneous, and only a single directional flow can be active at one time. The precise direction is determined by the position of natural forces in the multi-verse such as planets, comets, solar flares, or other phenomenon, or by a specific key which can be used to realign the stargate into the proper position. Depending on the stargate, the shift in direction may occur quickly, or the stargate may maintain a direction for several centuries before changing direction.

Multi-directional: Energies in a multidirectional stargate can be directed to flow from one point to three or more different points. For example, From Point A to point B, C, D or E. Like a bi-directional stargate, the position of natural forces in the multi-verse determine the stargate's direction.

SIZE

Because nearly all stargates are round or oval in shape, a stargate's size refers to its circumference. The circumference may also limit the size of creatures able to fit through the stargate. Most stargates have a small circumference that encompasses an area only broad enough to accommodate a Large creature. However, they can be discovered in a range of sizes including enormous stargates capable of transporting several hundred creatures. Whether these were built to as emergency evacuation centers, troop transports, or for diaspora is unknown. Determine a stargate's size using table below.

TABLE 2: STARGATE SIZE

SIZE	CIRCUMFERENCE IN FEET
Small	10-20 foot circumference
Medium	21-60 foot circumference
Large	61-100 foot circumference
Huge	101-500 foot circumference
Epic	501+ foot circumference

CONDITION

Abuse brought on by the changes that come with the passing centuries can seriously affect the condition of a stargate. Damage may cause intermittent functioning, power drains, anomalies associated with energy bleed, backlash, or any number of dangerous conditions.

Normal: This stargate has suffered no anomalies or wear-and-tear and functions as intended by its creators. No modifiers.

Degrading: Because the flow of energies within the universe fluctuate over time, every so often, a stargate must be adjusted to compensate for these minute changes. Stargates require care and maintenance to function properly. Untended, stargates eventually degrade to the point they become dormant (see below). Dormancy is always preceded by a period of malfunctioning, though the length of this period can vary wildly, from a few days to hundreds of years. It is impossible to predict the length of time from when a stargate begins degrading and goes dormant. Degradation is classified in four stages, mild, moderate, advanced, and extensive. The level of degradation influence the chance of malfunction (see Table 3: Chance of Malfunction Modifiers)

Dormant: a stargate can totally ceases functioning and go "dormant" at any time. Dormant stargates have been known to spontaneously reactivate, though their function after such reactivation is always unpredictable. As a result, even dormant stargate are prized possessions.

Damaged: A damaged stargate doesn't possess enough energy to function and as such is rendered inert. In some circumstances, the stargate appears in fair condition, however its energies have been drained off entirely and need to be restored. In other cases, the stargate has sustained great amounts of physical damage or has been displaced, disassembled to the point where it ceases to function. Only those with significant knowledge and power are capable of repairing a damaged stargate.

Ruined: A ruined stargate is wholly nonfunctional and no longer possesses or is capable of harnessing energy. While a ruined stargate may be studied for historical or archeological purposes, it is missing key elements or has been drastically relocated which render its function entirely beyond repair.

ACTIVATION

Activation refers to any requirements necessary to activate a stargate. Most stargates have no special requirements to activate, however some need restoration, repair, energy, rituals or even special keys to become active.

RESTRICTIONS

When the Ancients built the stargates, they occasionally added limiting conditions to attempt to manipulate how they operated. Some limitations were intended to prevent stargates being abused while others were intended to make them more effective for certain tasks. Limitations include, but are not limited to the following:

Amnestic: Once a traveler passes through the stargate, it alters their memories forcing him to succeed on a Will save (DC 15 + the stargate's CR) when attempting to recall any details about the world he just left.



DORMANT STARGATES IN THE LEGENDARY PLANET ADVENTURE SERIES

This sidebar contains a few more concepts about dormant stargates for those playing the Legendary Planet adventure series.

1. The Accord possess the means to force a stargate to go dormant and in very desperate circumstances against the Hegemony uses this knowledge—it is one of the Accord’s most closely guarded secrets and is not general knowledge for all Accord member races. The Hegemony lacks the technological know-how to do this, but is willing to go to great lengths to uncover this knowledge
2. At the start of the series, the Accord lacks the knowledge/ability to reactivate dormant stargates, even those stargates they themselves force into dormancy.
3. Forcing a stargate into dormancy is an extremely difficult (and therefore costly) task.



Capacitance: The stargate limits the number of passengers per trip per day. Once that number is exceeded, anyone stepping through the stargate finds themselves back in front of the stargate in the same locations they started from.

Consensual: The stargate only transports “willing” travelers. Prisoners or captives cannot be forced through the gate. Unwilling passengers are jettisoned back out the way they came.

Contraband: The stargate blocks passage of any individual attempting to transport a specific substance or type of magic.

Disorienting: Passing through the stargate is disorienting. All travelers must succeed on a Fortitude save (DC 15 + the stargate’s CR) or arrive in their new location with the confused condition.

Distressing: Passing through the stargate is physically distressing. All travelers must succeed on a Fortitude save (DC 15 + the stargate’s CR) or arrive in their new location with the nauseated condition.

Exhausting: Passing through the stargate is physically draining. All travelers must succeed on a Fortitude save (DC 15 + the stargate’s CR) or arrive in their new location with the exhausted condition.

Haunting: The stargate is haunted. As soon as the stargate activates, this haunting manifests and targets any creatures attempting to pass through the gate. This haunting can manifest in a wide variety of ways ranging from minor mishaps and strange occurrences to the physical manifestation of undead guardians, depending on the stargate’s CR.

Momentary: Once activated, the stargate only remains open for a few minutes, after which it shuts down and cannot be reactivated for a set amount of time (minimum 24 hours).

Sanctioning: The stargate has an alignment restriction as dictated by either the Principalities or the Patrons

Terrifying: Passing through the stargate is terrifying. All travelers must succeed on a Will save (DC 15 + the stargate’s CR) or arrive in their new location with the shaken condition.

Vampiric: The stargate drains life force (either hit points, levels, or ability scores) of travelers that fail a Fortitude save (DC 15 + the stargate’s CR).

MANIFESTATION

A manifestation is a secondary effect that occurs once a traveler or object passes through the stargate. The effect is typically mundane and lasts anywhere from a split second up to a few minutes, however it can sometimes provide clues as to the stargate’s origin, destination, alignment, or construction. A manifestation may consist of displacement of light, sound, scent, magnetism, or other sudden bursts of energy released as a response to travelers slipping between the fibers of the universe.

Not all stargates make produce the same effects. Some smell like cashews and give off violet rays while others implode into blackness with a deafening pop. When a manifestation creates an area effect, it only extends in a 5-foot radius centered on the stargate. Variations are categorized as auditory, environmental, olfactory, and visual.

Auditory: When activated, this stargate produces some sort of sound effect. Examples include:

- All sounds that occurred one minute before a traveler entered the stargate suddenly reverse.
- For 1 round, everything within the manifestation’s area of effect goes silent as if under the effect of a silence spell.
- A cacophony of guttural whispers assaults the area of effect, making it difficult to think clearly or have a comprehensible conversation with speech
- A strange humming sounds echoes from the gate causing all speech within the manifestation’s area of effect to crackle and pop with static interference.





Environmental: When activated, the environment surrounding the stargate temporarily undergoes a noticeable change. Environmental changes can be experienced by multiple senses, though they most often effect touch. Examples include:

- Frost crystallizes over the entire stargate and the air temperature within the radius of effect drops below freezing.
- Gravitational pull within the manifestation's area of effect doubles
- All magical effects within the manifestation's area of effect are momentarily suppressed.
- The stargate is covered with an unknown clear slime which quickly dissipates.

Olfactory: When activated, this stargate produces a noticeably pungent odor. Examples include:

- A cloying scent fills the air in manifestation's area of effect, strangely reminiscent of some type of flower pollen.
- The unsettling smell of burning meat wafts from the within the gate.
- A strange burning sensation assaults the nostrils of every creature in the manifestation's area of effect compelling them to make a Fortitude save (DC 10 + the stargate's CR) to avoid sneezing.
- A distinctive smell encircles the stargate. The smell is unidentifiable but pleasant, however it binds to anything within the manifestation's area of effect causing the mysterious telltale scent to linger on the stargate travelers for the next 1d4 hours.

Visual: When activated, this stargate interacts with the surrounding energy creating an visual display. Examples include:

- The surface of the air within stargate pulses with undulating ripples.
- The surface of the air within the stargate becomes a silvery mirror.
- Runes on the stargate's surface glow softly then extinguish.
- The stargate releases a sudden bright flash of light affecting everyone within the manifestation's area of effect as if under the effects of a flare spell.

MALFUNCTIONS

Due to the unknown nature of the energies of the universe, traveling through a stargate contains a modicum of risk. This means that all stargates occasionally malfunction. Chances of malfunctioning vary from gate to gate, depending on what kind of anomalies it's experiencing or its state of disrepair. Similarly, the planetary alignment of celestial bodies within a single solar system also plays a pivotal role in powering the gate's range as well as minimizing its chance for error. When a malfunction occurs, travelers risk being deposited in a random location at the destination point but miles away from the stargate, drained of energy, molecularly altered, charged with additional energies, or any number of unusual phenomenon. Whenever characters pass into a stargate, the GM rolls d% to determine whether the stargate malfunctions. The base chance for malfunction is 1% however additional conditions may increase the possibility of malfunction as listed in Table 3.

TABLE 3: CHANCE OF MALFUNCTION MODIFIERS

DESCRIPTOR	MODIFIER
galactic	+1%
intergalactic	+2%
patron keyed	+1%
bidirectional	+1%
multidirectional	+2%
temporal	+2%
planar	+2%

DEGRADATION	MODIFIER
Mild	+2%
Moderate	+4%
Advanced	+6%
Extensive	+10%

If a stargate malfunctions, roll 1d20 and consult Table 4 to determine the specific effects of the stargate's malfunction. Unless otherwise noted, all effects affect each individual passing through the stargate independently; one creature's success or failure on a save vs. a malfunction effect does not impact the malfunction's effect on others. While the same general affect applies to each traveler, some malfunctions like biomutation may affect each traveler differently.

TABLE 4: RANDOM MALFUNCTION EFFECTS

1D20	MALFUNCTION EFFECT
1	Arcane backlash
2	Biomutaion
3	Blasted Unconscious
4	Blinded
5	Confused
6	Planar displacement
7-8	Planar displacement, coterminous
9	Divine backlash
10	Life siphon
11-12	Local displacement
13	Mental siphon
14-15	Oppositional displacement
16	Physical siphon
17	Psychic backlash
18	Temporal backlash
19	Temporal displacement
20	Wormhole

TYPES OF MALFUNCTIONS

Below are a number of possible strange effects produced by malfunctioning stargates. Roll 1d20 to determine the specific effects of a stargate malfunction.

Arcane Backlash: The stargate erupts in a in 60-foot radius of backlash of arcane energy. All spell casters are drained of number of their daily allotment of spells. The caster loses a total number of spells equal to the total damage generated by the drain. The total points are divided equally into the caster's available spells, from the highest-level spell down. Those spells are drained off and considered spent for the day. The process continues downward, through their selected spells until the energy drain points are used up. If there are not enough points to evenly match a spell level, then that spell is not drained and instead the points are applied to the next lowest spell level, draining those spells. For example, a unidirectional solar weave stargate with no key only has a power score of 1. That means, the most it could drain would be a first level spell. A tri-directional intergalactic (temporal) warp stargate with a non-circumstantial key has power score of 16, the maximum number of spell levels it could drain (again this varies by the individuals available spells) is two 6th-level spells and one 4th-level spell.

Treat the spell loss as if the individual had cast the spells. The spells can be readily restored the following day, provided the character receives the proper amount of rest needed to restore her spells. A successful Will save (DC 10 + the stargate's CR) reduces the number of spell levels lost by half (rounded down, minimum 1).

11. Biomutation: All travelers must succeed on a Fortitude save (DC 10 + the stargate's CR) or their body undergoes a bizarre mutation where by skin coloration, textures, and other features may become altered. Roll 1d10 on Table 4: Random Bio Mutations to determine the result.

Blasted Unconscious: All individuals within the blast range are knocked unconscious for 10 minutes time's the gate's CR. A successful Fortitude save (DC 10 + the stargate's CR) reduces the time to 1 round times the stargate's CR, and an unconscious character can attempt a new saving throw each round on its turn to awaken.

Blinded: All individuals within the blast range must succeed at a Fortitude save (DC 10 + the stargate's CR) or be affected by the blinded condition for 1d6 rounds.

Confused: All individuals within the blast range are affected by a *confusion* spell with a caster level equal to the stargate's CR.

Divine Backlash: The stargate erupts in a in 60-foot radius of backlash of divine energy. All who fail a Will save (DC 10 + the stargate's CR) suffer the effects of *bestow curse*. This effect lasts for 10 minutes time's the gate's CR.

Life Siphon: The stargate erupts in a in 60-foot radius of backlash of negative energy. All individuals within the radius gain 1 negative level per energy point drained. A successful Fortitude save (DC 10 + the stargate's CR) reduces the number of negative levels gained by half (rounded down, minimum 1).

TABLE 5: RANDOM BIOMUTATIONS

1D10	MUTATION
1	Skin Pigment: The individual's skin pigment shifts randomly (1d10): 1. Red, 2. Orange, 3. Yellow, 4. Green, 5. Blue, 6. Indigo, 7. Violet, 8. Gray, 9, Brown, 10. Black.
2	Eye Pigment: The individual's eye pigment shifts randomly (1d10): 1. Red, 2. Orange, 3. Yellow, 4. Green, 5. Blue, 6. Indigo, 7. Violet, 8. Gray, 9, Brown, 10. Black.
3	Tusks: The individual grows a large and hideous set of tusks
4	Claws: The individual grows a long and animalistic set of claws.
5	Horns: The individual grows a set of ridged curling horns.
6	Scales: The individual's body becomes covered with scales.
7	Feathers: The individual's body becomes covered with feathers.
8	Hirsute: The individual's body becomes covered with coarse furry hair.
9	Photosynthetic: The individual's body becomes covered becomes photosynthetic (the individual doesn't require food, however they require 8 hours of sunlight per day to avoid the effects of starvation).
10	Tail: The individual grows a 2 to 3 foot long, non-prehensile tail.

Local Displacement: The travelers are displaced into a location elsewhere on the same side of the stargate. The location lies 1d20 miles per Power Score point of the malfunctioned stargate.

Mental Siphon: The stargate erupts in a in 60-foot radius of backlash that affects mental facilities. Individuals caught in the blast radius take a number of points of temporary ability score damage equal to the energy points dealt, divided evenly between all three mental ability scores (Int, Wis, Cha). Ability score damage is applied to each character's primary mental ability score first. A successful Will save (DC 10 + the stargate's CR) reduces the amount of temporary ability score damage by half.

Oppositional Displacement: The individuals are displaced into a location elsewhere on the other side of the stargate. The location lies 1d20 miles per Power Score point of the malfunctioned stargate.

Physical Siphon: The stargate erupts in a in 60-foot radius of backlash that drains them physically. Individuals caught in the blast radius take a number of points of temporary ability score damage equal to the energy points dealt, divided evenly from all three physical ability scores (Str, Dex, Con). Ability score damage is applied to their primary physical ability score first. A successful Fortitude save (DC 10 + the stargate's CR) reduces the amount of temporary ability score damage by half (rounded down, minimum 1).

Planar Displacement: The stargate appears to function but breaches a dimensional anomaly. Travelers reach their intended destination, but instead of arriving on the intended planet, they instead arrive on a random outer plane as per a *plane shift* spell. Determine the destination plane randomly in accordance to whatever game setting you are using.

Planar Displacement, Coterminous: The stargate works however the individuals are also breach a dimensional anomaly that tosses them into one of the inner planes, such that they reach their destination, but upon their arrival discover they instead exist on a coterminous plane. Roll 1d4 to determine the destination plane.

1D4	COTERMINOUS DESTINATION
1	Astral Plane
2	Ethereal Plane
3	Shadow Plane
4	Dimension of Dreams

Psychic Backlash: The stargate erupts in a in 60-foot radius of backlash of psychic energy filling the minds of spellcasters with static. Those exposed must make a Mysticism skill check, (DC 10 + the stargate's CR + spell level) in order to successfully cast a spell. Failure means the spell slots are expended but the spell itself fails. This effect lasts for 10 minutes time's the gate's CR. A successful Will save (DC 10 + the stargate's CR) reduces the time to 1 round times the stargate's CR

Temporal Backlash: The stargate erupts in a in 60-foot radius of backlash of temporal energy. Individuals in the blast radius age a number of years equal to a 1 percent of their racial maximum age per each energy point drained. A successful Fortitude save (DC 10 + the stargate's CR) reduces this aging by half (rounded down, minimum 1 year).

Temporal Displacement: The individuals traversing the stargate are thrown 1d10 years into the past or future. The individuals have a 50/50 chance of landing on either side of the stargate.

Wormhole: The stargate instead open a wormhole which sucks travelers into an entirely random location, the location could be anywhere, and isn't limited to the same universe, plane, or dimension. Alternately, if the GM decides this option is too difficult to play, he may reroll again ignoring any roll higher than 20.

KEYED STARGATES

Those who travel by stargates know that getting a stargate to function in a safe and useful manner can be almost as difficult as finding it. While the Ancients initially intended the stargates to remain constantly active, the ravages or nature and time, the encroaching threat of the Principalities, and other forces have altered the functionality of many

stargates such that they become locked or inoperable and thus require certain conditions or circumstances occur in order to become active.

Any stargate requiring a specific item or circumstance to activate it is referred to as a “keyed” stargate. Any item or circumstance necessary to activate a stargate is referred to as a “key”. Each key is as unique as the stargate for which it affects, and the key to one stargate cannot be substituted for the key to another. Interpreting the nature of a stargate’s key requires a successful skill check as determined by the nature of the key. The base check is DC 20 + the stargate’s CR+ any additional modifiers based on the key type or other conditions. Once the keyed conditions are met, the stargate becomes active and usable for passage. In extremely rare circumstances, an individual has managed to bypass or disable a key to force activate a keyed gate. A secret order consisting of small number of experienced stargate travelers known as “gatebreakers” has spent years collecting the knowledge and skills required to bypass or disable keys. Skills such as those possessed by the gatebreakers are both highly coveted and extremely rare.

While some suggest the Ancients designed keyed stargates, there is little evidence to support such statements. It is more likely the Patrons learned to manipulate natural inconsistencies affecting a stargates relative position or reaction to the movement of forces in the multiverse. A key might also include a physical object, an energy, a set of circumstances, or sometimes even a magic or psionic ritual. In such instances, these additional elements were added at later points in time when it became desirable for various powers to control the stargates. Regardless, any additional steps always involve manipulating natural phenomenon. There are three basic types of keys—conditional keys, power keys, and patron keys.

CONDITIONAL KEYS

The stargate only functions under certain environmental conditions or during the occurrence of a natural phenomenon. Examples of conditional keys include—specific phase of the moon, lunar eclipse, or blood moon. The alignment or specific geometric positioning of nearby celestial bodies. The appearance of solar flares, solar eclipse, or the winter and summer solstice. The appearance of a comet, meteor showers, or similar phenomenon. The interference of another nearby stargate that disrupts the energies flowing around the stargate, preventing it from functioning properly. The stargate is knocked out of position.

POWER KEYS

The stargate requires an additional power source to activate. Examples of power keys include—

specially powered or ensorcelled objects such as gems, magic or technological items. A “sacrifice” of a creature’s soul or life force such as blood or organs or plant matter. Rare or expensive concoctions of various chemicals or substances.

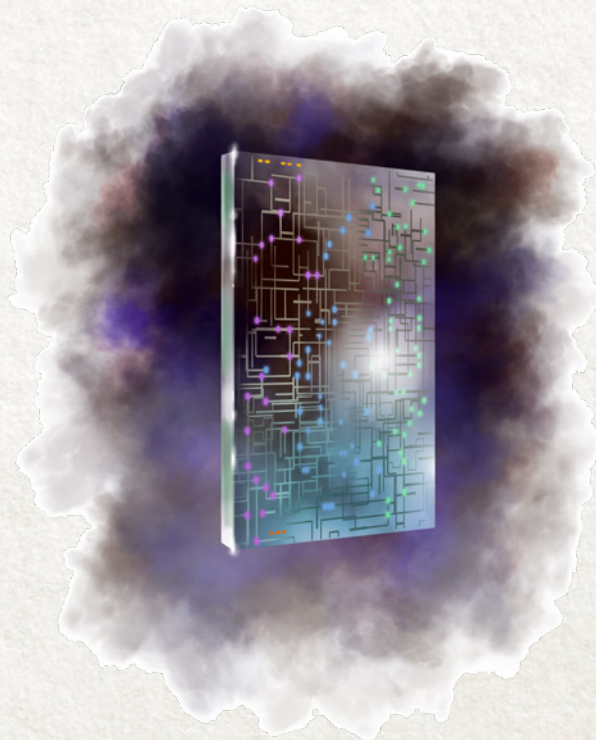
The need for the stargate to be operated by a person who is not traveling through it; that is, an engineer who operates some external linked magical device or tinkers with the stargate’s runes in order to send travelers to their destination.

PATRON KEYS

Early on, the Ancients realized the potential danger of unbridled space travel and began using special keys to limit the use of stargates. To create keys, they partially disabled the stargates, interfering with how they drew and stored the energies which the stargates required to remain active. Then they built keys which they could use to restore the flow of energy. A patron key functions in a manner similar to a fuse or switch. They typically take the form of small plates or disks inscribed with icons and arcane patterns which the Ancients may have worn as medallions. Towards the end of the last great conflict, both the Patrons and the Principalities learned how to alter keys to limit their function and began employing altered keys on stargates they controlled. Although all keys work in a similar fashion, Patron Keys only open Patron-keyed stargates and Principality Keys only open Principality-keyed stargates. Any other locked stargate can be opened with an Ancient key.

SUBTYPES

Unlike stargates which all share a common origin, every key was crafted as an addition to a pre-existing stargate. Many were added centuries or even eons later by beings far removed from the stargate’s original creators. Keys gain additional subtypes depending on the source of power which created the key. A subtype can reveal a lot about the key’s creator,



the age in which it was created, and the origins of the key. There are five subtypes, arcane, cosmic, divine, mechanical, or technological.

Arcane: Keys with the arcane subtype were created by arcane magic. Their locking mechanism contain mystic elements such as wards or curses, summoned protectors, or using spell powers to activate various elements preventing the stargate from functioning. Skill checks to operate an arcane key require the Mysticism skill.

Cosmic: Keys with the cosmic subtype draw their powers directly from cosmic forces or cosmic energies. Most cosmic keys are extremely old, created by the Patrons or Ancients. Despite their age, they can be extremely complex and powerful owing to the vast knowledge of their creators. Cosmic keys are difficult to manipulate and much like the stargates they protect, the secrets to their crafting have long been forgotten. Skill checks to operate an arcane key require the Mysticism skill.

Divine: Keys with the divine subtype were created by divine magic. Their locking mechanisms are tied to powers and forces associated with gods, philosophies, or divine entities that possess enough power to influence events that shape the multiverse. Skill checks to operate a divine key require the Mysticism skill.

Mechanical: Keys with the mechanical subtype were created by the basic manipulation of the stargates properties. Many are primitive in scope and consist of displacing or physically altering the stargate such that it prevents it from functioning until whatever physical operation has been reversed. Most mechanical keys are created by creatures native to the world where the stargate is located. As a result, there are usually one or two ancient legends concerning the proper operation of the stargate. Skill checks to operate an arcane key require the Engineering skill.

Psychic: Keys with the psychic subtype were created by psychic magic. Their locking mechanisms are tied intricate psychoreactive mechanisms and may scan the minds of creatures seeking to use them or may have elements of their activation shunted into the Astral or Ethereal plane or the Dimension of Dreams, accessible only by those with the power to project their consciousness into such transitive planes. Skill checks to operate a psychic key require the Sense Motive skill.

Technological: Keys with the technological subtype consist of complex devices that use advanced technology to control or block access to the stargate. They are almost always created by non-natives and can often be traced back to the Principalities. They typically rely on computers, electronics, chemical reaction, and external power sources. Skill checks to operate a technological key require the Engineering skill.

GATE CRASHING

Activating a keyed stargate without a key is extremely difficult, but not impossible. Disabling a key requires an Engineering check (DC 25 + the stargate's CR). A failed attempt to active a keyed gate triggers a backlash malfunction (see malfunctions section)

SAMPLE STARGATES

The following stargates can be used as existing gateways on worlds of your own design, or as templates for creating new gateways.

PRIEST'S PASSAGE

CR 4

Type: weave

Range: solar

Direction: unidirectional

Size: small

Condition: normal

Activation: conditional (divine)

Restrictions: consensual

Manifestation: none

DESCRIPTION

These stargates consist of simple ring carved into an ancient stone dais or about the perimeter of a standing stone ring. They are fairly common in the Baog System where they were used by missionary priests to travel throughout the twin star systems. To activate the stargate the ring must be filled with water which must thereafter be blessed by a good-aligned cleric.

THE PENDULUMS

CR 4

Type: weave

Range: solar

Direction: bi-directional

Size: small

Activation: patron key

Condition: none

Restrictions: none

Manifestation: none

DESCRIPTION

Of those planets orbiting the outer ring of mega-sun Solaxus IX, the cerulean twins Cyrax and Torax are the only two capable of supporting life. Perhaps more remarkable, during their long journey around Solaxus, the twins orbit each other in perfect balance, each revolving through its sister's path in a simple circular pattern. This remarkable phenomenon first drew colonists from the galaxy's inner rings where life was more hospitable. Early colonists quickly discovered considerable energies flowed between the twins.

Matching stargates disguised in the form of huge pendulums displayed along the outskirts of major cities.

The pendulum's weights are constructed in the shape of great rings that swing almost to the ground. At the precise moment, one can leap through the pendulum and (provided one is properly keyed), travel to the sister gate on the other planet.

THE ARENA

CR 10

Type: warp
Range: galactic
Direction: bi-directional
Size: large
Activation: conditional (cosmic)
Condition: normal
Restrictions: none
Manifestation: olfactory

DESCRIPTION

This massive stargate is marked by the construction of a grand arena carved from exotic stone threaded with web-like bands of greenish blue mineral. When active, the air around the stargate smells of copper.

Originally used by the Ancients for mass diaspora, it is believed that the Arena was later used for transporting troops. Still, its use as a military transport is highly unlikely, as the position of the planet's twin moons controls the stargate's activation. Both moons must be aligned at opposite ends of the sky, one as the waxing half moon, the other as the waning half moon, and moons only become aligned in this pattern once every 4 years.

SOLAR ARCH

CR 12

Type: warp
Range: galactic
Direction: bi-directional
Size: medium
Activation: none
Condition: dormant
Restrictions: momentary
Manifestation: environmental

DESCRIPTION

This stargate is marked by a great circular arch of brass-like metal forged in a pattern of stylized flames.

Over the eons, sediments buried large portions of the stargate's great ring blocking its energy flow and shifting it from its proper position. Though the materials of the gate remain in good condition, the combined displacement of energy has rendered the stargate dormant. Travelers with the skills to successfully activate the stargate can only do so for brief amounts of time (1d4 minutes), after which it returns to its dormant state. When activated the tips of the flames appear to glow creating a hazy halo that radiates intense heat.

THE PILLARS OF QA

CR 12

Type: warp
Range: intergalactic
Direction: unidirectional
Size: medium
Activation: conditional (arcane)
Condition: dormant
Restrictions: vampiric
Manifestation: visual

DESCRIPTION

A pair of twin obelisks carved from black stone and inlaid with thousands of strange ruins mark the location of this stargate. The pillars are imbued with the sentience of long deceased aliens. The sentience sleeps, however it can be awoken by communing with the sentient pillars and allowing them to feed off the mental energies or intellect of an intelligent creature. Activating the gate requires an individual to spend at two uninterrupted hours communing with the pillars after which he sacrifices 1d4 temporary points of Intelligence. When activated, a ring of braided electrical static forms between the two obelisks, framing what appears to be a large hole opening into outer space.

THE WARP WELL

CR 17

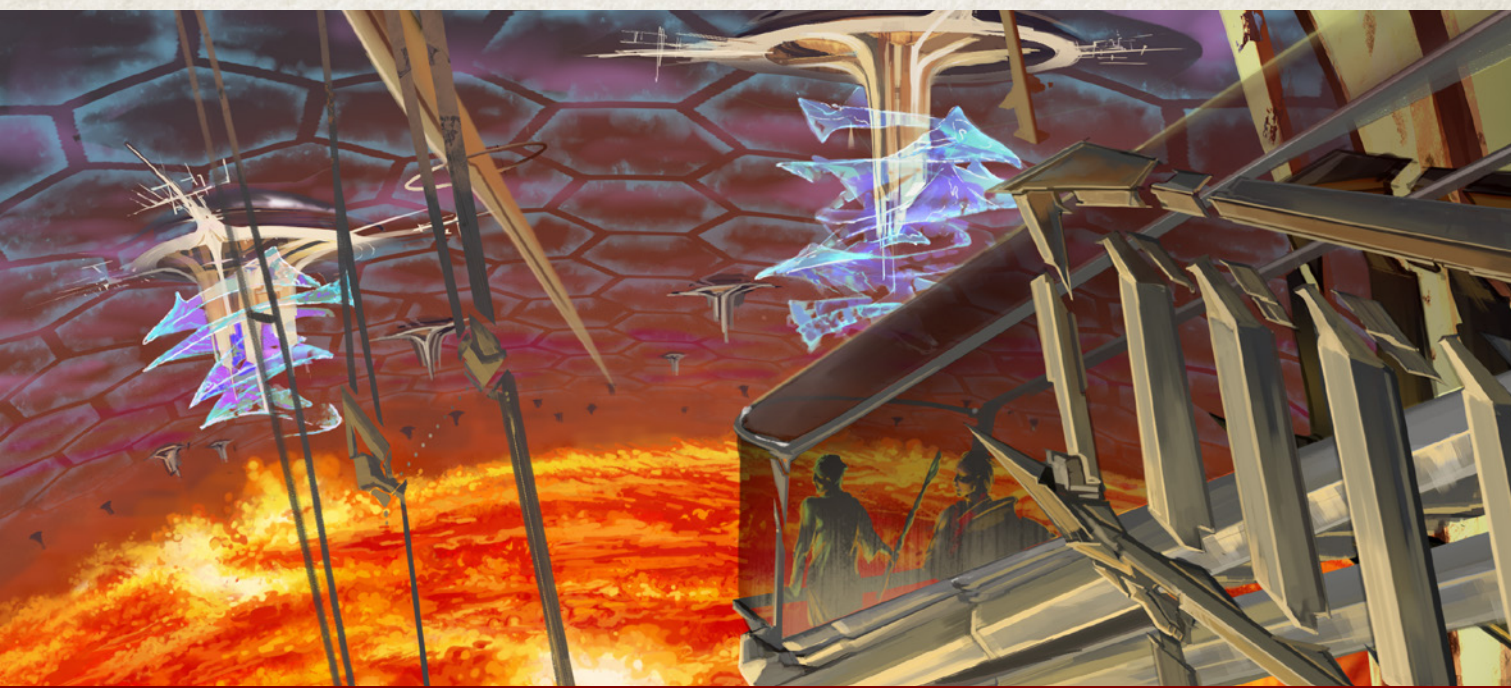
Type: warp
Range: galactic (temporal)
Direction: multi-directional
Size: small
Activation: conditional key (cosmic)
Condition: degrading (mild)
Restrictions: exhausting
Manifestation: environmental

DESCRIPTION

The warp well is an extremely powerful warp stargate that once served as a hub and connects to at least six different worlds. Despite its potentially strategic offering, the cosmic energies of the warp well were chaotic and travelers often had to wait long periods before the stargate would align to their desired destination. The Ancients made many attempts to key the stargate, though they were never entirely successful, and eventually they abandoned the warp well for more reliable stargates.

At first glance, the warp well looks like a huge, 20-foot-tall anthill sloppily constructed from badly corroded stone. Pocked handholds allow one to climb to the top of the hill which opens in a perfect circle lined with crystalline plates each bearing a strange symbol. A metal track runs around the interior of the well, set about two feet below the lip of the opening. A fist-sized ball of unknown metal rotates slowly along the track. The opening is about 20 feet deep, though a precise measurement is difficult to determine because the pit bottom is covered with sediment.

While selecting a destination remains impossible, travelers can make a Linguistics or Knowledge check (DC 20 +CR) to decipher the position of the moving ball relative to the runes within interior to determine the stargate's next destination. When active, the well's opening blackens and takes on the appearance of a starlit sky.



NEW RULES

The following feats, spells, and special abilities are of particular use in a campaign featuring stargates.

GATECRASHER

You can apply your knowledge of stargates to aid you in temporarily activating locked gates, without a possession of a patron key.

Prerequisite: Stargate Lore

Benefit: You may use your stargate lore skill to attempt to activate a locked stargate without a patron key.

STARGATE LORE

During your travels, you have picked up a few secrets on the nature of stargates and their workings.

Prerequisite: 4 ranks in Mysticism

Benefit: You are able to use Mysticism to attempt to determine the history and nature of the workings of a stargate. You must study the stargate for 10 minutes plus a number of minutes equal to the stargate's CR.

The base DC for the check is 15 + the stargate's CR. Success yields the origins of the stargate's construction including their race, it's approximate age, most popular time of use, and predominant travelers.

Exceeding the DC by 5 or more reveals a single clue as to the gate's operations or potential dangers.

Each successful check reveals an activation, condition, restriction, or manifestation

You can also use this ability to glean information about stargate keys. A successful check can explain the details about how to deal with a broken gate or reactivate a conditional or power key. Using the skill to reveal the secrets of a stargate key increases the DC by +10.

DETECT STARGATE - MYSTIC 3, TECHNOMANCER 3

School divination

Casting Time 1 round times the target stargate's CR

Range 1 mile per level

Target 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You sense the direction of the nearest active stargate within the spell's range. *Detect stargate* cannot detect dormant or destroyed stargates. *Detect stargate* can also detect the location of damaged stargates, though only those within 1 mile per three levels of the caster. *Detect stargate* only detects the presence of a single stargate at a time. Once the spell detects a stargate, it locks on to that stargate's position and fails to identify any other stargates within range.

DIVINE DESTINATION MYSTIC 3, TECHNOMANCER 3

School divination

Casting Time 1 minute times the target stargate's CR

Range close (25 ft. + 5 ft./2 levels)

Target one stargate

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Casting this spell upon a stargate allows the individual limited information about where the stargate leads. If the stargate leads to multiple destinations, the caster only gains information about the destination to which the stargate is currently aligned and provides no information about other destinations.

The caster receives a mental image that consists of a 120-foot radius of the terrain surrounding the stargate. She perceives structures as well as flora and fauna, however she gains no special knowledge about life forms which exist in the world beyond. She innately senses whether the destination can support life and any adaptations her race might need to survive in the environment. She also feels the relative temperature of the surrounding air and perceive any smells or tastes that might occur as a result of environmental conditions, however she doesn't perceive any sounds. Lastly the caster can sense the approximate range and direction of the destination with enough accuracy to determine the solar system in which the destination resides, provided they know enough about what solar systems lie in the direction and distance of the destination.

POWER STARGATE MYSTIC 4, TECHNOMANCER 4

School evocation

Casting Time 10 minutes + 1 minute times the target stargate's CR

Range close (25 ft. + 5 ft./2 levels)

Target one stargate

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

A spellcaster can use this spell to channel energy into a drained stargate in order to give it enough power to activate. The power acts a substitute for a conditional key or power key, however it cannot activate a stargate locked with a patron key or power a dormant gate. Neither can the spell be used to activate or repair a damaged or destroyed stargate. Once powered, the stargate only remains active for the spell's duration, regardless of the stargate's normal function; however, the stargate retains all of its other conditions and restrictions.

POWER STARGATE, GREATER MYSTIC 6, TECHNOMANCER 6

School evocation

Casting Time 10 minutes + 1 minute times the target stargate's CR

Range close (25 ft. + 5 ft./2 levels)

Target one stargate

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell is identical to *power stargate*, except you can also use it to temporarily activate a dormant stargate. When used to activate a dormant stargate, treat the stargate as if it were moderately degraded for purposes of determining its chance of malfunctioning.

SPECIAL ABILITIES

Below are a following special abilities which a GM may wish to make available as class powers to specific classes, assign to magic items, make into psionic abilities or spells, or give as special abilities to monsters. They are deliberately underdeveloped in terms of mechanics to allow the GM greater flexibility in their precise use.

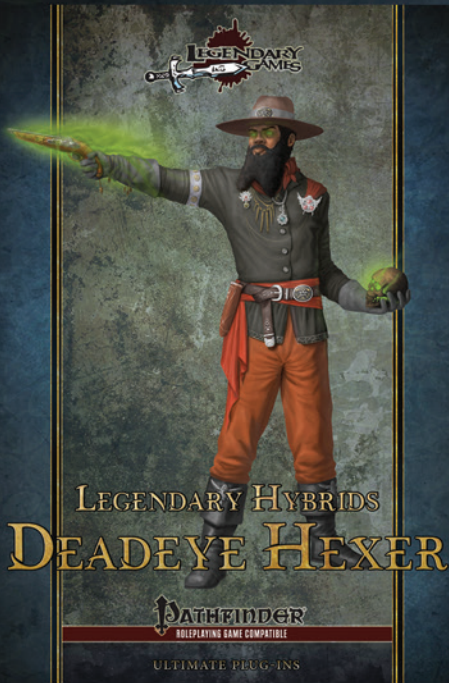
Decrease Malfunction (Su) A successful use of this ability reduces the chance of a stargate's malfunction by -1% for each point above the DC to a minimum of 1%.

Kludge Stargate (Ex) This ability allows the individual to use the appropriate Knowledge skill to temporarily repair a damaged gate so that it becomes active for 1d4 rounds. Using this ability is extremely dangerous, and the chance of malfunction increases by 25%.

Realign Stargate (Su) This ability allows the individual to realign an active stargate to match the specific philosophy of either the Patrons or Principalities.

Stargate Mirage (Sp) This ability manipulates cosmic energy to create an anomaly which appears to be a stargate. Instead, the anomaly is comprised of a hole or tear in the warp un connected to a second destination point. Creatures approaching within 20 feet of the mirage must make DC 20 Strength checks each round to avoid getting pulled 5 feet toward the cosmic rift. Anyone dragged into the mirage is pulled through the rift and jettisoned into the void of outer space.





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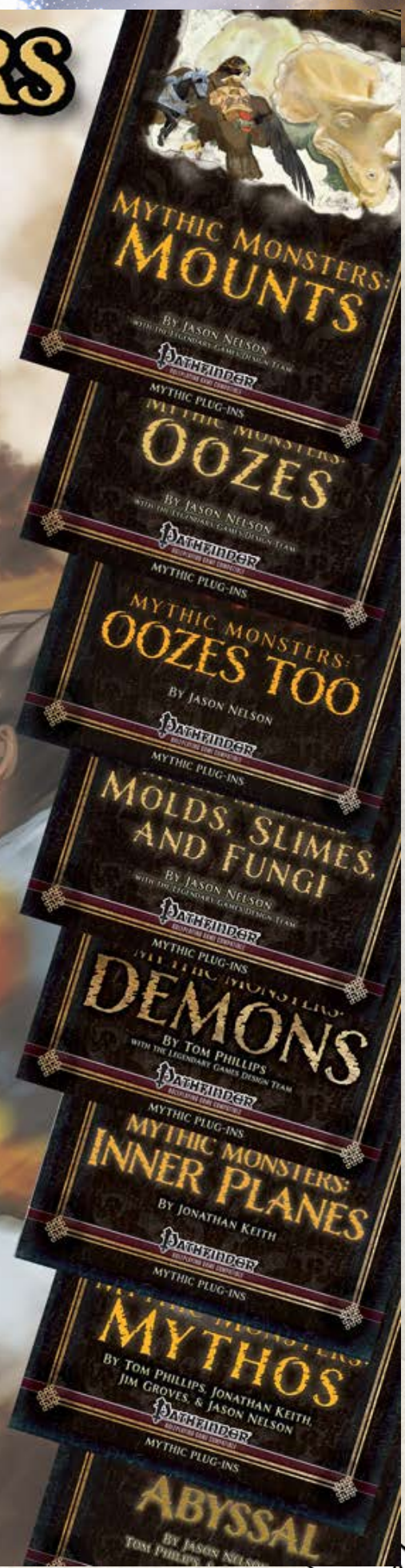


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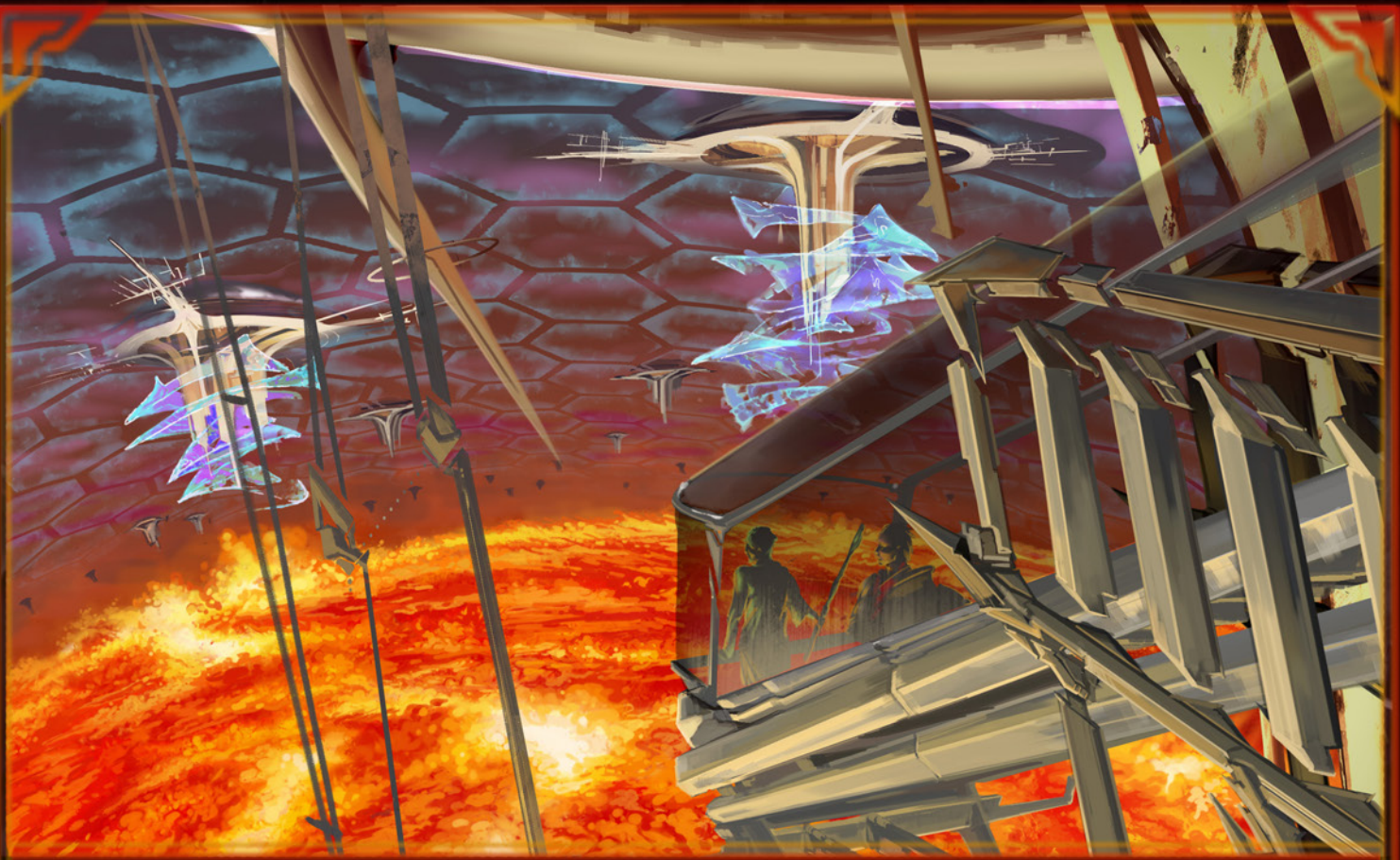


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