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by Allan T. Grohe Jr. (grodog)

On the Destruction of Gates

"And lo!---the fourteen gates of Pesh were sundered and disjoined. And a great Nothing rippled across the plains, swallowing them in utter blackness, and carving the deep abysses that lay there now, where once the Marshals of Law marched against the multitudes of Chaos. Only their echoes remain---forlorn and lost, beyond the edge of time."

--- "The Fall of Aaqa" in The Fables of Burdock

Player characters often seem to need to destroy *gates* and portals, prior to Something Wicked This Way Coming, in one form or another. This brings up an interesting query, namely, how is a *gate* destroyed? A number of means to destroy *gates* immediately leap to mind, including:

- hit it with *lightning bolts*, *fireballs*, *ice storms*, *cones of cold* and whatever other attack spells are available
- *disintegrate* it
- *shatter* it
- destroy the *gate's* grounding frame/location/henge, for without its moorings, the *gate* cannot exist and dissipates into wisps of nothing
- open a second *gate* within the first *gate* (the **Babylon 5** solution)
- destroy all of the portals leading to/from the *gate* (the **Morgaine** solution)

Some or even most of these methods may not be available to most PCs, however, while others offer little to no hope for the characters to continue on in their current setting (C. J. Cherryh's Morgaine regularly travels from world to world, closing each *gate* behind her---never able to return to her home or to travel back from whence she came). I recommend that you make the methods of destruction for each *gate* unique, but also remain flexible to allow player ingenuity to provide inspiration. That way you can roll on the table below once the *gate* has been nuked successfully!

<u>d100</u>	<u>Result</u>
01-55	Nothing: the <i>gate</i> is destroyed with no ill effects or unintended consequences
56-73	Explosion causing 6-15 d6 damage (roll 3d4+3 d6s) to all within a 50' radius (unmodified save vs. Breath Weapon for ½ damage); reduce damage by 2d6 and extend radius in 50' increments until no further damage dice remain; round down to 0 if only 1 die remains for the final 50' radius increment)
74-79	Implosion: everything within the radius is sucked into the singularity and destroyed; roll d100 again for specifics:

d100 Result

01-70 **Small and slow implosion** in a 0-40' radius: $([2d6]-4) \times 5'$; 1 in 20 small implusions result in the creation of a *sphere of annihilation*

71-100 **Large and fast implosion** in a 50-5000' radius: (5d100) x 10'; 1 in 3 large implosions result in the creation of a *sphere of annihilation*

Small implosions allow 1 segment of reaction time per 10' of distance from the *gate*; large implosions allow 1 segment of reaction time per 1000' of distance from the *gate*. Gentle and Benevolent DMs may allow PCs unmodified saving throws vs. Breath Weapon to avoid destruction, in which case each PC is cast into a random plane and each item in their possession must make an unmodified saving throw vs. disintegrate or not survive the implosion.

80-88 **Spatial/Temporal/Planar Distortion:** the space-time continuum and the megaflow buckle in response to the destruction of the *gate*:

d100 Result

- 01-34 PCs are randomly *plane shifted* to somewhere across the span of planes that the *gate* normally traverses
 35-49 Space in a (4d6) x 10' radius warps into non-Euclidean geometry
 50-77 Space in a (6d12) x 10' radius is *distance distorted* and *slowed*
 78-90 PCs remain in place but are thrown forward or backward in time (roll 1d6 three times, for Results 1, 2, and 3):

<u>d6</u>	<u>Result 1</u>	<u>Result 2</u>	<u>Result 3</u>	<u>Result 4</u>
1	1d3	days	historical past	feet
2	2d6	weeks	normal future	yards
3	4d12	months	alternate past	fathoms
4	8d20	years	alternate future	furlongs
5	16d24	centuries	bizarre past	miles
6	32d100	millennia	bizarre future	leagues

- 91-97 A reality maelstrom is unleashed, centered on the previous location of the *gate*; roll 1d4 on the table above for Results 1 and 2 to determine its duration
 98-99 1d3-1 planes associated with the *gate* begin to bleed into the plane where the *gate* was destroyed: matter, flora, and fauna, "invade"; if a 0 is rolled, planar matter from the location of the *gate* bleeds away into the newly-adjacent plane; duration and extent of the bleed is based on 1d4+1 for Results 1, 2, and 4 above
 100 Roll twice. Do not ignore subsequent rolls of 100.

80% of the distortions above are temporary in nature, and will fade within (roll 1d6 for Results 1 and 2 on the time travel table).

89-100 **Planar Rift:** the planar boundaries are rent, and a new planar geography begins to emerge in response to the destruction of the *gate*:

d6 Result

- 1 The plane splits in two, over the span of (roll 1d6 for Results 1 and 2 on the time travel table above)
 2 The plane fragments into 2d4+1 planelets, over the span of (roll 1d4 for Results 1 and 2 on the time travel table above)

- 3 An area spanning (1d3+3 Results 1 and 4 on the time travel table above) sloughs off as a new demi-plane, in (1d3 Results 1 and 2)
- 4 The *gate* is not destroyed, but is instead amplified as a fixed conduit to a single destination; the *gate*'s size increases to (1d3 for Results 1 and 4 above)
- 5 The *gate*'s destruction triggers a planar collision, as 98-99 planar bleed above, but more widespread and catastrophic in nature: the geographies of the plains smash together, their atmospheres mingle, earthquakes and volcanoes arise in response, etc. (think of this as planar plate tectonics: eventually one plane will grind another away, or perhaps they'll simply bounce apart in time...)
- 6 The *gate*'s destruction triggers a multi-planar collision, in which 2d4-3 planes collide; for any result of 0 or less than zero, treat this as a planar-wide implosion over the span of as the plane collapses into itself over (roll 1d3+1 for Results 1 and 2)

80% of the rifts above are permanent in nature; if temporary (and actually reversible), they will fade within (roll 2d3 for Results 1 and 2 on the time travel table).

I encourage all Dungeon Masters to let loose the hounds of insane imaginings when modifying this table for use in your own campaigns!