



Art: AI

The Gaping Gates



The Gaping Gates

Gargantuan construct, unaligned

Armor Class: 20 (natural armor)

Hit Points: 232 (15d20 + 75)

Speed: 15 ft., climb 15 ft.

STR

DEX

CON

INT

WIS

CHA

23(+6)

8(-1)

20(+5)

10(+0)

11(+0)

1(-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 14 (11,500 XP)

Traits

False Appearance. While The Gaping Gates remains motionless, it is indistinguishable from an ordinary set of castle gates.

Immutable Form. The Gaping Gates is immune to any spell or effect that would alter its form.



Magic Resistance. The Gaping Gates has advantage on saving throws against spells and other magical effects.

Spider Climb. The Gaping Gates can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Uproot. As an action, The Gaping Gates can uproot itself from its foundation, allowing it to move at a speed of 15 feet. It can take this form for up to 1 hour. Once used, this ability can't be used again until the next dawn.

Actions

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 32 (4d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and The Gaping Gates can't bite another target.

Swallow. The Gaping Gates makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, is swallowed, and the grapple ends. The swallowed creature is transported to The Gaping Gates' dungeon, where 4d6 humanoid prisoners and 2d4 grimlock



prison guards are present. While in the dungeon, the creature is blinded and restrained, it has total cover against attacks and other effects outside The Gaping Gates, and it is stunned until the end of its next turn. To escape the dungeon, the swallowed creature must navigate its way out, finding an exit or otherwise overcoming the dungeon's challenges.



Legendary Actions

The Gaping Gates can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Gaping Gates regains spent legendary actions at the start of its turn.

Detect. The Gaping Gates makes a Wisdom (Perception) check.

Bite Attack (Costs 2 Actions). The Gaping Gates makes one bite attack.

Summon Guards (Costs 3 Actions). The Gaping Gates summons 2d4 grimlock guards that appear in unoccupied spaces within 60 feet of it. The summoned guards disappear after 1 hour, when The Gaping Gates dies, or if they are more than 60 feet away from The Gaping Gates.



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Gaping Gates Archwizard



Gaping Gates Archwizard

Medium humanoid (any race), any alignment

Armor Class: 12 (15 with mage armor)

Hit Points: 99 (18d8 + 18)

Speed: 30 ft.

STR

DEX

CON

INT

WIS

CHA

9(-1)

14(+2)

12(+1)

20(+5)

15(+2)

11(+0)

Saving Throws Int +10, Wis +7

Skills Arcana +10, History +10

Senses darkvision (depending on race) passive

Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Traits

Spellcasting. The Gaping Gates Archwizard is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks).

cantrips (at will): mage hand, message

1st level (4 slots): expeditious retreat, feather fall, longstrider, jump



2nd level (3 slots): misty step, levitate, spider climb

3rd level (3 slots): fly, blink, thunder step

4th level (3 slots): dimension door, freedom of movement

5th level (3 slots): teleportation circle, passwall

6th level (1 slot): wind walk

7th level (1 slot): teleport

8th level (1 slot): maze

9th level (1 slot): gate

Actions

Arcane Blast. Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 32 (4d12 + 6) force damage.

Wand of Ultimate Travel (3 charges). See item description.

Legendary Actions

The Gaping Gates Archwizard can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Archwizard regains spent legendary actions at the start of his turn.

Cast a Spell (Costs 1 Action). The Archwizard expends a spell slot to cast one of his prepared spells.

Teleport (Costs 1 Action). The Archwizard can



magically teleport, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space that he can see.

Banish (Costs 2 Actions). The Archwizard targets one creature that he can see within 60 feet of him. The creature must succeed on a Charisma saving throw (DC 19) or be banished to a harmless demiplane. The banished creature remains there until the end of its next turn, at which point it reappears in the space it left or in the nearest unoccupied space if that space is occupied.



Art: AI



Wand of Ultimate Travel



Wand of Ultimate Travel

Wand, legendary

It cradles a miniature castle, crafted with painstaking detail. The castle's spires reach skyward, and within its grand gate lies a swirling blue portal, a window to distant worlds. This portal shimmers with the light of a thousand stars, hinting at the infinite destinations that await those who wield this wand.

The wand has 3 charges and regains all expended charges each day at dawn.

The wand allows the wielder to cast the plane shift spell without using a spell slot or material components. When casting plane shift using the wand, the save DC is 18. The spell can transport the caster and up to eight willing creatures of the caster's choice, or a single object within sight, to another plane of existence. Creatures and objects up to Gargantuan size can be transported.

Additionally, the wand can be used to cast teleport using the same rules for expending charges. This enables instantaneous travel within the same plane of existence.



Unlimited Access. The Wand of Ultimate Travel possesses an overcharge capability, designed to navigate through locations ensconced by potent magical wards. Activating this feature requires a DC 25 Arcana check by the wielder. Success means the wand's magic overcomes all barriers, ensuring arrival at the specified destination. A failure does not render the wand inert; instead, it unpredictably transports the wielder and their party to a random locale within the chosen plane. Should the wielder fumble the incantation and roll a critical failure (a natural 1 on the d20 roll), the wand's energies recoil chaotically, provoking a travel mishap at the discretion of the GM. The consequences could range from an unintended detour to a perilous realm, to a temporary dormancy of the wand's magic.