

## PORTAL TABLES

### PORTAL TYPE (D8)

1. **Conditional:** The portal only permits certain objects or creatures, though it may be fooled.
2. **One-Way:** The portal only deposits travelers at its destination; there is no return portal.
- 3-6. **Permanent:** The portal is permanent. It may or may not consume the portal key used.
7. **Shifting:** The portal follows a consistent pattern, with one or both ends changing location.
8. **Variable:** The portal has multiple destinations, accessible using different portal keys.

### PORTAL'S APPEARANCE (D20)

- |  |   |
|--|---|
| 1. Arch naturally formed of stone/vine | 15. Maw of huge beast (e.g. cortelestial) |
| 2. Arch under bridge                   | 16. Pit                                   |
| 3. Arched roof support                 | 17. Sewer grate                           |
| 4. Bones of huge creature              | 18. Strange device                        |
| 5. Circle of standing stones           | 19. Statue                                |
| 6. Gate or portcullis                  | 20. Window                                |
| 7-14. Door                             |   |

### PORTAL DESTINATION (D8)

1. ASTRAL PLANE
2. ETHEREAL PLANE
3. ELEMENTAL PLANES (D4)
  1. Air
  2. Earth
  3. Fire
  4. Water

#### 4-5. OUTER PLANES (D6)

#### 1-2. Planes of Chaos (d10)

- 1-2. The Abyss
- 3-4. Arborea
- 5-6. Limbo
- 7-8. Pandemonium
- 9-10. Ysgard

#### 5-6. Planes of Conflict (d6)

1. Beastlands
2. Bytopia
3. Carceri
4. Elysium
5. Gehenna
6. Hades

#### 3-4. Planes of Law (d10)

- 1-2. Acheron
- 2-4. Arcadia
- 5-6. Mechanus
- 7-8. Mount Celestia
- 9-10. Nine Hells

#### 6. PRIME MATERIAL PLANE (D8)

1. Aebrynīs (BIRTHRIGHT)
2. Athas (DARK SUN)
3. Eberron (EBERRON)
4. Krynn (BIRTHRIGHT)
5. Mystara (MYSTARA)
6. Oerth (GREYHAWK)
7. Toril (FORGOTTEN REALMS)
8. Your World

#### 7. FEYWILD / SHADOWFELL

#### 8. OTHER (D6)

1. Demiplane
- 2-3. Outlands
- 4-6. Sigil

## PORTAL KEYS BY PLANE

Destination Plane	Example Keys
<b>Astral</b>	cast <i>Nystul's magic aura</i> , relic of forgotten god, object in temporal stasis, silver thread
<b>Elemental Air</b>	cast an "air" spell, couatl feather, signet ring of a Wind Duke, whisper "Borealis"
<b>Elemental Earth</b>	cast an "earth" spell, diamond, lodestone, fossilized remains, run soil thru fingers
<b>Elemental Fire</b>	cast a "fire" spell, efreeti scimitar, salamander egg, scatter ashes of dead, brass urn
<b>Elemental Water</b>	blow conc shell, cast a "water spell", ice, merfolk shell necklace, ship anchor
<b>Ethereal</b>	cast <i>fog cloud</i> , destroy a ghost's fetter, dream of a child, frosty distorted glass
<b>Feywild</b>	broken heart, cast <i>faerie fire</i> , satyr's pipes, song of aching beauty, unicorn's tears
<b>Shadowfell</b>	cast <i>darkness</i> , feeling of dread, ghoul's tongue, stone from ruined keep, Vistani charm
<b>The Abyss</b>	consume a poisonous insect, extinguish a fire source, femur of a glabrezu, helmet of a paladin who died in Abyss, maggots, smear bloody symbol of Abyssal lord on forehead
<b>Acheron</b>	animated skeleton, dark birds of Ocanthus, false forgiveness, old war banner
<b>Arborea</b>	bottle of elven wine, golden laurels, passionate love, three precise musical notes
<b>Arcadia</b>	holy symbol of Clangeddin or St. Cuthbert, olive branch, recite "The Tenets of Peace"
<b>Beastlands</b>	deer antler, free an animal thru portal, receive a centaur's blessing, wear bestial mask
<b>Bytopia</b>	gnome's cap, object that you crafted, read first page of "The Principles of Trade"
<b>Carceri</b>	adamantine cage, fiend in a bottle, signed prisoner's confession, swear revenge
<b>Elysium</b>	meditative attitude, Elysian worrystone, smoke pipeweed, water from the River Oceanus
<b>Gehenna</b>	gold trade bar, hold cooling embers in hand, slave, true name of a yugoloth
<b>Hades</b>	Blood War banner, night hag's <i>heartstone</i> , suffer a disease, water from the River Styx
<b>Limbo</b>	destroy edifice of vanity, githzerai prayer beads, gem extracted from slaad's brain
<b>Mechanus</b>	clockwork device, feel no emotion, recite $\pi$ to ten digits, oculus lens from a modron
<b>Mount Celestia</b>	angel's feather, carry another on your back, loaf of fresh bread, <i>potion of healing</i>
<b>Nine Hells</b>	bone devil's skull, burn incriminating evidence, cat-o'-nine-tails, recite the poem "A Tiefling's Lament", red rock from Avernus, writ of safe passage from Dispaten
<b>Outlands</b>	cast <i>light</i> and <i>darkness</i> , form spell scroll into Mobius strip, mixed celestial and fiendish bloods, write down one good deed and one bad deed you committed and eat it
<b>Pandemonium</b>	Bleaker's memoirs, bone flute, insane creature, pixie's wings, scream of true anguish
<b>Ysgard</b>	bottled rainbow, heirloom of your ancestors, runestone, three apples, warrior's spirit

**PORTAL TRICKS (D100)**

These tricks can be used in addition to those in the DMG. Use them with discretion however; you don't want the players afraid of using any portals they find!

d100	Trick Effect
01-04	Sends characters to a random plane
05-08	Sends characters to correct destination plane, but an unexpected site on that plane
09-12	Implodes, transporting all creatures and objects within 30 feet to the destination
13-16	<i>Gate ward*</i> was cast on the portal, revealing the mage's sigil if characters try to use portal
17-20	A <i>portal trap</i> (see Appendix C) was wedged in a corner of the portal, exploding if used
21-24	Portal's frame is actually a <b>mimic</b> (MM)
25-28	Conditions of portal's destination plane bleed thru in a 100-ft radius
29-32	Characters passing thru portal are staggered by a few rounds apart due to time distortion
33-36	Portal key (and any character possessing it) is targeted by a <i>shatter</i> spell
37-40	Strange vapors and disorienting lights pour from portal, blinding characters for a round
41-44	<i>Modify memory</i> convinces characters they learned something false about portal recently
45-48	Secrets are stolen from the characters' minds and whispered to the Cult of Aoskar
49-52	Characters each lose a small object which is transported to a different plane
53-56	Stone face above portal animates to present riddle about portal key or destination
57-60	<i>Faerie fire</i> affects characters passing thru the portal for 1 minute
61-64	Crude carvings from past planewalkers give hints about destination (accurate or not)
65-68	An <b>imp</b> (MM), <b>quasit</b> (MM), or <b>mephit</b> (MM) emerges from portal with characters
69-72	Portal's destination is trapped with an <i>alarm</i> spell
73-76	Visions of a two-faced god overwhelm characters, who suffer short-term madness (DMG)
77-80	One character is whisked away for up to a minute to answer a clueless mage's questions
81-84	Illusory doubles of characters linger for a minute after using portal
85-88	Each character emerges 1d100 feet from the portal exit, in random directions
89-92	<i>Blink</i> affects characters passing thru portal for 1 minute
93-96	Portal resists attempts to divine its destination or key, including <i>warp sense*</i>
97-00	Characters become "plane-touched" for 24 hours, their type changing to suit destination