

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

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. Aebrynis (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
Astral	cast <i>Nystul's magic aura</i> , relic of forgotten god, object in temporal stasis, silver thread
Elemental Air	cast an "air" spell, couatl feather, signet ring of a Wind Duke, whisper "Borealis"
Elemental Earth	cast an "earth" spell, diamond, lodestone, fossilized remains, run soil thru fingers
Elemental Fire	cast a "fire" spell, efreeti scimitar, salamander egg, scatter ashes of dead, brass urn
Elemental Water	blow conc shell, cast a "water spell", ice, merfolk shell necklace, ship anchor
Ethereal	cast <i>fog cloud</i> , destroy a ghost's fetter, dream of a child, frosty distorted glass
Feywild	broken heart, cast <i>faerie fire</i> , satyr's pipes, song of aching beauty, unicorn's tears
Shadowfell	cast <i>darkness</i> , feeling of dread, ghouls tongue, stone from ruined keep, Vistani charm
The Abyss	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
Acheron	animated skeleton, dark birds of Ocanthus, false forgiveness, old war banner
Arborea	bottle of elven wine, golden laurels, passionate love, three precise musical notes
Arcadia	holy symbol of Clangeddin or St. Cuthbert, olive branch, recite "The Tenets of Peace"
Beastlands	deer antler, free an animal thru portal, receive a centaur's blessing, wear bestial mask
Bytopia	gnome's cap, object that you crafted, read first page of "The Principles of Trade"
Carceri	adamantine cage, fiend in a bottle, signed prisoner's confession, swear revenge
Elysium	meditative attitude, Elysian worrystone, smoke pipeweed, water from the River Oceanus
Gehenna	gold trade bar, hold cooling embers in hand, slave, true name of a yugoloth
Hades	Blood War banner, night hag's <i>heartstone</i> , suffer a disease, water from the River Styx
Limbo	destroy edifice of vanity, githzerai prayer beads, gem extracted from slaad's brain
Mechanus	clockwork device, feel no emotion, recite π to ten digits, oculus lens from a modron
Mount Celestia	angel's feather, carry another on your back, loaf of fresh bread, <i>potion of healing</i>
Nine Hells	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 Dispatar
Outlands	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
Pandemonium	Bleaker's memoirs, bone flute, insane creature, pixie's wings, scream of true anguish
Ysgard	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 mimic (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 imp (MM), quasit (MM), or mephit (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