



Portals of Every Shape and Size

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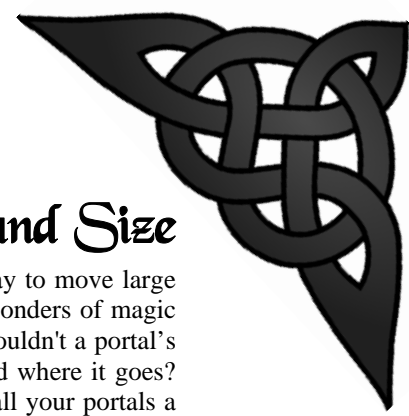
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Portals of Every Shape and Size

Magic portals occur in most fantasy worlds, used as a method of quick transport, as a way to move large numbers of people or to open doors to other realms. Unfortunately, all too often these wonders of magic have a cookie-cutter appearance - oval-shaped openings of blue or purple energy. But shouldn't a portal's appearance vary depending on who cast it, whether it's permanent, where it's located and where it goes? Well never fear - Healing Fireball Publications is here with a set of tables that will give all your portals a unique feel and appearance.

Table I: Magical Portals

D20	Shape	D20	Appearance	D20	Description
1	2D Circle	1	Black	1	Beating With Audible Thud
2	2D Oval	2	Blood Red	2	Bobbing Up and Down
3	2D Rectangle	3	Bright White	3	Bubbling
4	2D Star	4	Clear (Slight ripple effect)	4	Contracting
5	2D Square	5	Dark Blue	5	Crackling
6	Cube	6	Dark Purple	6	Dampens All Sound Around it
7	Cuboid (3D Rectangle)	7	Gold	7	Dripping Into a Puddle of Energy
8	Cylinder	8	Green	8	Droning
9	Deltahedron (d10-Shaped)	9	Image of Destination	9	Expanding
10	Dodecahedron (d12-Shaped)	10	Iridescent	10	Fading In and Out
11	Fissure or Crack in Space	11	Light Blue	11	Flipping on Long Axis
12	Icosahedron (d20-Shaped)	12	Light Purple	12	Humming
13	Octahedron (d8-Shaped)	13	Mirrored	13	Laying on the Ground
14	Ovoid (3D Oval)	14	Orange	14	Moving Along a Set Path
15	Pyramid	15	Rainbow or Constantly Changing	15	Pulsing
16	Ring - Continuous	16	Red	16	Releasing Sparks of Energy that Float up Slowly
17	Sphere	17	Silver	17	Releasing Beams of Energy at Odd Angles
18	Spiral	18	Yellow	18	Rooted to Ground by Energy Tendrils
19	Ring Made Up of Other Shapes (Roll Again)	19	Swirling Colors (Roll Twice)	19	Spinning on Short Axis
20	Stilted Dodecahedron (12-Sided Star Shape)	20	Changing Colors (Roll Twice)	20	Changing Shape (Roll twice on shape column)

How to Use Table I: Magical Portals

This table is designed to allow a game master to generate a unique magical portal that is solely made of magical energy. To generate a portal with this table, just roll once on each of the above columns to get your portal's shape, the color of the magical energy, and a short descriptive quality. Combine these three traits in a logical way such as a "sphere of pulsing red energy." As a last note, if you roll a result of Roll Twice, ignore any further results of roll twice.

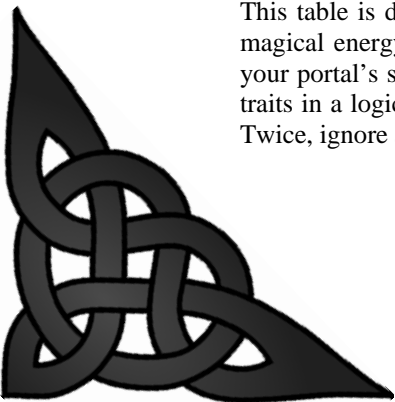


Table II: Physical Portals

D20	Portal Type
1-7	Arch (Roll on Table: III)
8-14	Circle (Roll on Table: IV)
15-20	Other Design (Roll on Table: V)

Table III: Arch Portals

D20	Structure	D20	Decoration
1	None	1	None
2	Arch of Fire	2	Arch Filled with Energy (Roll on Color Table)
3	Arch of Magic Energy (Roll on Color Table)	3	Constant Glowing (Roll on Color Table)
4	Bone	4	Crackling with Electricity
5	Clay	5	Dripping Blood
6	Clear Stone (Roll on Color Table)	6	Dripping Cold Water
7	Coral	7	Flaming Runes on Face
8	Glowing Magma	8	Frozen in Ice/Covered in Frost
9	Granite Blocks	9	Glowing Runes on Surface (Roll on Color Table)
10	Growing Ivy	10	Gold Runes Inlayed in Surface
11	Marble (Roll on Marble Color Table)	11	Large Ruby Imbedded in Center
12	Polished Wood	12	Live Ivy/Vines Circling It
13	Pure Gold	13	Precious Gems Inlayed in Frame
14	Pure Silver	14	Pulsing With Energy (Roll on Color Table)
15	Red Bricks	15	Runes Carved In Surface
16	Rough Ice	16	Runes of Ice On Front
17	Smoke	17	Runes Scribed in Blood
18	Smooth Ice	18	Silver Runes Inlayed in Surface
19	Smooth Onyx	19	Wreathed in Black/White Smoke
20	Volcanic Basalt	20	Wreathed in Flame/Hot Steam

Table IV: Magic Circle Portals

D20	Structure	D20	Decoration
1	None	1	None
2	A Fairy Ring of Colored Mushrooms	2	Center Filled with Column of Light (Roll on Color Table)
3	A Ring of Multicolored Flowers/Vines	3	Circle Filled with a Column of Darkness
4	Carved into the Stone/Dirt	4	Circle Filled with Energy (Roll on Color Table)
5	Colored Smoke (Roll on Color Table)	5	Column of Fire/Steam in Center
6	Crackling Electricity	6	Geyser/Column of Water in Center
7	Drawn on Surface in Chalk	7	Glowing Runes Around Inside (Roll on Color Table)
8	Glowing Energy (Roll on Color Table)	8	Gold/Silver Runes Inlayed Around Inside
9	Inlayed in Silver/Gold	9	Ice/Frost Covered Inside
10	Inlayed Wood	10	Incense/Herbs Smolder in Holders in the Circle
11	Made of Fire	11	Large Crystals Float Around Circle (Roll on Color Table)
12	Made of Quicksilver	12	Lightning Streaks Down, Striking the Inside
13	Made of Holy/Unholy Water	13	Lush Grass/Flowers Fill Circle
14	Made of Ice	14	Precious Gems Inlayed in Circle
15	Made of Inlayed Marble (Roll on Marble Color Table)	15	Releasing Magic Sparks (Roll on Color Table)
16	Made of Loose Stones/Gravel	16	Ring Glows Steady (Roll on Color Table)
17	Made of Powdered Bone/Ash	17	Runes of Fire/Ice Inside
18	Painted in Blood	18	Runes Painted Around Inside (Roll on Color Table)
19	Painted on Surface (Roll on Color Table)	19	Runes Painted in Blood on Inside
20	Ring of Standing Stones	20	Runes Scribed on Surface in Chalk

Notes on Unusual portals: The below table contains a collection of strange, nontraditional options for portals. To use these portals, people usually must touch the object, stand on it, stand in it, or whatever seems most appropriate. These are not your usual portals and may confuse players who might not expect them to be an exit or entrance to an area.

Table V: Other Portals

D20	Structure	D20	Decoration
1	Column of Marble (Roll on Marble Color Table)	1	None
2	Free Standing Door, No Arch	2	Containing a Man-Sized Opening or Hole in Object
3	Giant Floating Standing Crystal (Roll on Color Table)	3	Covered in Runes Written in Blood
4	Large Crystal Ball on Black Iron Stand (Roll on Color Table)	4	Covered/Filled with Ice/Frost
5	Large Gold Brazier on Pedestal	5	Covered/Filled/Encircled with Smoke (Roll on Color Table)
6	Large Tree/Mushroom	6	Filled with/Covered with/Dripping Energy (Roll on Color Table)
7	Marble Slab (Roll on Marble Color Table)	7	Filled with/Splattered with/Dripping Blood
8	Obsidian Platform	8	Filled/Covered with/Dripping Oil
9	Onyx/Marble Font (Roll on Marble Color Table)	9	Filled/Covered/Dripping with Cold Water
10	Pyramid of Skulls	10	Giving off Magical Sparks (Roll on Color Table)
11	Skull on a Large Spear Surrounded by Stones	11	Glowing Magic Circle on/in Object (Roll on Color Table)
12	Silver Full Body Mirror	12	Glowing Runes on Surface (Roll on Color Table)
13	Small Frozen Pond	13	Glowing with Light (Roll on Color Table)
14	Small Reflecting Pool	14	Runes and Magic Circles are Carved in the Surface
15	Statue	15	Runes Inlaid in Gold/Silver on Surface
16	Standing Stone	16	Runes on Fire/Ice on Surface
17	Stone Altar	17	Runes Painted on Surface (Roll on Color Table)
18	Stone Font	18	Runes Scribed on Surface in Chalk
19	Stone Fountain	19	Surrounded by/Covered with Candles (Roll on Color Table)
20	Wooden Dais Trimmed in Silver	20	Surrounded by/Covered with Smoldering Incense

Table VI: Color

D20	Color	D20	Color
1	Black	11	Light Red
2	Dark Blue	12	Mirrored
3	Dark Green	13	Orange
4	Dark Purple	14	Pale Yellow
5	Dark Red	15	Pink
6	Dark Yellow	16	Tan
7	Gray	17	Turquoise
8	Light Blue	18	White
9	Light Green	19	Multi-Colored (Roll 1d4+1 times)
10	Light Purple	20	Changing Color (Roll 1d4+1 times)

Table VII: Marble Color

D20	Marble Color	D20	Marble Color
1-2	Bluish-Gray With White Veins	11-12	Pure White
3-4	Brown With White Veins	13-14	Red With White Veins
5-6	Gray	15-16	White With Gray Veins
7-8	Green With Black Veins	17-18	White With Pink Veins
9-10	Green With White Veins	19-20	Yellow-tinted White

Table VIII: Example Physical Portals

D100	Portal Description	D100	Portal Description
1-2	A Black Circle Painted on the Wall and Surrounded by Glowing Runes	51-52	An Arch of Ice With Silver Runes Frozen in it
3-4	A Black Stone Arch with Red Runes	53-54	A Tree Carved with Runes and Circles
5-6	A Circle Made of Quicksilver	55-56	A Wooden Archway with Runes carved in it
7-8	A Circle of Crackling Electricity	57-58	An Arch Crackling with Lines of Energy
9-10	A Circle of Ice Runes	59-60	An Arch Made of Clear Ice
11-12	A Circle of Runes Carved in Stone and Filled with Animal Blood	61-62	An Arch made of Solid Gold Inlayed with Silver Runes
13-14	A Circle of Runes Painted in Blood on the Floor	63-64	An Arch Made of Solid Silver with Inlayed Gold Runes
15-16	A Circle of White Runes Painted on the Floor	65-66	An Arch Made of Pure Coral
17-18	A Fairy Ring of Colored Mushrooms	67-68	An Arch Made of Glowing Magma
19-20	A Floating Unconnected Door	69-70	An Arch Made of Growing Ivy
21-22	A Frozen Pool With Glowing Runes Floating in it	71-72	An Onyx Arch Decorated With Large Rubies
23-24	A Human-sized Hollow in a Tree Surrounded by Green Runes	73-74	Black Marble Slab With Carved Runes Filled With Quicksilver
25-26	A Reflecting Pool Covered in Runes	75-76	An Arch of Clear Faceted Red Stone
27-28	A Ring of Crackling Blue Smoke	77-78	An Arch of Flaming Runes
29-30	A Ring of Gray Ash that Can't be Scattered	79-80	An Arch of Floating Blue Runes
31-32	A Ring of Multicolored Flowers	81-82	A Stone Font of Glowing Energy
33-34	A Rune Circle Drawn on the Wall	83-84	An Arch of Pure Crystal
35-36	A Seamless Arch Made of Black Onyx	85-86	An Arch of Pure Fire
37-38	A Silver Arch Decorated With Sapphires	87-88	An Arch of Pure Magical Energy
39-40	A Silver Mirror with Blue Glowing Runes around the Edge	89-90	An Obsidian Platform with a Circle of Red Energy on it
41-42	A Standing Stone Circle	91-92	An Arch made of Volcanic Basalt
43-44	A Standing Stone Scribed with Runes	93-94	An Onyx Font filled with Blood
45-46	A Stone Arch With Glowing Yellow Runes	95-96	An Arch of Bone
47-48	A Stone Arch with Glowing Blue Runes	97-98	Green Marble Arch With Ivy Crawling Up It
49-50	A Stone Arch with Glowing Purple Runes	99-100	Onyx Arch with Inlayed Silver Runes

How to Make a Physical Portal

To generate portals of a more permanent nature, either just roll on Table VIII and drop the result into your campaign or create a unique portal by first rolling on Table II: Physical Portal to determine the type of physical portal. Then create the portal by rolling on each of the columns for that portal type and combine the results to get a portal. Arch portals look like empty door frames and can be of any style, from rounded tops to pointed gothic designs or simple square frames. Magic Circles refer to any magically empowered design and may in fact be squares, star shapes or combination designs such as a circle with a triangle in it. Circles do not need to be placed on the floor - they could be on a wall or ceiling. People passing though an arch or standing in or touching the circle will be transported (possibly one way). To generate an even larger number of options, you could also roll on Table I and put the result in the center of the arch/circle generated. This approach will not work for all of the possible portals so, when using it, reroll any inappropriate options.

A Note for Players

Players of wizards or magic-wielding characters may wish to roll on the above Table I to generate a unique appearance for their portals and teleportation spells.