



PLANESCAPE - PLANAR PORTAL GENERATOR

PLANAR PORTALS

"Lot of ways to get from one plane to another, berk, and most of them are portals. Course, there are some portals that don't follow standard rules, but if you're leaving or entering Sigil, you can bet it's going to be by one of these."

PORTAL TYPE (1D6)

- 1-2 Permanent Portal
- 3-4 Temporary Portal
- 5-6 Shifting Portal

GATE KEY (1D100)

- 00 (Action) Clapping behind your back
- 01 (Material) A freshly pulled tooth
- 02 (Verbal) A song from the portal's destination
- 03 (Action) A whistled tune of five notes
- 04 (Material) A dragon's scale
- 05 (Verbal) Speaking the name of a power native to or worshipped on the portal's destination
- 06 (Action) Crossing your hands to form an X shape
- 07 (Material) A piece of dried clay
- 08 (Verbal) "Adahn"

- 09 (Action) Tracing a symbol related to the destination in the air with one finger
- 10 (Material) A cranium rat's tail
- 11 (Verbal) The destination's name said backwards
- 12 (Action) Rhythmically knocking on the frame of the portal
- 13 (Material) A lodestone
- 14 (Verbal) "Let us through, berk"
- 15 (Action) Playing a tune on a lute
- 16 (Material) A cricket's leg
- 17 (Verbal) Calling the name of a childhood friend
- 18 (Action) Standing with arms up and one leg outstretched
- 19 (Material) A vrock feather
- 20 (Verbal) "A dabus should be able to open this"
- 21 (Action) Interlocking your fingers above your head
- 22 (Material) An aasimon feather
- 23 (Verbal) Proclaiming allegiance to one side in the blood war
- 24 (Action) Covering your eyes and humming
- 25 (Material) A pinch of salt

- 26 **(Verbal)** Proclaiming allegiance to one faction of Sigil
- 27 **(Action)** Spinning twice, then bowing to the portal
- 28 **(Material)** A jar of astral whale oil
- 29 **(Verbal)** Hooting like an owl
- 30 **(Action)** Casting a shadow over the portal
- 31 **(Material)** A stone, thrown at the top of the portal's frame
- 32 **(Verbal)** Speaking the plane's name in a language of a people native to that plane
- 33 **(Action)** Painting the portal's edge with gold paint
- 34 **(Material)** A set of cards (one card is destroyed each time the portal is opened)
- 35 **(Verbal)** "The Lady watches the way"
- 36 **(Action)** Casting *dancing lights* in front of the portal
- 37 **(Material)** A glowing mushroom
- 38 **(Verbal)** Persuading the portal to let you pass (DC 18 Charisma (Persuasion) check)
- 39 **(Action)** Jangling a bag of coins
- 40 **(Material)** Shards of a broken sword
- 41 **(Verbal)** "Psst, Hardheads ain't watching"
- 42 **(Action)** Drawing a circle in the air with each thumb
- 43 **(Material)** A scrap of brightly dyed fabric
- 44 **(Verbal)** Giving a name to the portal
- 45 **(Action)** Opening a specific puzzle box, directly in front of the portal
- 46 **(Material)** A notched leg bone
- 47 **(Verbal)** Saying a greeting to the portal
- 48 **(Action)** Rubbing dust around the portal's edge
- 49 **(Material)** A shed snakeskin
- 50 **(Verbal)** "Trapdoor"
- 51 **(Action)** Marking the portal's edge with chalk
- 52 **(Material)** A piece of dried clay
- 53 **(Verbal)** A harrowing scream
- 54 **(Action)** Stamping one foot three times
- 55 **(Material)** A handful of ashes
- 56 **(Verbal)** "There is no portal"
- 57 **(Action)** Clicking fingers on one hand, then with the other, then with both hands.
- 58 **(Material)** A slice of bread, buttered on both sides
- 59 **(Verbal)** "Let's give this place the laugh"
- 60 **(Action)** Drawing a weapon
- 61 **(Material)** A diamond worth 500gp
- 62 **(Verbal)** Offering an amount of coin in excess of 500gp (the portal doesn't actually take any of the money offered)
- 63 **(Action)** Splashing water around the portal
- 64 **(Material)** Iron wool
- 65 **(Verbal)** "I hear the Weather's good in Plague-Mort"
- 66 **(Action)** Rubbing hands together, then holding them with palms facing the portal
- 67 **(Material)** A broken component from a destroyed modron

- 68 **(Verbal)** Whispering the name of someone you care for
- 69 **(Action)** Yawning as you walk through the portal
- 70 **(Material)** A lock of a gith's hair
- 71 **(Verbal)** Barking like an aoskian hound
- 72 **(Action)** Spinning counterclockwise before entering the portal
- 73 **(Material)** A mask that must be worn to open the portal
- 74 **(Verbal)** Singing to impress the portal enough to let you pass (DC 18 Charisma (Performance) check)
- 75 **(Action)** Lying down in front of the portal
- 76 **(Material)** Tanned hide of a fiend
- 77 **(Verbal)** "A sweet song sounds in the Hive"
- 78 **(Action)** Scraping fingernails on the portal's frame
- 79 **(Material)** Razorvine leaves
- 80 **(Verbal)** "Open lest the Red Death take us"
- 81 **(Action)** Motioning for another person to enter the portal before you
- 82 **(Material)** A preserved goblin's thumb
- 83 **(Verbal)** "Don't ever make a bet with a tiefling"
- 84 **(Action)** Running through the portal's frame three times
- 85 **(Material)** A bariaur's horn
- 86 **(Verbal)** "Don't have time to talk, I'm just here to travel"
- 87 **(Action)** Creating a flame in front of the portal
- 88 **(Material)** A lit torch
- 89 **(Verbal)** Sighing
- 90 **(Action)** Waving a weapon at the portal
- 91 **(Material)** A chunk of unworked iron
- 92 **(Verbal)** "I trust this is the right way"
- 93 **(Action)** Downing an entire bottle of strong alcohol in front of the portal
- 94 **(Material)** A shiny button
- 95 **(Verbal)** "Hey chief"
- 96 **(Action)** Walking through backwards
- 97 **(Material)** A freshly cut flower
- 98 **(Verbal)** "Open up or pike it"
- 99 **(Action)** Casting *magic missile* at the portal's frame

UNLESS ALREADY SPECIFIED, IF THE GATE KEY TO OPEN THE PORTAL IS MATERIAL, IS IT DESTROYED WHEN THE PORTAL IS OPENED? (1D6)

| | |
|-----|-----|
| 1-4 | Yes |
| 5-6 | No |

PORTAL LEADS TO (1D100):

- 00 (Sigil) Another location within this ward (roll 1d6 for a location in Sigil if this portal is from outside of Sigil)
- 01 (Sigil) Hive Ward
- 02 (Sigil) Lower Ward
- 03 (Sigil) Clerk's Ward
- 04 (Sigil) Market Ward
- 05 (Sigil) Guildhall Ward
- 06 (Sigil) Lady's Ward
- 07 (Outlands) Automata
- 08 (Outlands) Bedlam
- 09 (Outlands) The Caverns of Thought
- 10 (Outlands) The Court of Light
- 11 (Outlands) Curst
- 12 (Outlands) The Dwarven Mountain
- 13 (Outlands) Glorium
- 14 (Outlands) The Palace of Judgement
- 15 (Outlands) Plague-Mort
- 16 (Outlands) Ribcage
- 17 (Outlands) Xaos
- 18 (Mechanus) Regulus
- 19 (Mechanus) The Fortress of Disciplined Enlightenment
- 20 (Mechanus) The Jade Palace
- 21 (Arcadia) Marduk
- 22 (Arcadia) Mount Clangeddin
- 23 (Arcadia) Heliopolis
- 24 (Mount Celestia) Lunia
- 25 (Mount Celestia) Mertion
- 26 (Mount Celestia) Chronias
- 27 (Bytopia) Dothion
- 28 (Bytopia) Shurrock
- 29 (Bytopia) Golden Hills
- 30 (Elysium) Amoria
- 31 (Elysium) Eronia
- 32 (Elysium) Thalsia
- 33 (The Beastlands) Krigala
- 34 (The Beastlands) Brux
- 35 (The Beastlands) Karasuthra
- 36 (Arborea) Olympus
- 37 (Arborea) Ossa
- 38 (Arborea) Pelion
- 39 (Ysgard) Ysgard
- 40 (Ysgard) Muspelheim
- 41 (Ysgard) Nidavellir
- 42 (Limbo) Shra'kt'lor
- 43 (Limbo) Barnstable
- 44 (Limbo) Really Random Location
- 45 (Pandemonium) Pandesmos
- 46 (Pandemonium) Cocytus
- 47 (Pandemonium) Agathion
- 48 (The Abyss) Plain of Infinite Portals
- 49 (The Abyss) Realm of a random Abyssal Lord
- 50 (The Abyss) Random unknown layer
- 51 (Carceri) Othrys
- 52 (Carceri) Minethis
- 53 (Carceri) Porphatys
- 54 (The Gray Waste) Oinos
- 55 (The Gray Waste) Nilfheim
- 56 (The Gray Waste) Pluton
- 57 (Gehenna) Khalas
- 58 (Gehenna) Chamada
- 59 (Gehenna) Krangath
- 60 (Baator) Dis
- 61 (Baator) Stygia
- 62 (Baator) Nessus
- 63 (Acheron) Avalas
- 64 (Acheron) Thuldandin
- 65 (Acheron) Tintibulus
- 66 (The River Oceanus) Random Location
- 67 (The River Styxx) Random Location
- 68 (Yggdrasil, The World Ash) Random Location
- 69 (Mount Olympus) Random Location
- 70 (Elemental Plane of Air) Citadel of Ice and Steel
- 71 (Elemental Plane of Air) Random Location
- 72 (Elemental Plane of Earth) Great Dismal Delve
- 73 (Elemental Plane of Earth) Random Location
- 74 (Elemental Plane of Fire) City of Brass
- 75 (Elemental Plane of Fire) Random Location
- 76 (Elemental Plane of Water) Citadel of Ten Thousand Pearls
- 77 (Elemental Plane of Water) Random Location
- 78 Paraelemental Plane of Smoke
- 79 Paraelemental Plane of Magma
- 80 Paraelemental Plane of Ooze
- 81 Paraelemental Plane of Ice
- 82 Quasielemental Plane of Lightning
- 83 Quasielemental Plane of Radiance
- 84 Quasielemental Plane of Mineral
- 85 Quasielemental Plane of Steam
- 86 Quasielemental Plane of Vacuum
- 87 Quasielemental Plane of Ash
- 88 Quasielemental Plane of Dust
- 89 Quasielemental Plane of Salt
- 90 Positive Energy Plane
- 91 Negative Energy Plane

- 92 Astral Plane
- 93 Ethereal Plane
- 94 The Infinite Staircase
- 95 (Demiplane of Dread) Castle Ravenloft
- 96 (Prime Material Plane) Eberron
- 97 (Prime Material Plane) Krynn
- 98 (Prime Material Plane) Oerth
- 98 (Prime Material Plane) Athas
- 99 (Prime Material Plane) Faerûn

PORTAL'S APPEARANCE (1D20, OR USE 1D10 FOR A PORTAL IN SIGIL)

- 1 A doorway
- 2 A painting's frame
- 3 An archway
- 4 A well
- 5 An entrance to an alleyway
- 6 A grate to a tunnel
- 7 A mirror
- 8 A wardrobe
- 9 A window
- 10 A trapdoor

- 11 A sewer manhole
- 12 A cave entrance
- 13 A crevice
- 14 A hole in a tree
- 15 A hole in a shipwreck's hull
- 16 The jaws of a monstrous skeleton
- 17 A pond or lake
- 18 A waterfall
- 19 A stone circle
- 20 A volcano's caldera

CREDITS

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