



0 Charges: The portal is completely disabled, and has no connection to the Plane of Fire. It does not gain charges, and a creature touching it takes no damage.

1 Charge: The portal's connection is weak. There is a 25% chance that it spits fire into its square and all adjacent squares, dealing 1d6 points of fire damage to all targets.

2–3 Charges: The portal spits fire into its square and into all adjacent squares, dealing 2d6 points of fire damage to all targets.

4 Charges: The portal has established a connection to the Plane of Fire. As long as a portal has at least 4 charges, a constant stream of lava pours forth and travels down the channel below at a speed of 20 feet. A creature can delay or redirect the flow by blocking the channel with a nonflammable object; the lava flows around any obstacle at the same rate.

5 Charges: A surge of elemental energy ripples through the portal as its connection to the Plane of Fire solidifies. A ball of lava shoots from the portal, splashing in a 5-foot radius burst centered on a random intersection within 10 feet of the portal. Each creature in the affected area must succeed at a DC 18 Reflex save or be exposed to lava. There is a 50% chance that a Small fire or magma elemental (determined randomly) rises from this ball of lava and attacks. In Subtier 8–9, the elemental is instead Medium.

6 Charges: The portal is fully functional. Each round a portal remains fully functional, there is a cumulative 10% chance that another Small fire or magma elemental (Medium is Subtier 8–9) enters through it. A portal with 6 charges does not gain additional charges.