

Closed Mentalism 4.2.4

MIND'S DOOR

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Leave Item I	1 object	—	50'	U
2)					
3)	Long Door Item I	1 object	—	10'	U
4)	Leaving I	caster	—	self	U
5)	Leave Item III	1 object	—	50'	U
6)	Long Door Item V	1 object	—	50'	U
7)	Leaving III	caster	—	self	U
8)	Leave Item V	1 object	—	50'	U
9)	Self Portal I	3'x6'x2"	1 rnd	touch	U
10)	Long Door I	caster	—	self	U
11)	Leaving V	caster	—	self	U
12)	Long Door II	caster	—	self	U
13)	Long Door Item X	1 object	—	100'	U
14)	Self Portal II	3'x6'x1'	1 rnd	touch	U
15)	Lord Leaving	caster	—	self	U
16)	Long Door III	caster	—	self	U
17)					
18)	Long Door V	caster	—	self	U
19)	Self Portal III	3'x6'x3'	1 rnd	touch	U
20)	Mind's Door I	caster	—	varies	U
25)	Leaving True	caster	—	self	U
30)	Mind's Door II	caster	—	varies	U
50)	Mind's Door True	caster	—	varies	U

1. Leave Item I — Caster “teleports” a single inanimate object to a point up to 100' away from its current location. There can be no intervening barriers in a direct line between the target and the point (for these purposes, a barrier is anything the object could not physically go through). The object has a maximum weight limit of 1 pound per level of the caster.

3. Long Door Item I — As *Leave Item I*, except the object can pass through barriers by specifying exact direction and distance. If the arrival point coincides with solid or liquid material, the object does not move (though the caster loses the PPs).

4. Leaving I — Caster “teleports” to a point up to 100' away, but there can be no intervening barriers directly between the target and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).

5. Leave Item III — As *Leave Item I*, except object can be moved up to 300'.

6. Long Door Item V — As *Long Door Item I*, except for range.

7. Leaving III — As *Leaving I*, except caster can move 300'.

8. Leave Item V — As *Leave Item I*, except object can be moved up to 500'.

9. Self Portal I — Opens a 3x6 feet portal in any solid surface not thicker than 2". The portal allows caster to pass through the wall/door the round after the spell has been cast. The portal will only be open for one round so if the caster cannot pass through that round it will be forfeit.

10. Long Door I — As *Leaving I*, except target may pass through barriers as long as the caster have been at the point of “landing” before or is able to see it.

11. Leaving V — As *Leaving I*, except caster can move 500'.

12. Long Door II — As *Long Door*, except caster can move 200'.

13. Long Door Item X — As *Long Door Item I*, except for range.

14. Self Portal II — As *Self Portal I*, except that caster may pass through a surface not thicker than 1'.

15. Lord Leaving — As *Leaving*, except caster can move 100' per level up to 2,000'.

16. Long Door III — As *Long Door*, except caster can move 300'.

18. Long Door V — As *Long Door*, except caster can move 500'.

19. Self Portal III — As *Self Portal I*, except that caster may pass through a surface not thicker than 3'.

20. Mind's Door I — If caster has established mental contact with a target (an intelligent being) that will cooperate, the caster can teleport to the target's location **or** the target can teleport to the caster's location. There is no chance of failure and the movement limit is 1 mile.

25. Leaving True — As *Leaving*, except movement is limited only by the barrier restriction (on a flat plain this would be the horizon).

30. Mind's Door II — As *Mind's Door I*, except limit is 10 miles per level.

50. Mind's Door True — As *Mind's Door*, except that there is no movement limit.

SPECIAL NOTES

1) Unless otherwise stated, the amount of weight a caster can move is limited by both his level and his size. See Section 7.1.12 for the limitations on how much a caster can move with these spells.

2) A portal manifests itself as a slightly glowing forcefield on the surface it was cast. It does not enable anyone to see through it, only pass through it. On the other side from where the spell was cast nothing will be seen until someone pass through (it will look as if the person is walking right out through the wall).

3) All portal spells up to (but not including) 20th lvl is one-way-portals. They can only be passed through once, i.e not returned via even if the duration is not up. There is simply no portal on the other side.