

Closed Essence 3.2.52

PORTALS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Measure	One wall/door	—	100'	U
2)					
3)	False Portal	3'x6'	1 rnd/lvl	touch	E
4)					
5)					
6)	Self Portal I	3'x6'x2"	1 rnd	touch	U
7)					
8)					
9)	Portal I	3'x6'x2"	1 rnd/lvl	touch	U
10)	Self Portal II	3'x6'x1'	1 rnd	touch	U
11)					
12)					
13)					
14)					
15)	Portal II	3'x6'x1'	1 rnd/lvl	touch	U
16)					
17)					
18)	Self Portal III	3'x6'x3'	1 rnd	touch	U
19)					
20)	Greater Self Portal	varies	1 min/lvl	touch	U
25)	Portal True	varies	1 rnd/lvl	touch	U
30)	Great Portal	varies	1 min/lvl	touch	U
50)	Gateway	varies	P	touch	U

1. Measure — This spell allows caster to mentally measure the thickness of a wall or door for use of the *Portal* spells higher on this list. Caster must be able to see the wall or door in order to cast this spell.

3. False Portal — Caster makes an exact but non-functional replica of a portal in a wall or on a door. This illusion is dispelled once someone tries to enter the portal.

6. 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 and will then disappear. The portal will only be open for one round so if the caster cannot pass through that round it will be forfeit.

9. Portal I — As *Self Portal I*, except others can also pass through this portal which has a duration of 1 rnd/lvl. In general one person can pass through the portal every round.

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

15. Portal II — As *Portal I*, except usable on a surface of up to 1' thick.

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

20. Greater Self Portal — As *Self Portal I*, except that caster may vary the area of effect as long as the sum adds up to no more than his level in feet and the duration is 1 min/lvl and caster may return through portal as long as it exists. I.e a 20th lvl caster may make a portal 3'x6'x11' (sum is equal to 20) and walk through it back and forth for 20 minutes if he'd like to.

25. Portal True — As *Portal I*, except that the area of effect may be varied as long as the sum in feet adds up to no more than casters level. I.e a 25th lvl caster may make a portal that is 8'x8'x9' (sum is equal to 25) or 3'x6'x16' (sum is still equal to 25). This portal is a two-way portal (if the mage so wishes when it is created) and can thus be returned via for as long as the duration. Notice that still only one person can pass each round and if two persons try to pass through it at the same time

(different directions) they will both fail and be stunned for that round and the next.

30. Great Portal — As *Portal True*, except for duration.

50. Gateway — This spell allows the caster to create a permanent portal in a solid object which will transport anyone who enters to another location within 10' per level of caster. Creation time depends on size, range and appearance, but is approximately 10-100 weeks. Once the portal is created it cannot be removed, except by the destruction of the surface it rests on. The caster decides upon creation if the portal is to be one-way or two-way. Caster also decide whether the portal shall be totally invisible or have the classical force field look of a portal. GM make out the details of this spell.

SPECIAL NOTES

1) 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).

2) 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.