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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Door Sense | 10 | VS | S | 5m | Y | * You get a +2 to all concealment checks to find hidden passages and doors |
| Floating Portals | 10 | CS | S | 10r | Y | * Small portals float around you, protecting you from attacks * Any attack that would have hit has a 3/12 chance of hitting a portal instead and being harmlessly deflected into the world beyond |
| Keyhole | 10 | VS | S | 30s | Y | * You are granted the ability to see through closed doors into the space beyond * You fatigue one spell level |
| Minor Servant | 10 | S | 1” | 1d | Y | * A portal appears and a minor servant appears from the plane beyond * The servant will perform minor labor and can carry up to 50kg * The servant will not perform any hazardous duties, or fight and will immediately return to his home if such a thing is asked of him * This spell may be cast multiple times, but the DL is increased by 2 each time |
| Portal Shield | 10 | CS | S | 10r | Y | * If you carry a shield, its block value is increased by 1 * If you do not carry a shield, a target shield appears on your arm (+1 block) and you get a skill of 11 with it (if your block skill is not already higher) |
| **Second Circle** | | | | | | |
| Chaotic Shield | 14 | CS | S | 10r | Y | * You call into being several portals that orbit and protect you * When the spell is cast, roll to determine the benefit. Each round you may choose to keep the current benefit, or change and roll again  |  |  | | --- | --- | | Roll d12 | Benefit | | 1 | The portals act as shields, increasing your defenses by 2. | | 2 | The portals attack, slicing through anyone adjacent to you. They do 1d6 penetrating damage. | | 3 | The portals destroy any missiles coming at you on an 8/12. | | 4 | The portals teleport you up to 20 hexes away as a full action. | | 5 | The portals increase your armor value by 1. | | 6 | The portals partially deflect spells. All of your spell saves are increased by 4. | | 7 | The portals carry you, increasing your movement by 4. | | 8 | The portals distract your enemies, allowing you to disengage from melee without suffering a free attack. | | 9 | Your melee attacks get Pierce(3). | | 10 | The portals engulf a single adjacent opponent, teleporting him 2d8 hexes in a random direction (SPD 15). | | 11 | The portals engulf a single adjacent opponent, trapping him (SPD 15). Once trapped, he can do nothing but attempt to break free (STR, SPI 17). The portals can only trap a single opponent. Switching abilities frees the victim. | | 12 | The portals take an adjacent opponent and teleport him into the air (SPD 15). He falls, taking 3d6 damage and he is prone. | |
| Instability | 14 | CS | T | 10r | Y | * You enchant a creature such that it becomes slightly unstable, shifting in and out of phase with reality * Any attack that would have hit has a 2/12 chance of missing due to instability (or add +1 to the floating portals chance if that spell is active on the target) * Melee damage is +1 and all melee attacks get Pierce(3) |
| Minor Summon | 14 | CL | 0” | 10r | Y | * A portal appears and a creature steps through to protect and fight for you * The creature is random, but will typically have fighting skills around 10-11 or so * This spell may be cast multiple times, but the DL is increased by 2 each time * 1 – Lesser Avatar * 2 – Acid Beetle * 3 – Centipede, Giant * 4 – Fire Elemental, Lesser * 5 – Water Elemental, Lesser * 6 – Goblin Grunt * 7 – Rat, Giant * 8 – Wolf, Common |
| Portal Hand | 14 | VS | S | 2m | Y | * You create a small portal through a barrier or into an enclosed space * You can grasp items and pull them back through the barrier * You gain no special perception and cannot see through the barrier you are reaching through though * Using portal hand into a trapped chest, or through a trapped door has a 4/12 chance of setting off the trap |
| Skip | 14 | CL | 0” | 10r | Y | * You create a portal adjacent to you and a second portal up to 20 hexes away * The first person to enter either portal appears at the site of the other and both portals vanish * The far portal requires line of sight |
| **Third Circle** | | | | | | |
| Knock | ? | VS | T | Inst | N | * You unlock any door with a touch on a DL 17 cast * Unlocking a magically sealed door requires a DL 17 cast, or the DL of the spell used to seal the door +3, whichever is higher * You fatigue two spell levels |
| Summon | 17 | CL | 0” | 10r | Y | * A portal appears and a creature steps through to protect and fight for you * The creature is random, but will typically have fighting skills around 14-15 or so * This spell may be cast multiple times, but the DL is increased by 2 each time * 1 – Avatar * 2 – Doom Bat * 3 – Fire Elemental * 4 – Water Elemental * 5 – Spider, Giant * 6 – Winter Wolf |
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| **Fourth Circle** | | | | | | |
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