

## WORMHOLE (S)

3D12

USE THIS SPELL TO COLLIDE 2 OF YOUR PORTALS INTO EACHOTHER TO CREATE A WORMHOLE. THE WORMHOLE WILL PULL ENEMIES INTO IT WITHIN 30FT BY 10FT. ENEMIES THAT TOUCH THE WORMHOLE WILL TAKE DAMAGE. SMALL ENEMIES GET ERASED FROM EXISTENCE. LASTS 3 ROUNDS. THE COLLIDED PORTAL SET CANNOT BE RECREATED UNTIL THE WORMHOLE DISSAPATES.



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### •FOCUS

THE WORMHOLE LASTS 5 ROUNDS.

### •INSIGHT

YOU CAN COLLAPSE PORTALS ACROSS MIRRORED SETS.

### •MOTION

COLLIDE ALL 4 OF YOUR PORTALS. DOUBLES ALL EFFECTS LISTED.

## THREADED FELINE (P)

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YOU MAY SUMMON A THREADED FELINE WITH 60FT OF MOVEMENT. THE FELINE CAN SNAP THREADS FOR YOU AS AN ACTION, AND CAN CARRY OBJECT AROUND THE BATTLEFIELD.



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