

General Invocations – Korban Greyson

Level 1

Blinding Flash

Range: 10 feet (3m) radius; up to 60 feet (18.3m) away.

Duration: Instant.

Saving Throw: Standard; -1 if 3 P.P.E. points are pumped into this spell.

P.P.E.: One.

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot radius (3m). Victims are blinded for one to four melees, and are -10 to strike, parry and dodge. The chance of falling is 50% every 10ft (3m). The magic can be cast up to 60ft (18.3m) away. Saving throw is standard; those who successfully save vs magic are not blinded. **Note:** Does not effect robotic, bionic or cybernetic eyes.

Cloud of Smoke

Range: 90 feet (27.4 m).

Duration: 4 melees (one minute) per level of experience.

Saving Throw: None.

P.P.E.: Two.

This magic enables the mage to create a cloud of dense, black smoke (30x30x30 feet/9x9x9 m, maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond the cloud, and their impaired vision allows them to see no more than three feet within the cloud, and even then that means only blurry shapes. While in the cloud, victims are -5 to strike, parry, dodge, disarm and entangle.

Thunderclap

Range: Directly affects the immediate area (30 ft/9.1m around the magic weaver), but can be heard up to one mile (1.6 km) away.

Duration: Instant.

Saving Throw: Save vs Horror Factor.

P.P.E.: Four.

The invocation produces a booming clap of thunder that is so loud that it seems to make the air vibrate. A thunderclap is an excellent means of alerting or signaling allies, as well as a means of intimidation. As an intimidation device, it will momentarily startle and distract everyone other than the spell caster. This provides the creator of the thunder with a bonus of +5 on his initiative, +1 to strike, parry and dodge, and creates a Horror Factor of 8 (all characters within 30ft/9.1m must roll to save vs Horror Factor, except the mage who made the thunder).

Level 2

Befuddle

Range: 100ft (30.5m)

Duration: 2 minutes (8 melees) per level of experience.

Saving Throw: Standard

P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are — 2 to strike, parry and dodge; attacks per melee are reduced by one-half and all skills suffer a penalty of —20%. Each invocation affects only one person each time it is cast. A successful save vs magic means the intended victim suffers no impairment.

Chameleon

Range: Self or others by touch.

Duration: 4 ½ minutes (18 melees) per level of the spell caster.

Savings Throw: None.

P.P.E.: Six.

This spell enables the enchanted character(s) to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment and disappear from sight. Movement destroys the effectiveness of this magic. The character is 90% undetectable if moving, 70% undetectable if moving 2 feet (0.6 m) per melee round or slower. 20% undetectable if moving 6 feet (1.8 m) per melee round. Totally ineffective if moving any faster. This spell is effective against normal vision, see the invisible, and most optic systems. A thermal-imager is likely to reveal the character, especially if he is hiding in a cold environment. However, if the air temperature or a machine he is hiding against is around the same temperature as his body (within five degrees), the character is concealed even from thermal-imaging. Attacking someone automatically negates the effects of the chameleon spell.

Extinguish Fire

Range: 20 feet (6.1m) area, up to 80 ft away. The spell can be cast at a distance of up to 80 feet (24.4 m) away, +10 feet (3 m) per level of experience.

Duration: 1 minute (4 melees) per level of experience.

Saving Throw: None.

P.P.E.: Four.

The mage can instantly put out up to a 20ft (6.1m) area of fire up to 80ft away (24.4m). A total of 40ft (12.2 m) can be extinguished every 15 seconds (one melee).

Throwing Stones

Range: 200 feet (61 m) +100 feet (30.5 m) per level of experience. Self only.

Damage: 1D6+1 M.D. per level of experience.

Duration: Two melee rounds.

Saving Throw: Dodge.

P.P.E.: Five.

This spell enables the caster to draw upon the earth to magically make a hardball-sized, circular stone appear in his hand per each of his melee actions. The stone can be magically hurled with surprising accuracy and distance. The magical stone hits with the force of a cannonball, and is temporarily a mega-damage structure and weapon. The spell caster chooses the target, then throws the magical stone as he would a ball, but with a +2 bonus to strike (P.P. strike and targeting bonuses are also applicable). The target may attempt to dodge the attack, but the stones are thrown too fast for most normal beings to parry (-4). After the stone hits, it crumbles into dirt. Creating and throwing counts as one melee action.

Level 3

Armor of Ithan

Range: Self or other by touch.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: None.

P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noise-less, full suit of mystic armor upon the spell caster. Or the magic armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient. Named after the magic armor of the Dwarven King (than, this mystic armor has an M.D.C. of 10 per level of the spell caster's experience. Magic fire, lightning, and cold do half damage to it.

Ignite Fire

Range: 40 feet (12.2m).

Duration: Instant (counts only as one attack; fire lasts until it is put out).

Saving Throw: None.

P.P.E.: Six.

The spell causes spontaneous combustion, igniting any material that can burn. This means the mage could set a chair on fire, a jacket, dry leaves, hair, and so on. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car, can NOT be ignited. Furthermore, the target to be set on fire must be clearly visible. Maximum area of effect is 3ft (0.9m). If somebody's clothes or hair are set on fire, they have two melees (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible as all energy is used on dousing the flame. Damage from the small fire is 2D6 S.D.C. per melee (beginning after the first 2 melees).

Float in Air

Range: Self or others within 30 feet (9.1 m).

Duration: 10 melees per level of experience.

Saving Throw: None.

P.P.E.: Five.

This spell creates air currents which hold a person or object aloft, hovering about one or two feet above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. The floating person suffers the following penalties: All attacks, strikes, parries and dodges are at -1; normal speed/movement is reduced to half.

Telekinesis

Range: 60 feet (18.3 m).

Duration: One minute (4 melee rounds) per level of experience.

Saving Throw: Dodge.

P.P.E.: Eight

The Telekinesis invocation temporarily empowers the spell caster with the psychic ability to move objects with thought. This power can be used to move or hurl objects, bring them to him, open doors, flick switches, press buttons, and so on.

Rules and Limitations:

- Maximum Total Weight: 60 pounds (27 kg).
- Attacks Per Melee: Equal to the number of hand to hand attacks per melee that the character may have.
- Bonuses to Strike: +3 with Telekinesis; physical and skill bonuses to strike do not apply when telekinesis is used.
- Bonuses to Parry: +4; physical and skill bonuses to parry do not apply to Telekinesis.

Damage from Hurled Objects:

- Small: 6 ounces (0.2 kg) to 1 lb (0.45 kg): 1D4.
- Small: 1.5 to 2.5 lbs: 1D6.
- Medium: 3 to 4.5 lbs: 2D4.
- Medium: 5 to 10 lbs: 3D4.
- Large: 11 to 25 lbs: 3D6.
- Large & Heavy: 26 to 60 lbs: 4D6.
- Add 1D6 for each additional 20 lbs (9 kg) of weight.

Other Restrictions:

- Object being manipulated must be visible.
- Telekinesis can be combined with hand to hand combat, but does not add extra attacks per melee round.
- Influence from ley line energy doubles the amount of weight and range possible.
- Ley line nexus energy triples the amount of weight and range.

Level 4

Carpet of Adhesion

Range: 30 feet (9.1 m) per level of the spell caster.

Duration: 10 melee rounds (two and a half minutes) per level of spell caster.

Saving Throw: Special.

P.P.E.: Ten

The spell caster creates a sticky carpet, up to 10 feet wide by 20 feet (3x6 m) long, that will adhere firmly to anyone who touches it. The victim stays stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or actually cast upon a person. The spell caster can create this *super flypaper* up to 90 feet (27.4 m) away and can alter the size and shape (without exceeding the stated limit of 200 square feet/18.6 sq. m).

Saving Throw: If a successful saving throw vs magic is made, that player rolls two six-sided dice to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell. Effective even against cyborgs, power armor, and robots.

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight.

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the caster's hand(s) to the intended target; point and shoot: +2 to strike. Each electrical blast counts as one melee action and is limited by the character's total number of attacks. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Energy Field

Range: Self or others up to 60 feet (18.3m) away.

Duration: One minute (4 melees) per level of experience or until it is destroyed.

Saving Throw: None.

P.P.E.: Ten.

The magic creates a protective field of energy that can be placed around the mage, others, or an object. The maximum area of protection is about 8ft (2.4m), which means it can protect a small room full of people (about 6 to 8 individuals). The energy field appears as a semi-transparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 M.D.C., but is doubled at a ley line and tripled at a ley line nexus.

Fire Bolt

Range: 100 feet (30.5 m) plus 5 feet (1.5 m) per level of experience.

Duration: Instant.

Damage: 4D6 M.D.

Saving Throw: Dodge.

P.P.E.: Seven

The spell caster creates and directs a bolt of M.D. fire that is +4 to strike. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can pick which).

Level 5

Domination

Range: Touch or within 4 feet (1.2 m).

Duration: 15 minutes per level of experience.

Saving Throw: Standard.

P.P.E.: Ten

Domination is another trance-like enchantment that enables the spell caster to impose his will over his victim's, forcing the individual to do his bidding. The victim of Domination appears to act oddly, dazed, confused, slow and unfriendly (ignoring friends, etc.). The enchanted character has one goal, to fulfill the command of the spell caster. Under the enchantment of Domination, the character's alignment does not apply. He will steal, lie, assist in crimes, kidnap, betray friends, reveal secrets and so on. The victim is under the (almost) complete control of the spell caster. The only things the bewitched victim will not do are commit suicide, inflict self harm, or kill a friend or loved one. A good aligned character, Principled, Scrupulous and even Unprincipled, cannot be made to kill anybody; it is too deeply against their alignment.

Note: The enchanted person is not himself and suffers the following penalties. Attacks per melee round are half, speed is half, all skills are half their usual proficiency, speech is slow, and the person seems distracted or a little dazed.

A successful saving throw versus magic means the magic has no effect. The character is 100% his normal self. The effects of the Domination magic cannot be faked. Cannot affect a person inside environmental M.D.C. body armor, power armor, robots, or vehicles.

Level 6

Time Slip

Range: Self

Duration: Half a melee round (7 seconds).

Saving Throw: None.

P.P.E.: Twenty

The invocation momentarily suspends time, enabling the spell caster to slip seven seconds into the future. The mage can move forward seven seconds while all around him are caught in the past. The magic is such that the character cannot physically hurt any living creature, but can move about the physical environment, open doors, grab an item, run, etc. The effect will appear, to others, as if

the character disappears for an instant and then suddenly reappears a few seconds later. All around him lose two attacks that melee round, but the mystic retains all of his. The time slip is ideal for a quick escape.

Note: Whatever actions the sorcerer takes within the seven seconds are unseen and unknown to the other characters.

Level 7

Agony

Range: 5 feet (1.5 m) per level of experience.

Duration: One minute (4 melees).

Damage: Special.

Saving Throw: Standard.

P.P.E.: Twenty

A particularly cruel and painful invocation that incapacitates its victim with pain. Under the influence of this spell, the victim has no attacks per melee, cannot move, perform skills or even speak; only writhe in agony. Although there is no physical damage (no S.D.C. or Hit Points are lost), the pain is very real. It takes another minute for the victim to regain his full composure. During that second minute his number of attacks per melee are at half, speed is half, and he suffers a penalty of -1 to strike, parry and dodge. Only one person can be affected per invocation.

Ley Line Fade

Range: Self and as many as two others by touch.

Duration: 10 minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: 20 (half for Ley Line Walkers and Shifters).

The spell caster seems to disappear, completely melding with the faint blue energy of the ley line. While in this state of invisibility, the character is completely undetectable by sensors, optics and all forms of magic and psionic sensing. He is gone! This spell is used for reconnaissance, to spy upon others undetected and to hide.

While in this state the Ley Line Faded character(s) cannot move. He is planted where he once stood, although he can turn his head and see what is transpiring in front of him (normal line of vision). The senses of the "faded" character are distorted, he hears only bits and pieces of conversations, cannot smell odors, speak, cast spells, use psionics, heal, recover P.P.E., I.S.P., Hit Points, S.D.C., or M.D.C. This limbo state can be cancelled whenever the mage desires, and those affected instantly reappear. While "one with the ley line" the character can sense if a Rift is opening or about to be opened or closed anywhere on the line and any connecting lines, as well as sense the presence of a ley line storm (exactly where it is, how far it is, and what direction it is traveling), and sense the presence of entities and alien intelligences on the ley line.

Danger: If caught in a ley line storm while faded, the character will be unable to become corporeal again until the storm ends. He is carried away by the storm, loses half his Hit Points (or M.D.C. if a Mega-Damage being), and there is a 01-50% chance of suffering from amnesia (has no idea who he is or what his abilities are) for 1D4 days. If a dimensional Rift opens up there is a good chance the character will be thrown into it and Rifted to another place, time, world or dimension. Getting back home may be a difficult task.

Also this spell should be used before the enemy notices the character, otherwise, those who have seen a Ley Line Fade used before will know that sooner or later, the spell caster will reappear right where he vanished.

Second Sight

Range: 5 miles (8 km) per level of experience.

Duration: Two melees (30 seconds).

Saving Throw: None; Mind Block will temporarily prevent the use of Second Sight.

P.P.E.: Twenty

A unique use of magic that enables a mage to see and hear what another person is doing at that very moment. To use Second Sight, the spell caster must have previously encountered/met the individual targeted. The mage just has to think about that person and he will get a clairvoyant-like vision showing what that character is doing and saying, and who he/she is with. The vision is what one might expect to see in a crystal ball except that the mage sees it in his mind. The vision lasts only 30 seconds each time the magic is invoked.

A mage can also use second sight to transmit his present activity to another person. This is a great way to show somebody that the character is in trouble. Note: The image always consists of true events showing exactly what is happening when it is happening. The vision cannot be altered or doctored in any way. Only a Mind Block will prevent a character from being seen through Second Sight. Those being spied upon have no knowledge of it.

Level 8

Ley Line Tendril Bolts

Range: 10 feet (3 m) per level of experience.

Duration: One melee round. Each four tier blast counts as one melee attack.

Damage: 2D6 M.D. at level one, +1D6 M.D. per every two additional levels of experience (i.e. 2D6 at level one, 3D6 at level three, 4D6 at level five, 5D6 at level seven, and so on). The level of damage inflicted *can* be regulated by the spell caster in increments of 1D6 M.D., so as little as 1D6 M.D. to full damage (depending on the level of the mage) or anything in between can be inflicted. Each blast counts as one melee attack. The casting of the spell to create this attack uses at least up one melee attack/action to begin with.

Saving Throw: -2; a successful save means the victim suffers only half damage.

Limitation: This spell can only be cast when on a ley line.

P.P.E.: 26 (half for Ley Line Walkers and Shifters). Doubling the amount of P.P.E. (26 points for Ley Line Walkers and Shifters) adds +20 M.D. to each of the bolts.

This spell creates a sphere of energy that either encircles the hand or appears floating in the palm of the character's hand. Four bolts of mystic energy emit from the energy sphere simultaneously to strike four different targets, each suffering the same amount of damage. Each energy bolt appears to shoot out like miniature arcs of lightning to strike the four nearest enemies/opponents to the spell caster (never an ally),

When used against one opponent, only two energy tendrils strike him, each doing damage. The other two don't even appear. If there are two opponents, two energy tendrils will strike each. If there are three opponents, two energy tendrils will strike either the nearest opponent or a supernatural opponent (if present), and one will strike each of the other two antagonists.

Metamorphosis: Human

Range: Self, or other by ritual.

Duration: 20 minutes per level of experience.

Saving Throw: None.

P.P.E.: Forty

A human spell caster can shape change to alter his or her physical structure to look like somebody else. The ultimate disguise, the character can change his height, weight, age, hair color, hair length, skin color, gender, and features. A non-human D-Bee or demon can transform itself to appear completely human.

To attempt to impersonate a specific, real person, the spell caster must have the Disguise skill, even though he/she is mentally molding his/her features through magic. A good photograph will do. The success ratio for imitating/impersonating the appearance of a real person is the mage's Disguise skill +20%. The better he knows the person the more complete the disguise.

In a ritual version of this same magic, the mage can metamorph somebody else, rather than himself. Also in the ritual magic, the spell caster can metamorph someone else into an exact duplicate of himself. Likewise, a captive or anybody at the ritual ceremony can be duplicated without flaw. Note: The metamorphosis process only changes the appearance of the body. The transformed person retains his own voice, memory, skills, and attributes.

Level 9

Ley Line Phantom

Range: Self only,

Duration: Five minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: 40 (half for Ley Line Walkers and Shifters).

The spell caster turns into a faint, blue, transparent ghost-image of himself and is intangible to boot, but he is not dead, only magically transformed. Physical attacks and the elements cannot hurt the Phantom and the character is free to move about, but only within the energy of the ley line. As a Ley Line Phantom, the character cannot leave the ley line, and any magic that he casts is limited to the normal range but cannot go beyond the length and width of the line; those outside the direct area of the ley line energy cannot be touched even if they are within the normal range of a spell.

As a phantom the character can only use magical and psionic attacks, and can only be hurt or influenced by magic and psionics in return. Additionally, the Ley Line Phantom can float on the waves of mystic energy to fly at speeds double his running speed without fatigue, and fly as high as the ley line energy rises (rarely higher than 6,000 feet/1828 m). The phantom can also use Ley Line Transmission at will, and for the cost of two P.P.E., make whatever he says (up to 100 words) heard by everybody on the ley line. This is usually reserved for threats, warnings, cries for help and to intimidate those unfamiliar with magic.

Remember, the Ley Line Phantom, while impervious to physical attacks, remains vulnerable to magic and psychic attacks, including magic weapons. The phantom also suffers the same consequences as the Ley Line Faded character if caught in a Ley Line Storm. **Note:** Intangible Phantoms are sometimes confused with Ley Line Ghosts.

Level 10

Ley Line Ghost

Range: Self or one other by touch at the moment of death.

Duration: 24 hours per level of the deceased.

Saving Throw: Standard, but only if the dying character resists the magic, none if cast upon oneself or a willing participant.

P.P.E.: 80 self or 240 P.P.E. to preserve another (in both cases, half for Ley Line Walkers, Shifters and Necromancers).

This is an eerie spell that can keep the life essence and mind of a dying practitioner or creature of magic alive on earth as a ghostly energy being. The "ghost" is basically a faint, pale white semi-transparent image of the deceased. The character is completely intangible and glides along the ley line rather than walk. The ghost can speak, but only in a soft-spoken voice. He cannot speak loudly or shout, but can howl and shriek, only no words can be spoken. This "spirit" essence is intangible and cannot be hurt by physical attacks, energy blasts or weather conditions - they all pass harmlessly through it. Likewise, magic swords, TW weapons and most types of magic have no effect on the ghost. Only magic and psionics that affect the mind or emotions can have an impact on the ghost. Even then, neither magic nor psionics can pull the Ley Line Ghost from the line.

The ghost must use magic and/or psionics to touch or affect the physical world, however, total P.P.E. is limited to P.E. attribute +1 point per level of experience, and I.S.P. to M.E. attribute +1 point per level. As a ghost the deceased cannot draw upon the ley line energy, but his personal reserve regenerates completely every 24 hours.

The Ley Line Ghost is magically tied to the ley line where the individual died. He can walk along the ley line and any connecting lines, but cannot leave that line by any means, not by teleportation nor by dimensional Rift. The character will remain linked to the Earth via that specific ley line for one day per level of experience. After that, the ghost vanishes and goes wherever mortal spirits go. During his time on Earth the ghost can talk, offer advice, give instructions, make warnings, say good-bye to those he cares about, or scare and trouble those he dislikes.

This spell is typically performed when the dying character's work is not yet finished or he needs to tell somebody something. Since the spirit is rooted to the ley line, the ghost usually seeks to enlist the aid of sympathetic strangers (like the player characters) to finish what must be done or to deliver a message. The spell may also be used as a way for the character to linger on Earth in order to say good-bye to loved ones or to extract revenge or to plague enemies for a few days more (again, probably by enlisting the aid of strangers through a stirring appeal or trickery), Practitioners of magic who are of good or aberrant alignment will not use this spell on others unless they are asked to do so by the dying individual, or the situation is so dire that it is a necessity (i.e. "Only Bob has the information we need. If he dies, that information dies with him. Sorry, my friend ...").

Note: The Ley Line Ghost cannot possess another living being nor inhabit an inanimate object. An exorcism will send it to the other end of the ley line. Also note that this spell does NOT kill. It is performed in the last moments of life (within 30 minutes of expiring), and when the individual dies, he becomes a Ley Line Ghost.

Level 11

Ley Line Storm Defense

Range: 10 foot (3 m) diameter per level of the spell caster, x10 if performed at a ley line nexus, x100 if a triangle of connecting ley lines is involved, purging the storm from the area along, within and around the triangle.

Duration: 10 minutes per level of the spell caster, x10 if performed at a ley line nexus, x100 if done at a nexus that is part of a triangular conjunction of ley lines.

Saving Throw: Not applicable.

Limitations: Requires one or more ley lines and knowledge that a Ley Line Storm is coming (Line Walkers and Shifters can sense a coming Storm at least 1D4x10 minutes before it arrives).

P.P.E.: 180 (half for Ley Line Walkers and Shifters).

This spell creates an invisible barrier over the defended area that causes natural and magically created Ley Line Storms to skip over it to continue down the line. If the area of protection is at the end of a line it will either send it back in the direction it came or down a different, intersecting line. **Note:** The cities of Tolkeen and Freehold use this spell whenever a storm is on the horizon to protect most of their respective communities.

Rift Teleportation

Range: Up to 100 miles (160 km) per level of the spell caster.

Duration: Roughly 1D4+4 seconds/half a melee round.

Saving Throw: +3 to save if an unwilling participant of this magic. A successful save means the character is not teleported with the others and remains at the nexus location where the Rift was opened.

Limitation: Requires a ley line nexus and can only teleport to another ley line nexus point within the range of the spell caster.

P.P.E.: 200 (half for Shifters and Temporal Raiders/Wizards).

As many as 20 human-sized people per level of the spell caster can be teleported from one ley line nexus to another, allowing for entire platoons and companies of soldiers to be magically whisked from one location to another. In all cases, the spell caster must be familiar with the arrival point (nexus point).

A Rift appears at the departure point and closes in six seconds (roughly equal to two or three melee actions). A moment later (1D6 seconds), a Rift opens up at a different nexus location and those who entered are teleported to that point. A second later, the Rift closes as if it never existed. This is a one-way method of travel, requiring the spell to be cast coming and going. Teleportation is done without risk because the exact location is a known and fixed point at a junction where two or more lines of magic energy converge. The only exception is if the spell is used during a Ley Line Storm, in which case the group will be teleported to some random location 3D6x100 miles (480 to 2880 km) away. This spell cannot be used to teleport to other worlds, only on the planet where the ley lines are located (in this case, Rifts Earth).

Level 15

Dimensional Portal

Range: A few feet (one meter) away.

Duration: 30 seconds (2 melee rounds) per level of the spell caster, or one minute (4 melees) per level of experience when performed as a ritual.

Saving Throw: None.

P.P.E.: One Thousand

The dimensional portal invocation opens a two-way door to another dimension. The mage can open a door to a specific world or randomly. This is the only way a greater supernatural being can enter into our dimension. Once the dimensional portal closes, the only way back in or out is to open another portal. One of the real dangers of using this magic is that some "thing" unwanted often slips through.