

# Create Portal



## Alteration

Level: 5

Range: 100 yds.

Components: V, S, M

Casting Time: 5

Duration: 2d6 turns

Area of Effect: Crystal shell area, 100 ft. radius

Saving Throw: None

This spell can be cast only within 100 yards of a crystal shell surface. The spell causes a large area of the shell to become temporarily insubstantial and ethereal, allowing a ship (or anything else) of suitable size to pass through. The effect lasts for up to 12 turns, during which time any other ships or items can pass through.

The opening does not weaken the crystal shell, and any objects resting physically on the shell are unaffected by the portal. It takes but a fraction of a round for a ship to pass through a portal opened in this fashion. However, if the portal is dispelled or otherwise prematurely closed, roll 1dJO to determine the fate of the object passing through the opening as it closes (see table).

### Roll Result

1-5 Portal closes before ship reaches shell. Ship must turn or ram the shell.

6 Portal closes on the ship. Ship is cut in half.

7-10 Portal closes after ship passes through.

Portals created by this spell are magical and temporary, and can be dispelled. Portals that occur naturally in a crystal shell cannot be dispelled.

The material component of the create portal spell is a piece of wire wrapped about a bit of amber.

Notes: Common for spellcasters from a spelljamming culture; otherwise very rare.