

LOFTY BRIDGE

1. **Leaping** — Allows the tar-get to leap 50' laterally or 20' vertically in the round that the spell is cast.
2. **Landing** — Allows the tar-get to land safely after a fall up to 20' per level of the caster. In addition, the target may take that distance off the se-verity of any longer fall.
3. **Leaving I** — Caster teleports the target to a point up to 100' away. There can be no inter-vening "barriers" in a direct line between the target and the point. A "barrier" is de-fined as anything the target could not physically go through (e.g., a closed door is a barrier, a pit is not).
4. **Levitation** — Allows target to move up and down verti-cally at a rate of 10' per round. The spell does not confer any ability to control horizontal movement.
5. **Fly II** — Target can fly at a rate of 75' per round (approx-imately 5 mph). While *Fly* is active, normal movement (e.g., walking, running, etc.) is not allowed.
6. **Portal** — Opens a 3'x6'x3' portal in any solid surface. At the end of the duration, the surface is returned to its pre-vious state. If anyone is in the area of effect when the spell effect ends, he is forced back to his point of entry
7. **Fly II** — As *Fly I*, except rate is 150' per round.
8. **Long Door I** — As *Leaving I*, except target can pass through barriers by specifying exact distances. If the arrival point coincides with solid or liquid material, the target does not move; instead, he is stunned 1-10 rounds (the caster still expends the PPs for this spell).
9. **Leaving III** — As *Leaving I*, except movement range is 300'.
10. **Teleport I** — As *Long Door I*, except movement range is 10 miles per level. This can be very risky depending upon the caster's familiarity with the destination's locale. The following chances for failure exist: *Never seen place* (but has had de-scribed) = 50%; *Been briefly* (one hour or less) = 25%; *Studied* (been in for 24 hours) = 10%; *Studied carefully* (7 days) = 1%; *Lived in* (for at least one year) = .01%. In the case of failure, first determine the direction of the error (randomly). The amount of error is then determined by making a d100 (open-ended) to determine the distance of the error in feet.
11. **Fly III** — As *Fly I*, except rate is 300' per round.
12. **Long Door III** — As *Long Door I*, except movement range is 300'.
13. **Teleport III** — As *Teleport I*, except up to 3 targets may be moved to same place.
14. **Portal True** — As *Portal*, except portal is 3'x6' and up to 5' per level deep.
15. **Long Door V** — As *Long Door I*, except movement range is 500'.
16. **Teleport V** — As *Teleport III*, except 5 targets may be moved.
17. **Fly True** — As *Fly I*, except rate is 450' per round.
18. **Teleport X** — As *Teleport III*, except 10 targets may be moved.
19. **Mass Leaving** — As *Leaving*, except as many targets as the caster's level may be moved.
20. **Lord Teleport** — As *Teleport III*, except 20 targets can be moved.
25. **Mass Long Door** — As *Long Door*, except as many targets as the caster's level may be moved up to 300'.
30. **Mass Teleport** — As *Teleport III*, except as many targets as the caster's level may be moved.
50. **Teleport True** — As *Teleport I*, except with an unlimited movement range.

CLOSED ESSENCE 3.2.5

LOFTY BRIDGE

Lvl	Spell	Area of Effect	Duration	Range	Type
□ 1)	Leaping *	1 target	1 rnd	100'	U
□ 2)	Landing *	1 target	varies	100'	U
□ 3)	Leaving I	1 target	—	10'	U
□ 4)	Levitation	1 target	1 min/lvl	10'	U
□ 5)	Fly I	1 target	1 min/lvl	10'	U
□ 6)	Portal	3'x6'x3'	1 rnd/lvl	touch	U
□ 7)	Fly II	1 target	1 min/lvl	10'	U
□ 8)	Long Door I	1 target	—	10'	U
□ 9)	Leaving III	1 target	—	10'	U
□ 10)	Teleport I	1 target	—	10'	U
□ 11)	Fly III	1 target	1 min/lvl	10'	U
□ 12)	Long Door III	1 target	—	10'	U
□ 13)	Teleport III	3 targets	—	10'	U
□ 14)	Portal True	3'x6'x5'/lvl	1 rnd/lvl	touch	U
□ 15)	Long Door V	1 target	—	10'	U
□ 16)	Teleport V	5 targets	—	10'	U
□ 17)	Fly True	1 target	1 min/lvl	10'	U
□ 18)	Teleport X	10 targets	—	10'	U
□ 19)	Mass Leaving	1 target/lvl	—	10'	U
□ 20)	Lord Teleport	20 targets	—	10'	U
□ 25)	Mass Long Door	1 target/lvl	—	10'	U
□ 30)	Mass Teleport	1 target/lvl	—	10'	U
□ 50)	Teleport True	1 target	—	10'	U

SPECIAL NOTES

See Section 7.1.12 for notes on encumbrance limits for the spells on this list.