

Basket Trick



Alteration

Level: 3

Range: 0

Components: V, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell is somewhat similar to a blink spell, in that it allows the caster to move randomly about to avoid damage. However, the spell requires a large basket or urn, which the caster must climb into before casting the spell. Once the wizard has entered the basket and cast the spell, the wizard instantaneously teleports to another randomly determined basket or urn within 10 feet per caster level. Approximately one round later (depending on the caster's initiative roll), the spell again "blinks" the caster to another basket within the given range. This generally gives the caster enough time to peek out of the basket and decide if it is safe to come out. The spell can be ended at will by the wizard; otherwise, the wizard blinks once per round until the end of the spell's duration.

All materials in the basket with the caster at the time of casting are transported along with the wizard. If the randomly determined basket or urn holds other materials that would prevent the caster from fitting into the container, those materials are magically transported to the caster's previous basket.

Notes: Uncommon in arabian settings; otherwise very rare.