

Bowgentle's Fleeting Journey



Alteration

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

By casting this spell and touching the target creature, the caster sends that individual to another location within sight. The individual remains at the location for one round, at the end of which time he is teleported back to his initial location.

This teleportation must be to an area viewed and pointed at by the spellcaster when casting the spell. The range is up to 20 yards per level horizontally and 10 yards per level vertically. The teleportation operates as the 5th-level wizard spell of the same name, but the location will not be less familiar than "seen casually." The individual might teleport high or low as listed. If teleported into a solid object the individual is not slain, but rather pushed into the Astral Plane. An individual pushed into the Astral Plane must get back to the Prime on his own, as the spell will not return him.

Should the teleportation be successful, the individual can immediately act in the next round, performing any one-round action (most spellcasting, moving, attacking, picking up an item, etc.). A maximum of 500 pounds of character and equipment can be teleported in this fashion. If the individual is overloaded (or secured by chains, ropes, webs, or other ties), the teleportation fails.

At 15th level, the caster can send the recipient of the spell to a location for two full rounds instead of one. Regardless of level, the caster cannot send himself anywhere with this spell, or send dead bodies or inanimate objects alone.

The material component of this spell is a small ball of uncured rubber.

Notes: Rare. Known to be in Bowgentle's Book.