

Dimension Door

Alteration, Dimension, Shadow

Level: 4

Range: 0

Components: V

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

By means of a dimension door spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, "300 yards straight downward," or, "upward to the northwest, 45-degree angle, 420 yards" If the wizard arrives in a place that is already occupied by a solid body, he remains trapped in the Astral Plane. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a dimension door spell requires one round.

Notes: Common spell (PHB).