

Displace Self

Alteration, Dimension

Level: 2

Range: 0

Components: V, M

Casting Time: 2

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

Emulating the natural ability of the displacer beast, this spell causes the caster to appear to be about two feet away from his true location. Any creature making a melee or missile attack against the caster automatically misses with its first attempt and suffers a -2 penalty on all subsequent attack rolls. In addition, the wizard also gains a +2 bonus on saving throws for any spell or special attack aimed directly at him, not at any other individuals or the area around him. The only spell that will reveal the caster's true location is true seeing.

The material component for this spell is a small strip of paper or leather twisted into a loop.

Notes: Common for dimensionists; otherwise uncommon (PO:SM).