

Distance Distortion

Alteration, Earth, Dimension

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 2 turns/level

Area of Effect: 10-ft. cube/level

Saving Throw: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a conjure elemental spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a distance distortion spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot x 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a true seeing spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

Notes: Common spell (PHB).