

Drawmij's Instant Exit



Alteration, Conjunction, Dimension

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: Creates 1 portal

Saving Throw: None

This spell enables the wizard and others to use a limited and risky form of teleportation. When the spell is cast, a door suddenly appears on a wall or other flat surface within 3 yards of the caster. The caster and as many others who can pass through the door in one round (usually 10 persons or creatures in the round the exit is open) can enter into a zone of nil-space by passing through the doorway. When the door is closed behind by the wizard, the wizard and all those with him in the nil-space zone are teleported to a random location within 250 yards of the door. If the door is not closed before the end of the spell's duration, then the door slams shut automatically at the end of the round. The door disappears when closed by the wizard or after it shuts itself.

The party has no control over where they will be teleported, and there is always a 5% chance the spell will malfunction and dump the party into the Ethereal Plane.

The material component is a miniature silver door decorated with ruby chips worth 500 gp that vanishes after the spell is cast.

Notes: Uncommon spell (WoG).