

Elminster's Evasion



Evocation

Level: 9

Range: O

Components: V, S, M

Casting Time: 1 turn + total casting times

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

A customized version of the contingency spell slanted toward the preservation of the caster, this spell will cause, under certain specific conditions, the caster's body, mind, and spirit to travel to another location. The transfer is automatic and transfers only the body and those items physically attached to it, but leaving behind any attached items weighing more than 50 lbs. individually. The spell brings together body, spirit, and mind, even if in different locations. When casting this spell, the wizard must detail six specific conditions that the evasion will function under. When any of these situations occurs, the caster's form is whisked away to the location. This location can be on the same plane or on any other known plane of existence or demi-plane that the wizard has visited. Also when casting the spell, the wizard indicates two other spells (cast immediately after the evasion by the wizard) that will be cast once the wizard arrives at the location.

The material components of this spell are a pint of the caster's blood and a gem worth at least 5,000 gp. Both are consumed in the casting of the spell. The wizard also immediately loses 1-4 hit points, which remain lost until the evasion spell is triggered, at which point they are immediately recovered.

This spell was developed by Elminster of Shadowdale, with the intention of taking his form to a dimensional location he calls "Safehold" for cures and resurrection (if needed). As an example, the six clauses he says he uses are:

1. Upon his own death;
2. Upon loss of his mental faculties;
3. Upon loss of his physical faculties;
4. Upon destruction of both upper limbs;
5. Upon destruction of total body volume;
6. Upon his utterance of the word "Thaele."

Supposedly Safehold contains enough contingencies, spells, and magical items to effect a safe rescue of the sage of Shadowdale, should it be necessary.

Notes: Rare or very rare spell from the FORGOTTEN REALMS setting.