

Teleport

M:5 C:33

Range: self

Duration: instantaneous

This spell instantly transports the caster to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	98-99	98-99	100	--
Studied carefully	95-97	95-97	98-99	100
Seen casually	89-94	89-94	95-98	99-100
Viewed once	77-88	77-88	89-96	97-100
False destination	--	--	81-92	93-100

"False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

On Target: The caster appears exactly where desired.

Off Target: The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

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