

OBSCURE

You can make yourself harder to see and strike.

Prerequisite: Second Magnitude—base DC 20.

Component: Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

BASE EFFECT

Because of your blurry, insubstantial appearance, attacks against you have a 10% miss chance for the duration of the effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Obscure*: Area/Target, Components, Duration, Range.

You can increase the miss chance by +10% (to a maximum of 50% for total invisibility) for every +10 you add to the Spellcraft DC.

To make yourself undetectable to magical scrying attempts (e.g., from a *Reveal* spell effect), increase the Spellcraft DC by +15. To protect yourself from spell effects trying to determine facts about you (e.g., the thought-detecting effect of *Telepathy*), increase the Spellcraft DC by +20.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Hide checks. This bonus stacks with the bonus for complete invisibility.

SYNERGY

If you have 5 or more ranks in Hide, you gain a +2 bonus on Spellcraft checks to cast *Obscure* spell effects.

SAMPLE SPELL EFFECTS

CONCEALMENT

Spellcraft: DC 39; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

Your appearance become blurry and insubstantial, gaining concealment (20% miss chance).

Math: DC 20 base, +10% (+10), round to minute (+9).

INVISIBILITY

Spellcraft: DC 69; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You gain total concealment (50% miss chance).

Math: DC 20 base, round to minute (+9), invisible (+40).

SHIELD THOUGHTS

Spellcraft: DC 54; **Component:** S; **Range:** Personal; **Target:** You; **Duration:** 6 minutes; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You cannot be affected by spell effects that discern information about you, such as *Telepathy* spell effects.

Math: DC 20 base, round to minute (+9), +5 minutes (+5), negate *Telepathy* (+20).

PATTERN [MIND-AFFECTING]

You can entrance your enemies with shifting light.

Prerequisite: First Magnitude—base DC 15.

Component: Somatic; **Range:** 10 ft.; **Effect:** Cone-shaped burst; **Duration:** 1 round (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You create a cone of shifting, clashing colors springing forth from your hand, causing creatures who can see the effect and who fail their Will save to become either stunned or fascinated (your choice, but the effect must be the same for all creatures in the cone) for the duration of the effect.

AUGMENTED EFFECTS

You can apply the following augmentations to *Pattern*: Area/Target, Components, Range.

You can increase the Spellcraft DC by +20 to blind targets for the duration.

By increasing the DC by +40, you can render subjects unconscious.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Prestidigitation checks.

SYNERGY

If you have *Figment*, you gain a +2 bonus on Spellcraft checks to cast *Pattern* spell effects.

SAMPLE SPELL EFFECTS

COLOR PATTERN

Spellcraft: DC 22; **Component:** S; **Range:** 30 ft.; **Effect:** Cone-shaped burst; **Duration:** 5 rounds (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

You create a cone of shifting, clashing colors springing forth from your hand, causing creatures who can see the effect and who fail their Will save to become either stunned or fascinated (your choice, but the effect must be the same for all creatures in the cone) for the duration of the effect.

Math: DC 15 base, +20 ft. (+3), +4 rounds (+4).

BLINDING PATTERN

Spellcraft: DC 42; **Component:** S; **Range:** 30 ft.; **Effect:** Cone-shaped burst; **Duration:** 5 rounds (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

As *color pattern*, but subjects who fail their saves are blinded for the duration of the effect.

Math: DC 15 base, +20 ft. (+3), +4 rounds (+4), blindness (+20).

POTENT PATTERN

Spellcraft: DC 62; **Component:** S; **Range:** 30 ft.; **Effect:** Cone-shaped burst; **Duration:** 5 rounds (instantaneous cone effect); **Saving Throw:** Will negates; **Spell Resistance:** Yes.

As *color pattern*, but subjects who fail their saves become unconscious for the duration of the effect.

Math: DC 15 base, +20 ft. (+3), +4 rounds (+4), unconscious (+40).

PLANEWALKER

You can transport yourself to another plane.

Prerequisite: Third Magnitude—base DC 25.

Components: Verbal, Somatic; **Range:** Personal; **Target:** You; **Duration:** 1 round; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

BASE EFFECT

You enter the Ethereal Plane for 1 round, effectively making you and your equipment ethereal.

While ethereal, you are invisible, insubstantial, and capable of moving in any direction, even up or down (at half normal speed). Being insubstantial, you can move through solid objects, including living creatures, although other ethereal creatures and ethereal objects are treated as if they were material. While on the Ethereal Plane, you can extend your sight and hearing up to 60 feet into the Material Plane as a free action, but sounds are muted and everything appears gray and ephemeral.

Force and *Protection* spell effects extend onto the Ethereal Plane from the Material Plane, and thus affect you normally. Effects from these spells cast while on the Ethereal Plane don't extend into the Material Plane. You can't attack material creatures, and spell effects you cast affect only other ethereal things.

When the spell effect ends, if you become material while inside a material object, you're shunted to the nearest open space and take 1d6 points of damage per 5 feet that you're moved.

If cast while on the Ethereal Plane, this spell functions in reverse, moving you onto the Material Plane for 1 round.

AUGMENTED EFFECTS

You can apply the following augmentations to *Planewalker* Duration, Components, Range, Targets.

If you increase the Spellcraft DC by +20, you can rapidly move back and forth between the Ethereal and Material Planes, winking in and out of reality like a blink dog.

While blinking, physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal. Attacks capable of striking ethereal creatures have a 20% miss chance. If the attacker can see invisible creatures, the miss chance is also only 20%; an attacker who can both see and strike ethereal creatures has no miss chance. Your own attacks have a 20% miss chance, since you sometimes go ethereal just as you're about to strike. Since you spend about half your time on the Ethereal Plane, you can interact with ethereal creatures roughly the same way you interact with material ones.

Any individually targeted spell effect has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spell effects have a 20% chance of being activated just as you go ethereal.

While blinking, you take only half damage from area attacks but full damage from those that extend onto the Ethereal Plane. You strike as an invisible creature (with a +2 bonus on attack rolls), denying your target any Dexterity bonus to AC.

You can effectively hover in midair, repeatedly flying a very short distance upwards in the Ethereal Plane and then falling the same distance in the Material Plane.

While blinking, you can step through solid objects, but for each 5 feet of solid material you walk through, there's a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6



points of damage per 5 feet moved. You can move at only three-quarters speed.

By increasing the DC by +50, the duration can be changed to instantaneous, thus moving you into the Ethereal Plane indefinitely.

You can increase the DC by +50 to move into the Astral Plane, Plane of Shadow, or some other transitive plane. You can increase the DC by +70 to move into an Elemental Plane, or by +100 to move into an outer plane. See **Chapter Five: Campaigns** in the *DMG* for details on planes and their effects.

If you increase the DC by +10, you can push someone else into the Ethereal Plane, but she receives a Will save to try negate the effect.

If you increase the Spellcraft DC by +125, you can create an interdimensional gate between your plane of existence and a plane you specify, allowing travel between those two planes in either direction by anyone passing through the gate.

The gate is a circular hoop from 5 to 20 feet in diameter (your choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side.



The gate has a front and a back: Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not.

A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. Beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire.

You may hold the gate open for no more than 1 round per caster level, and you must concentrate on doing so, or else the connection is severed. The duration of the gate effect cannot be extended with augmentations.

CONTINUOUS EFFECTS

By selecting this spell, you gain a +3 bonus to Knowledge (the planes).

SYNERGY

If you have 5 ranks of Knowledge (the planes), you gain a +2 bonus to Spellcraft checks made to cast *Planewalker* spell effects.

SAMPLE SPELL EFFECTS

ETHEREAL STEP

Spellcraft: DC 30; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 6 rounds; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

You become ethereal, entering the Ethereal Plane.

While ethereal, you are invisible, insubstantial, and capable of moving in any direction, even up or down (at half normal speed). Being insubstantial, you can move through solid objects, including living creatures, although other ethereal creatures and ethereal objects are treated as if they were material. While on the Ethereal Plane, you can extend your sight and hearing up to 60 feet into the Material Plane as a free action, but sounds are muted and everything appears gray and ephemeral.

Force and *Protection* spell effects extend onto the Ethereal Plane from the Material Plane, and thus affect you normally. Effects from these spells cast while on the Ethereal Plane don't extend into the Material Plane. You can't attack material creatures, and spell effects you cast affect only other ethereal things.

When the spell effect ends, if you become material while inside a material object, you're shunted to the nearest open space and take 1d6 points of damage per 5 feet that you're moved.

If cast while on the Ethereal Plane, this spell functions in reverse, moving you onto the Material Plane for 1 round.

Math: DC 25 base, +5 rounds (+5).

BLINK

Spellcraft: DC 54; **Components:** V, S; **Range:** Personal; **Target:** You; **Duration:** 1 minute; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).