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DIMENSIONAL WAYFARER HYBRID CLASS

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DIMENSIONAL WAYFARER

Dimensional Wayfarers travel the multiverse, seeking out its infinite mysteries to safeguard its secrets. They plunge into the horrific depths of the Abyss or the scented heights of Elysium to further their goals. These planar pilgrims also act as guardians against those who would exploit the planes for evil purposes and as champions against the malign entities that dwell therein. A few even align themselves with these foul powers to quicken the demise of the multiverse. Dimensional wayfarers heed the call out of religious conviction, others because of a past experience with planar evils, or to amass greater power. Regardless of the cause, dimensional wayfarers remain vigilant foes against the horrors lurking beyond time and space.

Alignments and Religions

Dimensional Wayfarers tend to be good aligned, with the majority leaning toward neutrality. Evil aligned dimensional wayfarers usually form alliances with the very creatures they originally swore to oppose. The most common deities worshipped among Dimensional Wayfarers are The Creator, and the Lucky Traveler. The Creators opposition to malign planar entities is well known, and faithful dimensional wayfarers make up some of his greatest champions. The Lucky Traveler, most often associated with merriment, is also the patron of safe journeys into the unknown, and so remains a popular god among Dimensional Wayfarers.

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

Skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge All (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Dimensional Wayfarers are proficient with all simple weapons, martial and with one exotic weapon of their choice symbolizing their exposure to various cultures. The Dimensional Wayfarer gains Exotic Weapon Proficiency for that weapon for free at 1st level.

Dimensional Wayfarers are proficient with light and medium armor, but not with shields.

Dimensional Knowledge: Once per day, a dimensional wayfarer can draw upon his expansive knowledge.

A dimensional wayfarer unlocks new dimensional knowledge abilities as his level increases and can also call upon his dimensional knowledge more often, gaining one additional daily use every other dimensional wayfarer levels (2/day at 3rd level, 3/day at 5th level, and so forth).

Using dimensional knowledge requires a Knowledge check of a type appropriate to the creature faced. A Knowledge (arcana) check reveals secrets of magical beasts, Knowledge (dungeoneering) pertains to aberrations, Knowledge (religion) covers undead, and Knowledge (the planes) applies to outsiders and elementals.

The DC of the check is 15. Most of the dimensional wayfarer's dimensional knowledge abilities increase in effectiveness if he succeeds on his Knowledge check by 10 or more. Dimensional knowledge can only be used once against any given creature.

The dimensional wayfarer's dimensional knowledge can affect a single creature or all creatures of the same race, depending



Table: Dimensional Wayfarer

Level	Base Attack Bonus	Fort Ref Will			Special	Spells Per Day					
		Save	Save	Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, dimensional knowledge (tactics) 1/day, planar channel 1d6, planar guide, spells	1	-	-	-	-	-
2nd	+1	+0	+0	+3	Counterport, spell focus (abjuration)	2	-	-	-	-	-
3rd	+2	+1	+1	+3	Dimensional knowledge 2/day. Planar channel 2d6	3	-	-	-	-	-
4th	+3	+1	+1	+4	Planar guide, spell penetration	3	1	-	-	-	-
5th	+3	+1	+1	+4	Dimensional knowledge (defense) 3/day, Planar channel 3d6	4	2	-	-	-	-
6th	+4	+2	+2	+5	Eradication +1, planar mastery	4	3	-	-	-	-
7th	+5	+2	+2	+5	Dimensional knowledge 4/day, Planar channel 4d6	4	3	1	-	-	-
8th	+6/+1	+2	+2	+6	Planar scourge	4	4	2	-	-	-
9th	+6/+1	+3	+3	+6	Dimensional knowledge (foe) 5/day Planar channel 5d6	5	4	3	-	-	-
10th	+7/+2	+3	+3	+7	Commune 1/day, planar guide	5	4	3	1	-	-
11th	+8/+3	+3	+3	+7	Dimensional knowledge 6/day, Planar channel 6d6	5	4	4	2	-	-
12th	+9/+4	+4	+4	+8	Eradication +2, greater planar mastery	5	5	4	3	-	-
13th	+9/+4	+4	+4	+8	Dimensional knowledge (dimensional secret) 7/day, planar channel 7d6	5	5	4	3	1	-
14th	+10/+5	+4	+4	+9	Immediate counterport	5	5	4	4	2	-
15th	+11/+6/+1	+5	+5	+9	Dimensional knowledge 8/day Planar channel 8d6	5	5	5	4	3	-
16th	+12/+7/+2	+5	+5	+10	Planar guide, planar purge	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Dimensional knowledge (foreknowledge) 9/day, planar channel 9d6	5	5	5	4	3	2
18th	+13/+8/+3	+6	+6	+11	Eradication +3, supreme planar mastery	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Dimensional knowledge 10/day Planar channel 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Harmful counterport	5	5	5	5	5	5

on the effect used. A target creature must be within 60 feet, and the dimensional wayfarer must be aware of the creature's presence, although he need not have a line of sight to it. The effects of dimensional knowledge last for 1 minute, unless stated otherwise.

Tactics: The dimensional wayfarer knows the general combat behaviors of creatures of that race, granting his allies a +1 bonus to attack rolls made against them. For example, a dimensional wayfarer confronted by a black pudding, who succeeds on his Knowledge (dungeoneering) check, grants his allies the attack bonus

against all black puddings they fight in that encounter. If the dimensional wayfarer succeeds on his Knowledge check by 10 or more, then this bonus increases to +2. If the dimensional wayfarer succeeds on his Knowledge check by 20 or more, then this bonus increases to +3.

Defense: Starting at 5th level, the dimensional wayfarer can use his dimensional knowledge to help his allies fight off the corrupting influence of other creatures. Allies within 60 feet of the dimensional wayfarer gain a +1 bonus on saving throws against the affected creature's abilities. If the dimensional wayfarer succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the dimensional wayfarer succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

Foe: Starting at 9th level, a dimensional wayfarer can direct his allies to attack vital spots of his enemies. On a successful Knowledge check, he grants them a bonus to weapon damage rolls made against the target creatures equal to 1d6 points of damage. If the dimensional wayfarer succeeds on his Knowledge check by 10 or more, then this bonus increases to 2d6. If the dimensional wayfarer succeeds on his Knowledge check by 20 or more, then this bonus increases to 3d6.

Dimensional Secret: By speaking aloud a dimensional secret of the target creature, a dimensional wayfarer of 13th level or higher can dazzle the target creature for 1 round. Unlike other dimensional knowledge, this ability can be used only against a single creature. If the dimensional wayfarer succeeds on his Knowledge check by 10 or more, then the target is dazed for 1 round. If the dimensional wayfarer succeeds on his Knowledge check by 20 or more, then the target is stunned for 1 round (if the target is immune to being stunned but not immune to being dazed, such as most undead, then the dimensional wayfarer can choose to daze the target instead of stunning it).

Foreknowledge: Starting at 17th level, a dimensional wayfarer can better prepare his allies for the attacks of the affected creature, making it harder for the creature to land blows and successfully deal damage. Allies within 30 feet of the dimensional wayfarer gain a +1 insight bonus to Armor Class that applies to attacks by the affected creature only. If the dimensional wayfarer succeeds on his Knowledge check by 10 or more, this bonus increases to +2. If the dimensional wayfarer succeeds on his Knowledge check by 20 or more, this bonus increases to +3.

Planar Channeling (Su): At 1st level, a dimensional wayfarer can channel baneful energies against creatures with the extraplanar subtype, regardless of alignment or plane of origin, as the cleric's channel energy ability. The dimensional wayfarer deals damage as a cleric of a level equal to his highest caster level. This energy can only harm, not heal. This ability cannot be used with feats, magic items, or other effects that modify channel energy. A dimensional wayfarer can use this ability a number of times per day equal to 3 + his bonus for the relevant ability of the spellcasting class he selected.

Planar Guide (Ex): At 1st level and every three levels thereafter, a Dimensional Wayfarer chooses one of the following benefits. He may choose each benefit more than once, each time applying to a different plane or outsider subtype. These bonuses stack with similar bonuses from other classes, but unlike with a ranger's abilities, these bonuses do not escalate when new enemies or terrains are selected. **Favored Enemy:** Choose one outsider subtype as a favored enemy (as the ranger class feature). **Favored Terrain:** Choose one plane other than the Material Plane as a favored terrain (as the ranger class feature). **Terrain Mastery:** Choose one plane to gain terrain mastery. A Dimensional Wayfarer must have the appropriate plane as a favored terrain before gaining terrain mastery with it.

Spells A dimensional wayfarer casts a mix of divine and arcane spells drawn from the dimensional wayfarer spell list. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a dimensional wayfarer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a dimensional wayfarer's spell is 10 + the spell level + the dimensional wayfarer's Wisdom modifier.

A dimensional wayfarer can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table: Dimensional Wayfarer. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

A dimensional wayfarer's selection of spells is extremely limited. A dimensional wayfarer begins play knowing four 0-level spells and two 1st-level spells of the dimensional wayfarer's choice. At each new dimensional wayfarer level, he gains one or more new spells as indicated on Table: Dimensional Wayfarer Spells Known. (Unlike spells per day, the number of spells a dimensional wayfarer knows is not affected by his Wisdom score. The numbers on Table: Dimensional Wayfarer Spells Known are fixed.)

Cantrips A dimensional wayfarer learns a number of cantrips, or 0-level spells, as noted on Table: Dimensional Wayfarer under "Spells Known." These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

Counterport (Su): At 2nd level, a dimensional wayfarer can ready an action to counterspell a teleportation effect that allows a creature to enter or exit an area within 30 feet of her. She can use Spellcraft to identify a teleportation effect immediately as creatures arrive and can counter the teleportation effect with an identical spell or with any conjuration spell of at least 1 spell level higher, returning teleporting creatures to their point of origin.

Spell Focus (Ex): The Dimensional Wayfarer gains spell focus (abjuration) as a bonus feat.

Spell Penetration (Ex): At 5th level the Dimensional Wayfarer gains spell penetration as a bonus feat.

Eradication (Su) At 6th level, a dimensional wayfarer gains a +1 sacred bonus on saving throws against the spells and spell-like, supernatural, and extraordinary abilities of outsiders. In addition, he increases by 1 the save DC and caster level of any spell or spell-like or supernatural ability that he uses against outsiders, or that counters, dispels, or prevents planar travel or teleportation.

These bonuses increase by +1 for every six levels after 6th.

Planar Mastery (Su): At 6th level a Dimensional Wayfarer can transport himself from one location to another on the same plane, as per the spell *teleport* once per day. Caster level is equal to the Dimensional Wayfarer's class level. Also, the Dimensional Wayfarer gains spell resistance 5+ his class level, to resist the effects of dimensional anchors, dimensional locks and other such effects that impede his magical travels.

Planar Scourge (Su): At 8th level, an extraplanar creature that fails its save against the Dimensional Wayfarer's planar channeling gains the panicked, sickened, or staggered condition, chosen by the Dimensional Wayfarer, for 1d4 rounds.

Commune (Sp): At 10th level a dimensional wayfarer can cast the spell *commune* 1/day using his dimensional wayfarer level as his effective cleric level. The number of times the dimensional wayfarer may use this ability increases by 1 for every four levels, for a maximum of 3/day at 18th level.

Greater Planar Mastery (Su): Once per day at 12th level, a Dimensional Wayfarer can transport himself from one location on the same plane, to another, as per the spell *greater teleport*, or travel between planes as per the spell *plane shift*. The Dimensional Wayfarer arrives exactly where he wants to on the intended plane. In addition, the Dimensional Wayfarer's spell resistance against travel impeding spells increases to 10 + the Dimensional Wayfarer's class level. This ability replaces planar mastery.

Immediate Counterport (Su): At 14th level, a Dimensional Wayfarer can counter a teleportation effect as an immediate action, without the need to ready an action beforehand. In addition, as a full-round action, the Dimensional Wayfarer can expend two uses of his planar channel ability to forcibly recall a creature that used teleportation to exit an area within 30 feet of the Dimensional Wayfarer since the end of the Dimensional Wayfarer's last turn. Planar channel deals damage equal to the amount normally dealt by one use of planar channel. This damage affects only that target, and affects it regardless of its current distance from the Dimensional Wayfarer. If the target fails its save, the teleportation effect is reversed and the creature returns to the point from which it teleported (or the nearest available space, if that space is now occupied by another creature).

Planar Purge (Su): At 16th level, an extraplanar creature that fails its save against a Dimensional Wayfarer's planar channeling is banished to its home plane (as the banishment spell; no save). Extraplanar creatures with Hit Dice greater than twice the Dimensional Wayfarer's class level are unaffected by this ability, but still take damage from planar channel as normal.

Supreme Planar Mastery (Su): Once per hour at 19th level, a dimensional wayfarer can transport himself from one location to another on the same plane as per the spell *greater teleport*, or to any plane as per the spell *plane shift*. Furthermore, he may cast the following spells - *astral projection*, *etherealness*, *gate* or *teleportation circle* - a total of three times per day, with a minimum of one hour between successive castings. This allows the Dimensional Wayfarer to travel to nearly any point in the multiverse. The Dimensional Wayfarer's spell resistance against travel-impeding spells increases to 15 + the Dimensional Wayfarer's class level. This ability replaces greater planar mastery.



Harmful Counterport (Su) At 20th level, a dimensional wayfarer can use his counterport ability to forcibly redirect a creature using a teleportation effect within 30 feet to a new valid destination within 30 feet of her instead of negating the teleportation. The wrenching redirection deals 1d6 points of damage per class level to the redirected creature. A successful Fortitude save (DC 10 + half the dimensional wayfarer's character level + the dimensional wayfarer's Wis modifier) halves the damage and negates the redirection.

In addition, as a full-round action, the dimensional wayfarer can expend two uses of her planar channel ability to forcibly recall a creature that used teleportation to exit an area within 30 feet of the dimensional wayfarer since the end of the dimensional wayfarer's last turn. Planar channel deals damage equal to the amount normally dealt by one use of planar channel. This damage affects only that target, and affects it regardless of its current distance from the dimensional wayfarer. If the target fails its save, the teleportation effect is reversed and the creature returns to the point from which it teleported (or the nearest available space, if that space is now occupied by another creature).

DIMENSIONAL WAYFARER SPELLS

Dimensional wayfarer's gain access to the following spells. While most of these spells are found in the Core Rulebook, all spells marked with an asterisk (*) appear in this book.

0-Level Dimensional Wayfarer Spells—*acid splash, arcane mark, daze, detect magic, guidance, light, mage hand, mending, message, open/close, parry strike*, read magic, resistance, unruly bolt**.

1st-Level Dimensional Wayfarer Spells—*alarm, daze monster, endure elements, enlarge person, expeditious retreat, feather fall, grease, identify, jump, mage armor, magic fang, magic mouth, mount, protection from chaos/evil/good/law, reduce person, shield, summon monster I, torchbearer*, true shield*, unseen servant, ventriloquism*.

2nd-Level Dimensional Wayfarer Spells—*alter self, barkskin, bear's endurance, blur, bull's strength, cat's grace, detect thoughts, dimension hop*, eagle's splendor, fox's cunning, glitterdust, guardian beast*, haste, invisibility, levitate, misdirection, owl's wisdom, phantom steed, protection from arrows, resist energy, see invisibility, slow, spider climb, summon monster II, summon swarm, supernatural ward*, wind wall*.

3rd-Level Dimensional Wayfarer Spells—*armor of light*, black tentacles, charm monster, counterattack*, dimension door, dimensional anchor, dispel magic, displacement, enlarge person (mass), fire shield, fly, heroism, invisibility (greater), locate creature, magic circle against chaos/evil/good/law, magic fang (greater), minor creation,*

nondetection, protection from energy, rage, reduce person (mass), stonewall, summon monster IV, tongues, wall of fire, wall of ice, water breathing.

4th-Level Dimensional Wayfarer Spells—*armor of force*, circle of censure*, baleful polymorph, bear's endurance (mass), bull's strength (mass), cat's grace (mass), contact other plane, dismissal, eagle's splendor (mass), fox's cunning (mass), hold monster, insect plague, mage's faithful hound, magic jar, major creation, overland flight, owl's wisdom (mass), planar binding (lesser), purified calling*, sending, summon monster V, supernatural ward (mass)*, teleport, wall of stone*.



4th-Level Dimensional Wayfarer Spells—*armor of force**, *circle of censure**, *baleful polymorph*, *bear's endurance (mass)*, *bull's strength (mass)*, *cat's grace (mass)*, *contact other plane*, *dismissal*, *eagle's splendor (mass)*, *fox's cunning (mass)*, *hold monster*, *insect plague*, *mage's faithful hound*, *magic jar*, *major creation*, *overland flight*, *owl's wisdom (mass)*, *planar binding (lesser)*, *purified calling**, *sending*, *summon monster V*, *supernatural ward (mass)**, *teleport*, *wall of stone*.

5th-Level Dimensional Wayfarer Spells—*banishment*, *creeping doom*, *dispel magic (greater)*, *ethereal jaunt*, *heroism (greater)*, *invisibility (mass)*, *magic circle against energy*, *magnetic sphere*, *planar adaptation**, *planar binding*, *plane shift*, *repulsion*, *sequester*, *simulacrum*, *spell turning*, *summon monster VII*, *teleport (greater)*, *true seeing*, *wall of iron*, *wrath of Planar Power**.

6th-Level Dimensional Wayfarer —*antipathy*, *binding*, *brief reprieve**, *charm monster (mass)*, *dimensional lock*, *discern location*, *dominate monster*, *incendiary cloud*, *maze*, *planar adaptation (mass)**, *planar binding (greater)*, *protection from spells*, *summon monster VIII*, *sympathy*, *teleportation circle*.

NEW SPELLS

0 LEVEL SPELLS

PARRY STRIKE

School abjuration; **Level** dimensional wayfarer 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level or until discharged.

You gain +2 deflection bonus to AC against the next melee attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

UNRULY BOLT

School conjuration (creation) [chaos]; **Level** dimensional wayfarer 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one bolt of random energy

Duration see text

Saving Throw none; **Spell Resistance** yes

A bolt of the chaotic energies of creation springs from your hand and speeds to its target.

You must succeed on a ranged touch attack to hit your target. The ray deals 1d2 points of damage of a random type with no splash damage. For every three caster levels you possess, the energy, unless neutralized, lasts for another round (to a maximum of 4 additional rounds at 10th level), dealing another 1d2 points of damage in each round. Each round, roll on the chart to determine the damage type.

d10

1-2 Acid

3-4 Cold

5-6 Electricity

7-8 Fire

9-10 Sonic

1ST LEVEL SPELLS

TORCHBEARER

School conjuration (creation); **Level** bard 1, cleric / oracle 1, dimensional wayfarer 1, sorcerer/wizard 1, summoner 1

Casting Time 2 minutes

Components V, S, M (a tindertwig)

Range close (25 ft. + 5 ft./2 levels)

Effect one quasi-real, humanoid torchbearer

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You conjure a Medium-sized, humanoid creature. The torchbearer appears with a newly-lit torch, which it carries for you or the one person for whom you specifically created the torchbearer. A torchbearer appears to be a short, burly human dressed in livery of whatever color you specify. It does not fight, but animals shun it and refuse to attack it.

The torchbearer has an AC of 11 (+0 size, +1 Dex) and 4 hit points +1 hit point per caster level. If it loses all its hit points, the torchbearer disappears, as does the torch it was carrying. A torchbearer has a base speed of 20 feet, and a Strength score of 11 (for purposes of encumbrance). It does not fight.

The torchbearer's torch sheds light as an ordinary torch, and remains with the torchbearer; it cannot be given to anyone else. The light produced by the torch increases according to caster level. A torchbearer's abilities include those of torchbearers of lower caster levels.

Caster Level Additional abilities

3rd The torch sheds light as a sunrod.

5th The torch sheds light as a bullseye lantern, and changes appearance to resemble a lantern.

7th The torch sheds light as a daylight spell, and changes appearance to resemble a brightly-glowing ball.

TRUE SHIELD

School abjuration; **Level** dimensional wayfarer 1, sorcerer/wizard 1, summoner 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level or until discharged

You gain +20 deflection bonus to AC against the next attack that targets you. Whether the attack succeeds or not, the spell is triggered and the effect ends.

2ND LEVEL SPELLS

DIMENSION HOP

School conjuration (teleportation); **Level** bard 2, dimensional wayfarer 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (loop of twisted parchment)

Range close (25 ft. + 5 ft./2 levels)

Target you, your familiar, cohort or companion, and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell**

Resistance no and yes (object)

You instantly hop from your current location to any other spot within range. If the spot you choose is within your line of sight, you arrive there unerringly and can take a move action if you have one available to you. If your destination is not in line of sight, you must be able to visualize the spot or state the direction and distance to it, but your hop has a 25% chance of a mishap and you cannot take any further actions until your next turn. No matter what your destination, you can transport only yourself and a maximum 100 lb. (or your maximum load, whichever is less) of objects you carry or touch. You cannot transport any creature except for your familiar or an animal companion or cohort of up to Tiny size (whose weight counts against your load limit). If you suffer a mishap or arrive in a place already occupied by a solid body, you and any creatures with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and are shunted to the Astral Plane.

GUARDIAN BEAST

School conjuration (creation); **Level** dimensional wayfarer 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (the hair of trained guard animal)

Range close (25 ft. + 5 ft./2 levels)

Effect phantom guardian beast

Duration 1 hour/caster level or until discharged

Saving Throw none; **Spell Resistance** no

You call into existence a vaguely shaped, shadowy beast that stands about knee high. The beast is silent, amorphous in shape, can spread itself out like a cloak or sail to cover a large area, and leap to interpose attacks from above. It places itself between the caster and the most apparent danger, even when threatened by invisible, flanking, or otherwise unseen attackers you are unaware of, and cannot be fooled or magically contacted.

This magical guardian beast blocks damage from the next successful attack made against you, absorbing 1d6 points of damage per caster level (maximum of 8d6). No matter how much or how little damage is actually inflicted by the attack, the guardian beast winks out of existence as soon as it prevents damage from one attack, any excess damage is still taken by the caster. The effect also only prevents damage; any additional effects of an attack are not prevented (for example the effect of a vorpal weapon).

A guardian beast cannot prevent damage dealt by area effect spells or similar effects. For example, it can prevent damage from a single magic missile but not multiples or from a fireball.

SHUNT

School conjuration (teleportation); **Level** cleric/oracle 2, dimensional wayfarer 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

Shunt briefly and forcibly pushes a target creature within range into the Ethereal Plane for 1 round. If cast while on the Ethereal Plane, this spell functions in reverse, forcing a creature onto the Material Plane for 1 round. The subject reappears where it had been when the shunt spell was cast.

3RD LEVEL SPELLS

ARMOR OF LIGHT

School abjuration [light]; **Level** cleric/oracle 3, dimensional wayfarer 3, paladin 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, M (a small mirror)

Range touch

Target creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell causes the creature touched to radiate light from every part of her body. She sheds bright light to a radius of 30 feet and shadowy light an additional 30 feet beyond that. Looking directly at the target creature is difficult, granting concealment to the target (20% miss chance) and dazzling anybody who looks directly at the target for 1d6 rounds (Will negates). If a creature looks at the target more than once, she will be re-dazzled. The durations of the dazzle effects do not stack but are renewed whenever the creature becomes re-dazzled. The armor of light also provides a +1 deflection bonus to AC per four caster levels (to a maximum of +5 at 20th level).

COUNTERATTACK

School abjuration; **Level** dimensional wayfarer 3, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

Components V, F (a small shard of mirror)

Range personal

Target you

Duration 1 round/level

When this spell is cast, any time an opponent makes a melee attack against you, you may attempt one melee counterattack at your full base attack bonus (this does not count as an attack of opportunity for the round). You must threaten the opponent in order to make the counterattack; you cannot take a 5-ft. step or other movement before making the attack. The attack does not interrupt the opponent's action. If you are disabled as a result of the opponent's attack, you may use the counterattack, but doing so reduces you to -1 hit points. If your hit points drop to -1 or lower as a result of your opponent's attack, you may not use the counterattack.

If you have a spell effect active that requires a successful melee touch attack (such as poisoned grasp or shocking grasp), you may use the touch spell in conjunction with the counterattack.

DIMENSIONAL WARP

School: Conjuration (Teleportation) **Level:** dimensional wayfarer 3, sorcerer/wizard 3, summoner 3

Components V, S, M

Casting Time 1 standard action

Range Medium (100 ft.+10 ft. /level)

Target you and one willing creature per caster level.

Duration instantaneous

Saving Throw none (see below) **Spell Resistance** yes (harmless)

You and a number of willing creatures up to your caster level are teleported to any point up to this spell's maximum range. You may determine the exact placement of your fellow travelers at your arrival point, but they must all appear within 30 feet of your destination. They can be above, below, or beside you, as long as they are within this range. Unwilling creatures are never affected by this spell. A creature affected by a dimensional anchor cannot travel via this spell.

GRACE

School: Abjuration **Level** cleric/oracle 3, dimensional wayfarer 3, sorcerer/wizard 3, summoner 3

Components V, S

Casting Time 1 standard action

Range personal

Area 15 foot emanation from caster

Duration 1 round/level

Saving Throw none **Spell Resistance** No

Grace allows the caster to bring a "bubble" of safe reality with him when he travels from one plane to another. For the duration of the spell, the caster is treated as if he was on his home plane for the purposes of all environmental and planar effects. For example, if a native of the Prime Material Plane went through a portal to the Negative Energy Plane, *grace* would protect him from the negative energy and the cold and would allow him to use positive energy spells without impediment.

The *grace* effect manifests as a shimmering white sphere around the caster. *Grace* extends only to the caster and anyone else who traveled using the same portal effect; creatures on the new plane are untouched by *grace*.

4TH LEVEL SPELLS

ARMOR OF FORCE

School: Abjuration [Force]; **Level** cleric/oracle 4, dimensional wayfarer 4, paladin 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V,S, DF

Range touch

Target touched suit of armor

Duration 1 minute/ level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You evoke bands of invisible force around a suit of armor, extending the armor's natural protective qualities to touch attacks. While this spell is in effect, you may apply the armor's total AC bonus, including enchantment bonuses, to your touch AC.

CIRCLE OF CENSURE

School: Abjuration; **Level** cleric/oracle 4, dimensional wayfarer 4, druid 4, paladin 4, sorcerer/wizard 4, summoner 4

Casting Time 1 standard action

Components V,S

Range Personal

Area: 30 ft. radius from you

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

You radiate a magical aura that damages any aberrations, outsiders, or undead that come within 30 feet of you. These creatures take 2d6 points of damage every round they stay within your radius of effect, and outsiders must pass a Will save to remain within the radius after taking damage. This spell stacks with any other aura type abilities you may be using, and denies undead within its radius the advantages of *desecration*.

SUPERNATURAL WARD, GREATER

School Abjuration; **Level** bard 4, cleric/oracle 3, dimensional wayfarer 4, sorcerer/wizard 4, summoner 4

Casting Time 1 swift action

Components V, S, DF

Range creature touched

Target you

Duration 1 round

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject gains a +10 bonus to its saving throws against supernatural abilities for the spell's duration.

TRACK MAGIC

School Divination; **Level** cleric/oracle 4, dimensional wayfarer 4, paladin 4, ranger 4,

Casting Time 1 round

Components V,S, DF

Range personal

Target you

Duration 1 hour /level

You give yourself the ability to see traces of magic. You may follow the trail of any creature that has active (or continuous) spells, magic items, or spell like abilities. When you use this spell, faint glowing tracks appear. These tracks lead toward creatures in the area, or creatures that have recently passed through the area, possessing active magical abilities as indicated above. This glowing trail does not indicate the type of magic present, only that it is magical. For every three active abilities possessed by a creature, the trail leading to it glows with a brighter intensity, making it easier to follow. Discharges of magic near glowing trails, has a chance to disrupt the tracks. When casting spells near these magical tracks, or using spell like effects, the caster must make a concentration check or the glowing tracks are dismissed.

This spell does not help you track via magic used to conceal or alter normal tracks, such as trackless step, or dust of tracelessness, but it does detect other active magic in possession of a target using those magics to avoid being followed.

5TH LEVEL SPELLS

MAGIC CIRCLE AGAINST ENERGY

School: Abjuration; **Level:** bard 5, cleric/oracle 4, dimensional wayfarer 5, druid 4, sorcerer/wizard 5, summoner 5

Components V,S

Casting Time 1 standard action

Range touch

Area Emanates 20 ft. from touched creature

Duration 10 mins./level

Saving Throw none; **Spell Resistance** no

As protection from energy, except that it protects everyone inside the area. Additionally the spell prevents elemental creatures from approaching. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creatures. The protection against contact by elemental creatures ends if any of the warded creatures makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the

MAGNETIC SPHERE

School: Conjuration (Creation)[Earth]; **Level:** dimensional wayfarer 5, druid 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V,S,M (iron filings)

Range 0 ft.

Effect one iron sphere in your palm

Duration 1 min/level or until discharged (D)

Saving Throw Reflex partial; see text; **Spell Resistance** yes

You create a sphere of iron, about the size of a walnut in your hand, which you can use to make a melee touch attack or throw as a splash weapon, making a ranged touch attack with a maximum range of 120 ft. If the sphere is wielded by any other creature, treat it as an improvised melee weapon (-4 non-proficiency penalty on attack rolls) or as a splash weapon with a range increment of 10 feet.

When the sphere hits (either as a ranged or melee attack), it breaks and discharges a flash of iron splinters and magical force. The flash deals 1d6 points of magical cold iron piercing damage per caster level (maximum 15d6) to the target struck (creatures with damage reduction not overcome by magic, cold iron, piercing damage, reduce the damage by their listed amount per die). All creatures and objects in adjacent squares (including the target and the wielder if the wielder isn't you) take 1 point of splash damage per die. All metal possessions and objects they carry (whether ferrous or not) become magnetized for 2d4 rounds. A creature wearing metal armor is entangled while the effect lasts, while a creature using metal weapons takes a -2 penalty on attack and damage rolls so long as there is at least 10 lb. of metal on its person or within 5 feet of it (these penalties stack). A successful saving throw negates the magnetism effect and reduces the damage by half.

PLANAR ADAPTATION

School Transmutation; **Level** alchemist 5, cleric/oracle 4, dimensional wayfarer 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V

Range personal

Target you

Duration hour/level (D)

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no effect when cast upon your native plane.

WRATH OF PLANAR POWER

School Evocation [Force]; **Level** cleric/oracle 5, dimensional wayfarer 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, F (your own melee weapon)

Range close (25 ft.+5 ft./2 levels)

Area cone

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You call upon the power of the planes to blast an enemy with divine energy. Starting from the focus in your hand and spreading out in a cone of raw power, this spell inflicts 1d6 points of force damage to all within the cone (maximum 15d6).

6TH LEVEL SPELLS

BRIEF REPRIEVE

School: Conjuration (Teleportation)[Chaos]; **Level** dimensional wayfarer 6, sorcerer/wizard 6, summoner 6

Casting Time: 1 standard action

Components V, S

Range short (25 ft.+ 5 ft./2 levels)

Target one creature or object of up to 50 lbs./level and 3 cu. ft./level

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

The target is temporarily teleported away in a random direction to a random distance (roll 1d8 north, northeast, etc) and a random distance (d100 x caster level feet). The teleported creature or object appears in as safe an area as possible, so it is simply inconvenienced not endangered (assuming the world has places that could qualify; if cast in the Plane of Fire, for example, anywhere would be dangerous). At the end of the spells duration, the targeted creature is returned to the exact spot from which it was dispatched. If the spot it was in is occupied, the target appears in the nearest open space.

PLANAR ADAPTATION (MASS)

School Transmutation; **Level** cleric/oracle 6, dimensional wayfarer, sorcerer/wizard 7, summoner 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like planar adaptation, except as noted above.

SHATTERED SKIES

CAMPAIGN SETTING

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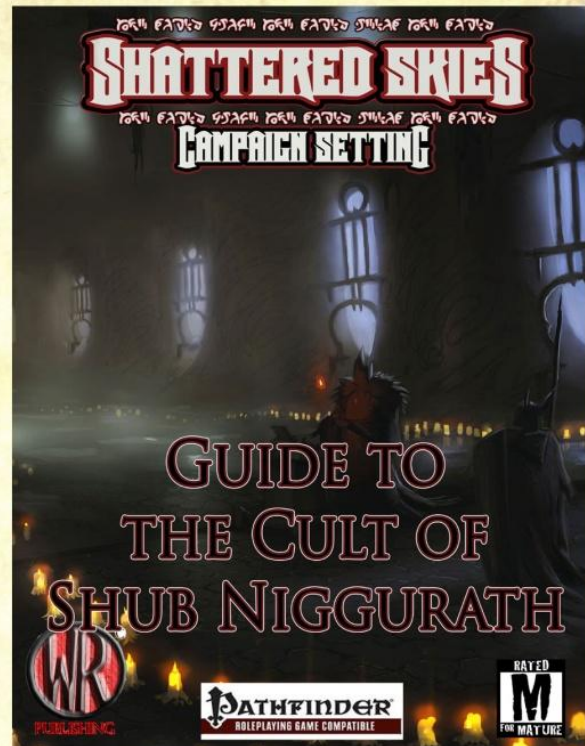
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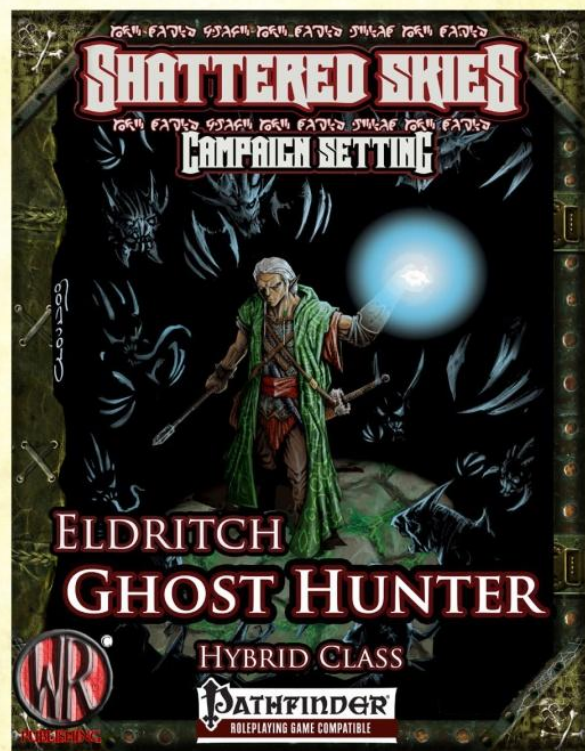
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