

Etherealness



Alteration, Dimension

Level: 6

Range: Touch

Components: V, S

Casting Time: 1

Duration: 1 hr/level

Area of Effect: Creature(s) touched

Saving Throw: Neg.

By means of this spell, the wizard and up to six other creatures joined by linked hands become ethereal (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by detect phase, true seeing, or similar spells and effects. No physical or magical attack can affect them, unless the assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures here can perceive the physical world, an individual could scout out his surroundings or make good an escape from the safety of the Border Ethereal.

The wizard and his companions can remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the wizard can choose to end the spell before its full duration. The wizard also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. He will have to use this spell again or find another way back in order to return to the home plane.

The wizard can use etherealness to banish an unwilling subject. He must make a successful attack roll in order to touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the wizard at the time of the casting, but no more than one hour per caster level. When used like this, etherealness does not affect the caster, only the subject.

Notes: Uncommon for dimensionists; otherwise very rare (PO:SM).