



# THE BASIC ILLUSIONIST

COMPATIBLE WITH THE SWORDS & WIZARDRY RULES



# Secrets of the Shadowend

# The Basic Illusionist

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## Frequently Asked Questions:

**Q - What is the most important thing to know about this book?**

A – This book is not what it might seem. First and foremost, this is a book of choices. Great pains have been taken to not create new rules, restrictions, or requirements. Adding this book to your current OSR game should not make it more complex or cause your Referee to develop many more headaches or involuntary tics than usual. Everything in this book can be ignored without peril.

**Q – I don't play an illusionist, want to play an illusionist, or care about illusions. What's in it for me?**

A – Spells. 21 pages of spells. In wee little 9-point type.

**Q - Where is the Experience Chart?**

A – In the core rules of your choice. The default experience schemata for the Shadowend is a single unified table, but the magic-user advancement chart may be used without issue in OSR games. This illusionist is intended to be equal, not inferior, to the magic-user.

**Q – This illusionist gets a lot of stuff. Are you sure it's not more powerful than the magic-user?**

A – Compared to the base magic-user in most OSR games, it probably is. There are a couple ways to mitigate this. The core features of this class are Pierce the Veil and Sense Deception. Pierce the Veil is a less-powerful version of the magic-user's bonus to saves versus spells. Sense Deception is more powerful, but thematically appropriate to the illusionist and its later introduction offsets the disparity. If magic-users gain familiars, illusionists should be allowed Persistent Illusion and Permanent Illusion, OR the Face/Faces/Mirror abilities. The magic-user should gain an apprentice when the illusionist does. The magic-user does have a broader selection of spells, which is a point for them.

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**Q – Why so much stuff?**

A – I like classes to develop interesting abilities as they gain levels.

**Q- Where’s the rest of the spell chart?**

A – Extrapolate from magic-user chart in the rules of your choice. I made a choice to cap the classes at 12<sup>th</sup> level.

**Q – Whoa...the spell chart is different from the magic-user’s! What’s up with that?**

A – I wanted a smoother progression. You should probably use this one for the magic-user, or vice-versa, rather than both in one game.

**Q - What about higher level spells?**

A – They can be learned as unique rituals.

**Q – Why does the illusionist get 9<sup>th</sup> level spells?**

A – I didn’t see the point in restricting them to 7<sup>th</sup> level. It caters to the perception that illusionists are inferior to magic-users; makes it harder to swap spells between the two lists; and sets up a weird dynamic where 9<sup>th</sup> level and 6<sup>th</sup> level magic-user spells are both potential 7<sup>th</sup> level illusionist spells.

**Q – What else did you change from the base rules?**

A – Not much. I smoothed out some of the language in the spell descriptions (all durations are now measured in rounds, turns, and hours, for instance). *Phantasmal force* now does illusory damage, not “real” damage. I did not change hit points, although I prefer casters to have d6 for HD, not d4. If you do this, end HD at 9<sup>th</sup> level, not 11<sup>th</sup>, and non-casters like thieves should have d8, just like clerics.

**Q – Why is the *alter reality* spell different?**

A – Because the original, and most alternate versions, are dull. This one has a lot more story potential.

**Q – Can illusionists learn magic-user spells?**

A – With limits. In general, illusionists should not learn elemental or energy-themed spells, spells that deal real damage, spells involving the undead, or spells that summon creatures. Spells that physically transform the caster or others, such as the polymorph spells, can be learned as spells of two levels higher, and the illusionist’s chance to know them is determined as though her intelligence were two points lower. Spells that allow the caster to gain information through personal observation (detection spells) and spells that influence other people’s minds are learned at +1 spell levels and no reduction in intelligence.

**Q – Can magic-users learn illusion spells?**

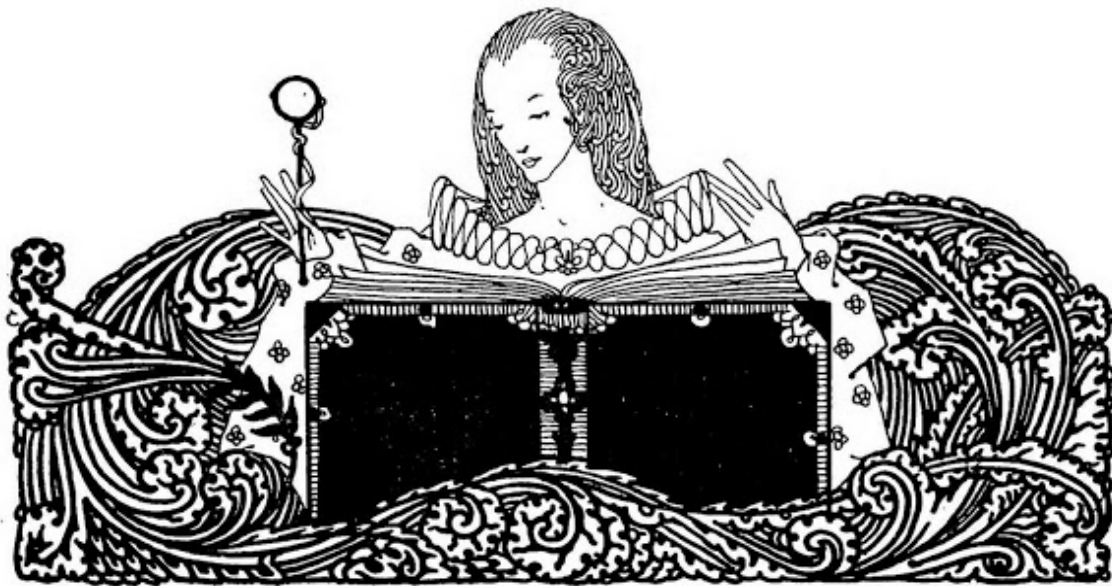
A – Yes. Spells that inflict “real” damage, including all chromatic and prismatic spells, can be learned at the same level by both classes. Spells that are primarily illusions can be learned as magic-user spells of one level higher. The potential scope of a magic-user’s spells is one of their strengths, so magic-users can learn illusionist spells easier than vice-versa.

**Q – What about magic items?**

A – As a magic-user, subject to the restrictions noted under learning spells with regard to scrolls, wands, and staffs.

**Q – This is “The Basic Illusionist”. Is there an “Advanced Illusionist”?**

A – A “Complete Illusionist”, more likely. The class will NOT change, but there will be other variants like luminists and shadowmancers; information on apprentices, followers, and sanctums; illusionist magic items; and spells. Lots and lots and lots of spells. Let’s put it this way; the spells alone will probably equal the pages in this book.



# The Basic Illusionist

## The Illusionist Class

Illusionists are masters of deception and misdirection.

**Prime Attribute:** Intelligence 13+ (+5% experience bonus)

**Hit Dice:** 1d4 (+1 hp per level after 11<sup>th</sup> level.)

**Armor/Shield Permitted:** None

**Weapons:** Dagger, Dart, Staff

**Races:** Elves, Gnomes, Half-Elves, and Humans may be Illusionists.

**Skills:** An illusionist is skilled in feats of knowledge and perception, magical lore, legerdemain, and lying, smooth-talking, tale-telling, or yarn-spinning.

**Alignment:** Illusionists are usually Neutral or Chaotic.

### Class Features

**Persistent Illusion (1<sup>st</sup>):** Any illusion the illusionist casts with a duration of “concentration” persists for a number of rounds equal to her level after she stops concentrating.

**Pierce the Veil (1<sup>st</sup>):** Illusionists have advantage on saves against illusions.

**Spells (1<sup>st</sup>):** Illusionists are practitioners of arcane magic, which means they learn their spells and magical abilities through long hours of study and research. They keep spellbooks and prepare spells just as magic-users do.

Beginning illusionists know 1d4 + the Minimum Number of Basic Spells Understandable Per Level given under Intelligence in the Swords & Wizardry rules, to a maximum of eight spells. The player and Referee can determine which spells might possibly be known and available; the number of spells given here is far greater than would be available to any beginning spellcaster, and many arch-illusionists. No spell is guaranteed or absolutely necessary; an illusionist can always read their own spellbook without aid; the *read magic* spell allows them to read scrolls or other spellbooks.

**Face in the Crowd (3<sup>rd</sup>):** At 3<sup>rd</sup> level the illusionist can cause herself to appear so normal, mundane, and unexceptional that she blends into her surroundings. All creatures in the area treat her as if she belonged there, effectively ignoring her. Creatures that directly interact with the illusionist make a save to disbelieve the illusion, and mindless creatures are not affected by it. The illusionist can do this for one round per level per day, in increments of one round.

The illusion does not turn her invisible or allow her to disguise herself as a specific individual or type of person. She retains her general shape and appearance.

At 7<sup>th</sup> level the illusionist can extend this ability to include any companions within 30' of her.

**Sense Deception (5<sup>th</sup>):** By 5<sup>th</sup> level, an illusionist has developed a keen sense of what is real and true, and what is not. She gains a knack for sensing illusions, lies, and trickery. This knack does not necessarily indicate what is an illusion or what is a lie, merely the presence of one. It does not replace a saving throw.

**Mirror (9<sup>th</sup>):** At 9<sup>th</sup> level, the illusionist can appear exactly as another individual of roughly the same body type, and no more than twice as tall or half as high. The illusionist looks, feels, smells, and sounds just like the target creature. The effect requires the illusionist to have a portion of the target creature (a hair, drop of blood, a tooth) or significant item (a scepter or crown, an amulet, a personal weapon). This item is incorporated into the illusion in its true form, and the effect ends if it is separated from the illusionist.

This effect does not confer any special knowledge or abilities on the illusionist, but the duplication is otherwise seamless. Creatures that interact with the illusionist do not gain a save to disbelieve. The illusionist's actions, or lack of specific knowledge, can cast doubt on her identity, but her true identity cannot be discerned without magical aid.

Mirror lasts for one hour. The illusionist can extend the duration beyond an hour by making a saving throw, with success indicating the effect lasts for another hour, and failure ending the effect.

**Permanent Illusion (11<sup>th</sup>):** At 11<sup>th</sup> level the illusionist can cause one illusion to become permanent. The caster can attempt to make as many permanent illusions as she wants, but doing so requires a saving throw for each additional permanent illusion. A failed save means all the illusions end.

### ILLUSIONIST CLASS

Level	Hit Dice (d4)	Attack Bonus	Saving Throw	Class Features	Spells per Day					
					1st	2nd	3rd	4th	5th	6th
1	1d4	+0	15	Persistent Illusion, Pierce the Veil, Spells	1					
2	2d4	+0	14		2					
3	3d4	+1	13	Face in the Crowd	2	1				
4	4d4	+1	12		3	2				
5	5d4	+2	11	Sense Deception	3	2	1			
6	6d4	+2	10		3	3	2			
7	7d4	+3	9	Faces in the Crowd	4	3	2	1		
8	8d4	+3	8		4	3	3	2		
9	9d4	+4	7	Apprentice, Mirror	4	4	3	2	1	
10	10d4	+4	6		4	4	3	3	2	
11	11d4	+5	5	Permanent Illusion, Sanctum	5	4	4	3	2	1
12	11d4+1	+5	5		5	4	4	3	3	2

# The Basic Illusionist

## Mountebank (Illusionist Variant)

Mountebanks are con-men, flim-flam artists, and charlatans with a strong arcane bent. While illusionists can arise from any type or class of person, mountebanks are almost always self-taught prodigies from the lower classes out to make a coin or two. They prefer urban surroundings (that's where the money is), and settled mountebanks (not quite an oxymoron) often establish ties with the local thieves guild, providing magical support for the guild's activities.

Mountebanks utilize deception and misdirection even more than most illusionists, relying heavily on figments



(which create a false sensation) and glamers (which changes an object's qualities) over luminous, pattern, phantasm, or shadow spells. (Shadow spells have certain uses to those mountebanks that dabble in more physical endeavors, however.)

The spellbook of a mountebank is always heavily concealed and nearly unrecognizable as a spellbook (or even a book, sometimes). They will go so far as to record each known spell on a different piece of paper, and hide them in a variety of locations around their dwelling, or invent their own magical shorthand and write spells in the margins of more mundane works (the mountebank Gimble Dwindle owned seventeen copies of the 573-page opus *Investigations Into The Tax Peculiarities of The Nomadic Keldruar People* for this purpose, sixteen more than owned by the author and, remarkably, fifteen more than were actually printed).

A mountebank follows all the normal rules for illusionists unless otherwise noted.

**Armor/Shield Permitted:** A mountebank can wear light armor, but loses access to one level of spells for each point of armor thus gained. They cannot use shields.

**Weapons:** Crossbow (light), Dagger, Dart, Shortsword, Staff.

**Skills:** As the illusionist, plus disguise and sleight-of-hand, and either magical lore or local lore.

**Spells:** A mountebank's ability to inflict damage with their magic is even weaker than that of a normal illusionist. Any spell that inflicts real (non-illusory) damage is one level higher for a mountebank than for a conventional illusionist.

**Cloud Perception (5<sup>th</sup>):** Anyone attempting to use magical divination or perceptions to pierce the mountebank's spells must make a saving throw to uncover the illusion. This feature replaces Sense Deception.

**Already Running (11<sup>th</sup>):** Experienced mountebanks have a keenly developed sense of when it's time to run. Once per day the mountebank can create a simple programmed illusion of himself. This is similar to the spells *mislead* and *programmed illusion*, except the illusion has a clichéd and somewhat bland version of the caster's personality, has only a limited number of reactions or responses (as many as the caster has levels) to stimuli, and is wholly insubstantial.

The caster can activate this ability instantly (in which case it lasts 1+1d4 rounds), after a round of preparation (in which case it lasts one turn), or after a period of preparation (in which case it lasts up to 24 hours). The caster becomes invisible (as *greater invisibility*) for 1+1d4 rounds as soon as the illusion activates.

This ability replaces the Permanent Illusion feature.



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# The Basic Illusionist

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## Illusion Magic

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The purpose of this section is to assist the Referee in adjudicating illusions in a fair, consistent, and reasonable manner. The descriptions below are not intended to be dogmatic categories or definitions that exclude any other possibilities; indeed, more than a few spells in this work do not neatly line up with what is written here. That is as it should be. If anything is true of illusion magic, it is that it is never what you expect.

What is an illusion? An illusion deceives the minds or senses of others. They cause people to see things that aren't there, not see things that are there, hear phantom noises, or remember things that didn't happen. They utilize light or shadow to create images, clouds of darkness, or beams of brilliance.

### Types of Illusions:

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**Figment:** A figment creates a false sensation, typically a visual image or auditory effect. Figments cannot make something appear to be something else (that would be a glamer), although they can obscure or hide something (a character could hide behind the figment of a wall). Figments, unless otherwise specified, are unreal, have no substance, and can only inflict illusory damage. *Audible glamer* and *phantasmal force*, contrary to their names, are examples of figments. Holograms and 3D movies are modern examples of figments.

**Glamer:** A glamer changes an object's sensory qualities, making it look, feel, taste, smell, or sound different, or like nothing at all. Glamers do not usually inflict damage. *Change self* and *invisibility* are both glamers.

**Luminous:** Luminous spells focus light to blind, dazzle, disorient, or injure creatures. The multi-hued nature of luminous energy can also act as a conduit for other types of effects ordinarily beyond the ability of an illusionist, such as petrification or elemental power. Luminous spells inflict real damage unless otherwise noted. *Dancing lights* and *prismatic sphere* are both luminous spells.

**Pattern:** A pattern is a specific combination of figment and radiant magic. Patterns affect the minds of those who view them. Some patterns include auditory or olfactory components, allowing them to affect creatures without sight. Patterns inflict handicaps, penalties, or conditions, but do not usually do direct damage. *Brilliant pattern* and *hypnotic pattern* are typical patterns.

**Phantasm:** Phantasms are mental images or hallucinations visible only to the caster and the target (or targets). Phantasms are most effective when they target a strong emotion, either fear or desire, in the victim. Phantasms are powerful because the mind of the target is suborned to attack itself, and can easily inflict real damage. *Phantasmal foe* and *spectral terrors* are examples of phantasms.

**Shadow:** Shadow spells utilize umbral energies (either natural or pulled from elsewhere, see "Illusions & Reality", below) to manifest effects. Shadow spells often occlude sight, inflict damage, and create or summon quasi-real horrors. They can also breach dimensional barriers to move targets into an extra-dimensional realm adjacent to the material world. *Darkness* and *wall of shadow* are typical shadow spells.

## Illusions & Damage

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Illusions are capable of inflicting damage in a variety of ways. The iconic illusion spell, *phantasmal force*, deals illusory damage, while *phantasmal killer* deals what could be called phantasmal damage. Some spells do both, or combine them, and still others do what can only be described as "ordinary" damage.

**Illusory damage:** Illusory damage is damage from a source the victim believes to be real (he has failed his saving throw, or is not allowed one). Illusory damage is "typical" illusion damage; the victim believes themselves to be wounded, and reacts appropriately. A creature who has failed their save and been wounded by illusory damage will see blood on themselves, attempt to bandage wounds, and so forth. Attempts by others to persuade the victim that they have not been wounded almost always fail – clearly they are the ones being deceived. In our world, variants on this kind of self-deception might be encountered in hypochondriasis or the placebo effect.

Victims of illusory damage have no long term effects. A creature "killed" by illusory damage falls unconscious for 1d10 rounds, and then awakens fully restored. The damage otherwise disappears one round after the spell causing it ends. Curative spells and effects cast on the victim before the damage expires appear to work; indeed, it is possible to trick a victim of illusory damage with a skillful deception or second illusion into believing they have been healed, although this restorative charade must be believable.

**Phantasmal damage:** Damage inflicted by a phantasmal spell (that is, one that occurs entirely within the victims mind), is typically more serious and can be actually be more dangerous than normal damage. At the lowest levels, phantasms deal illusory damage, but it is not difficult to cause them to deal actual damage instead. At higher levels phantasms can kill, or inflicting lasting damage that cannot be cured by ordinary spells or treatments. In these cases, the deepest recesses of the mind are locked into a vicious cycle of self-mutilation that perpetually re-inflicts damage as it heals.

**Luminous & shadow damage:** The more esoteric branches of illusion magic move beyond puppetry into the realms of manipulating light (or a lack thereof). Luminous arcana, such as chromatic, prismatic, and rainbow spells, bend, concentrate, or evoke light into laser-like effects that deal real and physical damage. Shadow spells do the same with dark energies. These spells often (but not always) do less damage than a magic-user could evoke with more common energies or elements, such as fire and cold, but the esoteric forces and knowledge can cause other effects as well.

## The Reality of Illusions

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Illusions are clearly more than just three-dimensional images or insubstantial arcane. Illusions swiftly begin to manifest real, solid, effects.

The source (or sources) of this physicality are much debated among scholars interested in such matters. One traditional view, long accepted among the outside world, is that illusionists tap into another realm, the so-called Plane of Shadows, and draw out dark energy and dark matter to give their spells substance. Those who claim to have been there say

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the Shadow Plane is a reality like our own but darker, both literally and in nature

A similar but lesser-known theory is that illusionists utilize ætheric traces to manifest spells; wisps of some kind of arcane element that permeates reality.

Proponents of this theory believe that illusionists, masters of escape and evasion, learn early to access the so-called Plane of Æther, or Æthereal Plane; a reality overlapped with our own; indeed, so close that it is possible to spy on our reality from the Æthereal. In the Æthereal, it is said, the ætheric traces are visible and abundant, forming great colorless banks of fog, or glimmering tendrils of mist that obscure vision and make navigation difficult. This realm is the realm of the illusionist, they say – a place hidden right next to you, a place of lies and obscurity through which the truth can be seen. There are some who even believe that the Æthereal Plane isn't a different reality at all, but simply a different way of seeing, and being seen, in our world.

The third, and perhaps most common, theory is that it's magic; it doesn't matter; and people who argue about this kind of things have too much time on their hands.

## Guidelines for Illusions

Illusions, more than any other kind of magic, require careful adjudication and agreement between player and Referee. Referees may tend to over-regulate illusions (every major foe automatically gets a save to disbelieve), while players often push the limits of what the Referee will allow (I create an ancient red dragon!) What follows is a list of suggested guidelines and considerations for using illusions.

### Guidelines for the Referee:

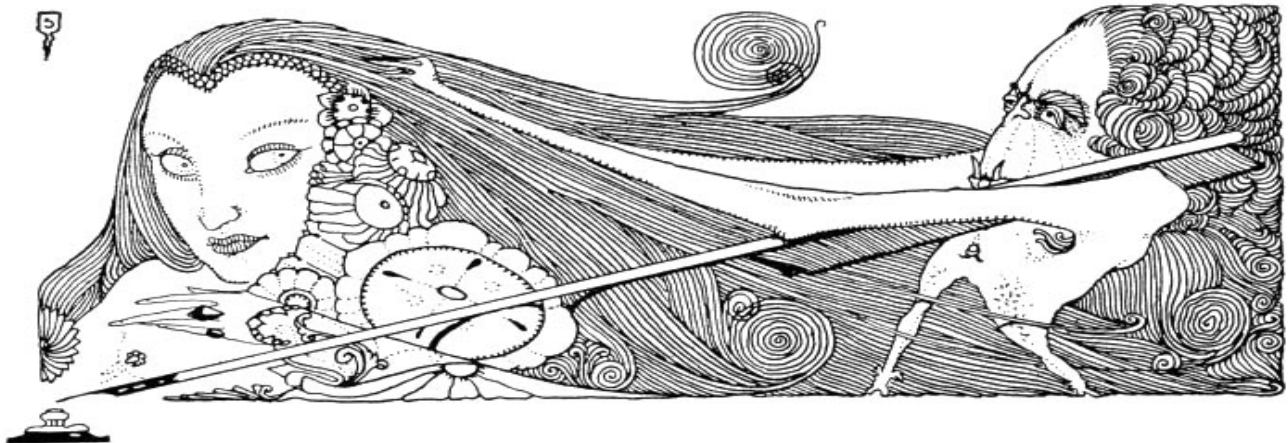
- Illusions are magical effects. They are similar to real-world holograms, mirages, delusions, hallucinations, and the like, but ultimately, they are magic.
- Illusions should be treated as realistic unless otherwise intended. They do not need to be micro-managed anymore than the magic-user needs to declare the temperature of his fireball.
- Disbelief is another word for saving throw. If an illusion already grants a saving throw, the targets should not get a free chance to disbelieve as well as a save. If the illusion does not allow a saving throw, ditto.
- If a opportunity to disbelieve does arise, it should probably take a round of action to do properly.

Combat is fast and frantic. The dragon you stop to study is probably real. Also, dungeons are very dark.

- Decide ahead of time what happens when an illusion is disbelieved. Even if the orcs know it's an illusion, that doesn't mean it's invisible to them. We're not fooled by holograms or 3-D tv, but we can still see it. And just try unseeing the two-faces/candlestick illusion once you've seen it.
- There were a number of articles in a prominent, and now online-only, RPG magazine about adjudicating illusions, determining saving throw bonuses, and how high intelligence, wisdom, or charisma affects that. Ignore them and anything like them. Inventing complicated subsystems and extensive rules just for one type of magic goes against the minimalist, improvisational nature of OSR gaming. And it's a buzz-kill.
- Give players the benefit of the doubt, but don't be a pushover. Be challenging, not adversarial.

### Guidelines for the Player:

- Don't goad the Referee. It won't end well.
- Subtlety, not brute force. That ancient red dragon? More like an ancient red flag. Or red herring.
- Not to get all modern and twenty-first century on you, but illusionists are controllers, not strikers. Don't go for the big boom; manipulate your foes, line them up, and let traps, tactics, and the guy with all the armor knock 'em down.
- Keep moving, at least tactically. Don't repeat an illusion. Come up with a variety of effects in your down time.
- An illusory pit creates real headaches. At low levels you're just going to get one of those weird perspective street paintings, or the glass floor effect.
- If you have to do the pit, you might as well throw some snakes into it. Give them a reason to avoid it, not test it.
- Have fun. Playing an illusionist is a license to make up whatever you want, and watch the Referee have to deal with it.
- When in doubt, go big and go bold. Maybe no one will believe the ancient red dragon, but with that yellow polka-dot bikini and the hair extensions, no one is going to be able to look away, either.





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## Illusionist Spell Lists

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### Level 1

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1. *Audible Glamer*
2. *Brilliant Pattern*
3. *Change Self*
4. *Color Spray*
5. *Dancing Lights*
6. *Daze*
7. *Detect Illusion*
8. *Detect Invisibility*
9. *Detect Magic*
10. *Faerie Fire*
11. *False Script*
12. *Gaze Reflection*
13. *Hypnotism*
14. *Light*
15. *Phantasmal Foe*
16. *Prestidigitation*
17. *Read Languages*
18. *Read Magic*
19. *Silent Image*
20. *Spook*
21. *Twinkling Pattern*
22. *Ventriloquism*
23. *Wall of Fog*
24. *Wizard Mark*

### Level 2

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1. *Blindness*
2. *Blur*
3. *Charm Person*
4. *Darkness, 15 ft Radius*
5. *Deafness*
6. *Fog Cloud*
7. *Fool's Curse*
8. *Hypnotic Pattern*
9. *Invisibility*
10. *Lurching Pattern*
11. *Magic Mouth*
12. *Menioth's Brilliant Ray*
13. *Mirror Image*
14. *Misdirection*
15. *Phantasmal Force*
16. *Pyrotechnics*
17. *Rope Trick*
18. *Scare*
19. *Silence, 15 ft Radius*
20. *Spectral Terrors*
21. *Suggestion*
22. *Wall of Shadow*

### Level 3

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1. *Blink*
2. *Churning Pattern*
3. *Cone of Nausea*
4. *Continual Darkness*
5. *Continual Light*

6. *Deadly Darkness*
7. *Dispel Illusion*
8. *Displacement*
9. *Enthrall*
10. *Garbled Text*
11. *Hallucinatory Terrain*
12. *Improved Phantasmal Foe*
13. *Invisibility, 10 ft. radius*
14. *Lost*
15. *Non-Detection*
16. *Paralysation*
17. *Scintillating Burst*
18. *Suggestive Script*
19. *Wall of Light*
20. *Wave of Hesitation*

### Level 4

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1. *Area Invisibility*
2. *Blinding/Deafening Pattern*
3. *Confusion*
4. *Dispel Magic*
5. *Distance Distortion*
6. *Emotion*
7. *Fear*
8. *Illusionary Wall*
9. *Improved Invisibility*
10. *Improved Phantasmal Force*
11. *Lonely Road*
12. *Madness*
13. *Massmorph*
14. *Menioth's Instant Light*
15. *Phantasmal Killer*
16. *Rainbow Pattern*
17. *Sway*
18. *Torrent of Color*

### Level 5

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1. *Animate Shadow*
2. *Bewildering Aura*
3. *Chromatic Burst*
4. *Dream*
5. *Greater Phantasmal Foe*
6. *Mass Suggestion*
7. *Mirage Arcana*
8. *Nightmare*
9. *Obsession*
10. *Permanent Image*
11. *Phantom Palanquin*
12. *Project Image*
13. *Secret Chest*
14. *Seeming*
15. *Shadow Door*
16. *Shadow Evocation*
17. *Summon Shadow*
18. *Tangled Script*

### Level 6

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1. *Cone of Paralysis*
2. *Eerie*

3. *Greater Madness*
4. *Greater Rainbow Pattern*
5. *Guards and Wards*
6. *Mislead*
7. *Phantasmagoria*
8. *Phantasmal Hunter*
9. *Programmed Image*
10. *Serial Dream*
11. *Shadow Curse*
12. *Shadow Walk*
13. *Soothing Pattern*
14. *True Sight*
15. *Veiled Terrain*
16. *Wall of Confusion*

### Level 7

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1. *Chaos*
2. *Cone of Unconsciousness*
3. *Deadly Mark*
4. *Dream Thief*
5. *Doppelganger*
6. *Duo-Dimension*
7. *Greater Nightmare*
8. *Greater Shadow Conjuraction*
9. *Mass Invisibility*
10. *Maze*
11. *Prismatic Spray*
12. *Recurring Image*
13. *Shadowform*
14. *Simulacrum*
15. *Time Acceleration*
16. *Time Deceleration*

### Level 8

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1. *Apocalypse*
2. *Hallucinatory Reality*
3. *Id Assassin*
4. *Independent Illusion*
5. *Maelstrom of Color*
6. *Mind Blank*
7. *Misleading Images*
8. *Permanency*
9. *Prismatic Wall*
10. *Scintillating Pattern*
11. *Screen*
12. *Shadow Evocation, Greater*

### Level 9

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1. *Alter Reality*
2. *Deadly Pattern*
3. *Distant Image*
4. *Greater Doppelganger*
5. *Perfect Image*
6. *Prismatic Sphere*
7. *Scintillating Doom*
8. *Shades*
9. *Wall of Patterns*
10. *Weird*

# The Basic Illusionist

## Illusion Descriptions

### ALTER REALITY

**Level:** Illusionist 9

**Range:** 1 mile radius per level

**Duration:** See below

Upon casting this spell, a silvery blast of light radiates outward from the illusionist to the limit of the spell. Within the spell's range, reality reshapes itself according to the caster's desires. The effect reaches backwards in time up to one day, so battles that were lost might be won, the slain returned to life, and so forth.

All those within the area of the spell's effect, however, have a persistent sense of displacement and déjà vu, the severity depending on how dramatically their reality changed. A person returned from the dead has a constant feeling of hopelessness and apathy, for instance, while someone else might feel displaced, or that they've forgotten something important. Changed creatures and items taken beyond the area of effect maintain their changed state (but see below).

Characters and creatures of half the caster's level and higher get a saving throw; if successful they remember "reality", but this does not undo any circumstances currently affecting them.

The altered reality remains in effect until the caster dies, he leaves the area of effect, or dispels the spell. Once that happens reality reasserts itself. The dead become dead again, and their illusory "living" forms disappear. A character that was killed by the altered reality awakens, alive, at the site of their "death". Other effects are up to the Referee, but in general things should revert without serious physical consequences. After dispelling or exiting an *alter reality* spell, the caster is mentally exhausted and cannot cast spells for 1d6 days.

### ANIMATE SHADOW

**Level:** Illusionist 5

**Range:** Touch

**Duration:** Permanent until destroyed

This spell turns your shadow into a quasi-real creature that follows your spoken commands. The shadow created can follow you, or can remain in one area and attack any creature (or just a specific type of creature) entering the place. The shadow remains animated until it is destroyed. The shadow only has one-fifth the hit points and knowledge (including level, skills, and vocabulary) of the caster.

At all times the shadow remains under the character's absolute command. No special telepathic link exists, so command must be exercised in some other manner. The shadow has no ability to become more powerful. It cannot increase its level or abilities. If destroyed, the shadow instantly dissipates and returns to the caster.

While the spell is in effect the caster casts no shadow.

### APOCALYPSE

**Level:** Illusionist 8

**Range:** A 40-foot radius sphere within 240 feet

**Duration:** 1 turn (see text)

All living creatures within this spell's area of effect believe that they are experiencing the final destruction of the universe. Those subject to the spell experience illusory images that bolster this belief, such as hails of fire and brimstone, the

forming of vast fissures in the crust of the earth, the coming of deadly plagues, and perhaps even the appearance of any appropriate deities. Any creature subject to this spell must make a saving throw each round. If the creature fails, it suffers 2d4 points of damage and 1 point of temporary Wisdom damage. If the creature succeeds, it suffers half damage and does not suffer any Wisdom damage. If, during a single round, all creatures that are subject to the spell succeed at their saving throws, the spell ends immediately. Creatures that leave the spell's area of effect are no longer subject to the spell. The Wisdom damage heals at a rate of 1 point per day. A subject reduced to 0 Wisdom falls into a coma for 3d6 days.

### AREA INVISIBILITY

**Level:** Illusionist 4

**Range:** 30-foot radius around you

**Duration:** 1 hour per level or until an attack is made (see text)

As *invisibility*, except you can selectively turn any or all objects within the area invisible at the time of casting. Thus, you could turn your camp invisible for the night or hide all contents of a room from sight. Affected creatures or objects that leave the affected area become visible. Affected creatures that attack negate the invisibility, but only for themselves.

### AUDIBLE GLAMER

**Level:** Illusionist 1

**Range:** 60 feet.

**Duration:** 1 turn

*Audible glamer* allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound is created when casting it and cannot thereafter change the sound's basic character.

### BEWILDERING AURA

**Level:** Illusionist 5

**Range:** A 30-foot wide pattern within 120 feet

**Duration:** 1 turn per level or until discharged

This 30-foot wide pattern creates a bewildering aura of light, sound, heat and smell around the target of the spell. All creatures that enter the area are subject to the following effects according to their HD.

- *Up to 3:* Stunned for 3d4 rounds, dazed for 2d4 rounds and then confused for 1d4 rounds.
- *4-6:* Stunned for 2d4 rounds, dazed for 1d4 rounds and then confused for 1 round.
- *7-9:* Stunned for 1d4 rounds, dazed for 1 round.
- *10 or more:* Dazed for 1 round.

Note that this spell can affect the same creature more than once, but only if they are not currently not under any of the effects of the spell and are within 10ft. of the targeted creature. Once the spell affects, or attempts to affect, 30 HD of creatures it is discharged. The target of the spell is not affected by the spell.

### BLINDING/DEAFENING PATTERN

**Level:** Illusionist 4

**Range:** A 25-foot radius pattern within 120 feet

**Duration:** Concentration + 1 round per level

This 50-foot wide pattern blinds or deafens (the caster's choice) all creatures in its area of effect. Those who move out of the area remain blinded or deafened for 1d4 rounds afterward.

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# The Basic Illusionist

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*Heightened* (+1): The spell blinds and deafens simultaneously.

## BLINDNESS

**Level:** Illusionist 2

**Range:** 60 feet.

**Duration:** Permanent

This spell causes the subject to become blind, but causes no damage to the eyes themselves. The effect is permanent until removed by *dispel magic* or *remove curse*, though it can be removed by the caster at any time.

## BLINK

**Level:** Illusionist 3

**Range:** Personal

**Duration:** 1 round per level

You rapidly and randomly flicker in and out of reality. Physical attacks against you are at a -5 penalty. If the attacker can see invisible creatures, the attack penalty is reduced to -2. Spells that target you fail to work on you 50% of the time, and spells cast by you have a 20% chance of not working. You take half damage from area attacks and falling, and you gain a +2 bonus to hit in combat.

## BLUR

**Level:** Illusionist 2

**Range:** Touch

**Duration:** 1 round per level

The subject's outline appears blurred, shifting and wavering. This distortion grants the subject a +4 bonus to Armor Class against opponents with sight.

## BRILLIANT PATTERN

**Level:** Illusionist 1

**Range:** A 10-foot radius pattern within 120 feet

**Duration:** Concentration + 1d4 rounds

This spell creates a 20-foot wide pattern of swirling white light. Creatures within the *pattern* take a -1 penalty to attack rolls for as long as they are within the *brilliant pattern*, and for 1d4 rounds after they leave the area of effect or the spell ends.

## CHANGE SELF

**Level:** Illusionist 1

**Range:** Personal

**Duration:** 1 turn per level

You make yourself, including your equipment, look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you.

## CHAOS

**Level:** Illusionist 7

**Range:** A 40-foot radius burst within 120 feet

**Duration:** 2 hours

This spell functions as *confusion*, except as noted above. Only the following creatures receive a saving throw to resist the effects of this spell: barbarians, fighters, enchanters, monsters that have no supernatural or spell-like abilities and have an Intelligence score of 4 or less, creatures with an Intelligence score of 21 or higher, and creatures with more HD than the caster. Other creatures do not receive a save to avoid the effects of *chaos*.

## CHARM PERSON

**Level:** Illusionist 2

**Range:** 120 ft

**Duration:** 1d4 days

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

## CHROMATIC BURST

**Level:** Illusionist 5

**Range:** A 15-foot radius within 60 feet

**Duration:** Instantaneous

You barrage an area with an overwhelming cacophony of bright lights and swirling colors. Every creature in the area takes 1d10 points of damage per three caster levels you possess (5d10 maximum) and must make a successful saving throw based to avoid suffering one of the following random effects:

1d20	Effect of Color
1-4	Blinded for 1d4 rounds
5-10	Dazzled for 2d6 rounds
11-13	for 2d4 rounds, then dazzled for 1d2 rounds
14-18	Sickened for 2d4 rounds
19-20	Stunned for 1d6 rounds

Sightless creatures are not affected by *chromatic burst*.

## CHURNING PATTERN

**Level:** Illusionist 3

**Range:** A 10-foot radius pattern within 120 feet

**Duration:** Concentration + 1d4 rounds

You create a glowing, twisting pattern of green, yellow, and purple that nauseates those within it. Living creatures caught within a *churning pattern* are nauseated, making them unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action an affected character can take is a single move per round. The nauseating effects last for as long as the character is in the *churning pattern* and for 1d4 rounds afterwards. A successful save in the first round negates the effects of the *pattern*.

## COLOR SPRAY

**Level:** Illusionist 1

**Range:** A cone 15 feet long and 15 feet wide.

**Duration:** Instantaneous

A vivid cone of clashing colors springs forth from your hand. Each creature within the cone is affected according to its Hit Dice. Creatures with 2 HD or less are knocked unconscious for 2d4 rounds, then blinded and stunned for 1d4 rounds and then stunned for 1 round. Creatures with 3 or 4 HD are blinded and stunned for 1d4 rounds, then stunned for 1 round. Creatures with 5 or more HD are stunned for 1 round. Sightless creatures are not affected by *color spray*.

## CONE OF NAUSEA

**Level:** Illusionist 3

**Range:** A cone 60 feet long and 30 feet wide

**Duration:** Instantaneous (see text)

This pattern uses a mixture of visual, audio, and olfactory elements to nauseate all creatures in its area of effect for 1d4 rounds + 1 round per level. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else

# The Basic Illusionist

requiring attention. The only action an affected character can take is a single move per round.

## CONE OF PARALYSIS

**Level:** Illusionist 6

**Range:** A cone 60 feet long and 30 feet wide.

**Duration:** Instantaneous (see text)

This cone of heliotropic light paralyzes all creatures in its area of effect for 1d4 rounds + 1 round per level

## CONE OF UNCONSCIOUSNESS

**Level:** Illusionist 7

**Range:** A cone 60 feet long and 30 feet wide

**Duration:** Instantaneous (see text)

This indigo cone of light causes the creatures caught in its area of effect to fall unconscious for a number of rounds depending upon their HD:

- *Up to 3:* Unconscious for 4d4 rounds.
- *4-6:* Unconscious for 2d4 rounds.
- *7-9:* Unconscious for 1d4 rounds.
- *10-12:* Unconscious for 1 round.
- *13+:* No effect

## CONFUSION

**Level:** Illusionist 4

**Range:** 120 feet

**Duration:** 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

2d6	Behavior
1	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
2	Act normally.
3-6	Do nothing but babble incoherently.
7-9	Flee away from caster at top possible speed.
10	Attack nearest creature (for this purpose; a familiar counts as part of the subject's self)

The effects of the *confusion* are rerolled every turn.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 Hit Dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 HD or more automatically overcome the confusion effect as it builds up to its full power (1d12 rounds, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the *confusion*, for they must continue to make another saving throw every turn until the spell's two-hour duration has run its course.

## CONTINUAL DARKNESS

**Level:** Illusionist 3

**Range:** 30-foot radius globe within 60 feet

**Duration:** Permanent

Except as noted above (particularly the area of effect), this spell is identical to the magic user spell *darkness 15 ft. radius*.

## CONTINUAL LIGHT

**Level:** Illusionist 3

**Range:** 120 feet

**Duration:** Permanent

The targeted person or object radiates light as bright as sunlight (and with the same effect as sunlight), to a radius of 120 feet.

## DANCING LIGHTS

**Level:** Illusionist 1

**Range:** 120 feet

**Duration:** 1 turn

You create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

## DARKNESS 15 FT RADIUS

**Level:** Illusionist 2

**Range:** 120 feet

**Duration:** 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A *light* spell or *dispel magic* can be used to counteract the darkness.

## DAZE

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 1 round

You cloud the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions for 1 round.

## DEADLY DARKNESS

**Level:** Illusionist 3

**Range:** 60 feet

**Duration:** 1 round per level

When this spell is cast, all lights are extinguished as per the *darkness* spell within the area of effect. Further, one shadow per three caster levels are summoned to fight for the caster. The shadows cannot leave the area of effect, and are dispelled at the end of the spell or if the darkness is canceled.

## DEADLY MARK

**Level:** Illusionist 7

**Range:** 60 feet

**Duration:** See text

By casting this spell, the illusionist shows an image of a specific object—either real or illusory—to a specific target. Should the target fail a save, he will instantly be killed the next time he sees that specific object or an image of the object. A successful save means that the target instead takes 4d6 points of damage when he next sees that specific object or an image of the object. This object, which is chosen by the caster, must be extremely specific, otherwise the spell will have no effect on its intended target. Showing the target an image of an ordinary crown, for example, would not kill the target if he happened to see any crown in a portrait, but if the target is shown an image of the Crown of the Violet King, the target would die if he saw that crown or a portrait of the king wearing that same exact crown. The spell lasts until the

# The Basic Illusionist

affected target sees the object or an image of the object, or until the caster touches the target and chooses to end the spell.

## DEADLY PATTERN

**Level:** Illusionist 9

**Range:** A 25-foot radius pattern within 240 feet.

**Duration:** See text

As the spell *rainbow pattern*, except the deadly pattern can produce lethal results and the pattern is 50 feet wide. *Deadly pattern* enralls a maximum of 48 HD of creatures. Creatures failing to make a successful save against the *deadly pattern* are completely fascinated with the colorful display created by the pattern, and cannot take any actions while the pattern is in effect, not even to move or defend themselves. Unlike the *rainbow pattern* spell, creatures attacked while under the influence of the *deadly pattern* are not freed from the spell's effect. Only by being dragged out of the spell's area of effect or by being blinded can an affected creature be freed from the spell's effects.

In addition to these spell effects, all enthralled creatures within the spell's area of effect suffer 1d6 points of damage each round while under the *deadly pattern's* influence. Once an affected creature reaches 0 hp or less, that creature dies. This spell lasts until all creatures in its area of influence are dead or have fled the area.

## DEAFNESS

**Level:** Illusionist 2

**Range:** 60 feet

**Duration:** Permanent

This spell is similar to the spell *blindness* spell, but causes deafness. The effect is permanent until removed by *dispel magic* or *remove curse*, though it can be removed by the caster at any time.

## DETECT ILLUSION

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** Concentration, up to 1 round per level

By means of this spell, you improve your chances to see any illusion for what it truly is, adding your level to any saving throws you make against illusions.

## DETECT INVISIBILITY

**Level:** Illusionist 1

**Range:** 10 feet per caster level

**Duration:** 1 turn per level

You can perceive invisible objects and creatures (even those lurking in another plane of existence?).

## DETECT MAGIC

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 2 turns

You can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

## DISPEL ILLUSION

**Level:** Illusionist 3

**Range:** 120 feet

**Duration:** Instantaneous, or 1 turn against items.

Works as *dispel magic*, but only against illusions. You have a 100% likelihood of dispelling an illusion created by a

caster of your level or less, -10% per level that the illusion's caster is higher than you.

## DISPEL MAGIC

**Level:** Illusionist 4

**Range:** 30-foot radius sphere within 60 feet

**Duration:** Instantaneous

*Dispel magic* has a base chance of 50% permanently to negate magic—both the magical properties of potions and the ongoing effects of certain spells. All spell effects and relevant items within the stated area of effect are subject to dispelling. Permanent magical items are not disenchanting by the spell, with the exception of potions, which are treated as 12<sup>th</sup> level for purposes of resolution. However, even a permanently enchanted item must make a saving throw or become nonoperational for one round. Any spells in the process of being cast in the spell's area of effect will be lost, and any ongoing spell effects (such as *invisibility*) will be dispelled.

With respect to each potion, casting, or ongoing spell effect, the base chance of successful dispelling is increased 5% for every Level by which the caster's Level exceeds the caster Level of the potion, the casting, or the spell effect. The base chance is conversely reduced by 2% per Level of difference if the caster is lower Level than the caster of the magic to be dispelled. The spell will automatically negate the caster's own spells if it is used for this purpose or if the caster has previously cast a spell into the same area.

## DISPLACEMENT

**Level:** Illusionist 3

**Range:** Touch

**Duration:** 1 round per level

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance on attacks.

## DISTANCE DISTORTION

**Level:** Illusionist 4

**Range:** 120 feet

**Duration:** 1 hour per level

You can make an area appear to be longer or shorter, wider or narrower than it actually is. This doubles or halves (your choice) the time it takes to travel across the affected area. All affected dimensions must be collectively reduced or expanded. You cannot, for example, reduce the width and height of a corridor and expand its length.

## DISTANT IMAGE

**Level:** Illusionist 9

**Range:** Unlimited

**Duration:** 1 round per level

As *project image*, except as follows. The range of this spell is unlimited, however the caster must have some clear idea of the location and layout of the area in which the shadow duplicate is to appear. Exactly where the shadow duplicate appears varies depending upon the caster's familiarity with the area. To determine where the shadow duplicate appears, roll d% and consult the Teleport table. If the result is "On Target," the duplicate appears exactly where the caster intended. If the result is "Off Target," the shadow duplicate appears a random distance away from the intended area in a random direction. A result of "Similar Area" means that the duplicate appears in the closest visually or thematically similar location. A "Mishap" result means that the spell has failed.

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# The Basic Illusionist

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## **DOPPLEGANGER**

**Level:** Illusionist 7

**Range:** Touch

**Duration:** 1 hour per level

By touching a target (living or dead), you assume all aspects of his form, including mannerisms, speech, and body language. Your equipment appears like that worn by the target. You effectively become the target's double, behaving in every way like the original. You can pass for him in public settings, intimate gatherings, and even in private meetings. However, you gain no additional knowledge, skills, feats, known spells, or languages beyond the scope of what you already know of the person. Others are not allowed a check merely for interacting with you.

The creature touched need not be the same race as you, but cannot be more than 2 feet taller or shorter than you. A 6-ft. human wizard, for instance, could assume the form of a bugbear, harpy, minotaur, salamander, worg, or even a human-size demon.

## **DREAM**

**Level:** Illusionist 5

**Range:** Unlimited

**Duration:** See text

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

*Heightened (+1):* The message composer is not placed into a trance while composing the message, and the message will not be delivered until the first time the recipient sleeps after a trigger of your choosing has taken place. The duration is permanent.

## **DREAM THIEF**

**Level:** Illusionist 7

**Range:** 120 feet

**Duration:** 1 day per level

This spell steals the dreams from the subject's mind each time he sleeps. So long as the subject is affected by this spell, it does not gain the benefits of a good night's sleep. That is, the subject does not regain hit points or heal ability damage, does not regain lost spells, and functions as if fatigued (effective ability decrease of -2 to Strength and Dexterity). Creatures that do not sleep (such as undead and constructs) cannot be affected by this spell. Elves, however, can be. The effective penalty to ability scores does not stack from day to day.

## **DUO-DIMENSION**

**Level:** Magic-User 7

**Range:** Personal

**Duration:** 3 rounds + 1 round per level

By means of this spell, you reduce yourself to a two-dimensional sheet with no third dimension. You can fit through the thinnest of spaces provided they are large enough

to accommodate your remaining two dimensions- you cannot bend down while two-dimensional.

Moreover, you can become invisible by the simple expedient of turning sideways. While two-dimensional, you can move, cast spells, and otherwise act normally. If attacked from the front or back, however, you take three times normal damage.

## **EERIE**

**Level:** Illusionist 6

**Range:** 240 feet

**Duration:** See text

When a creature is first affected by this spell it sees an eerie shape in its peripheral vision. The subject then gets a save to recognize the image as being unreal. If the subject fails the *eerie* fills its vision with strange and confusing images. At this point the creature must succeed at a second save or collapse helpless on the ground for 1 round per caster level. If the creature succeeds at its second save it is instead mildly confused for 3d6 rounds. Roll a 1d10 to determine the character's actions for each round:

- 1-4: Wander away for 1 round
- 5-6: Do nothing for 1 round
- 7-8: Attack nearest creature for 1 round
- 9-10: Act normally for 1 round

Roll each round to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers do not gain any bonus to their to hit roll. Behavior is checked at the beginning of each creature's turn. Any confused creature who is attacked automatically attacks its attackers on its next turn.

If the subject of an *eerie* spell succeeds in disbelieving and is wearing a *helm of telepathy*, the *eerie* can be turned upon the caster. The caster must then disbelieve it or suffer its effects.

## **EMOTION**

**Level:** Illusionist 4

**Range:** 20-foot radius within 60 feet

**Duration:** Concentration

By casting this spell, the illusionist is able to instill others with one of four powerful emotions, each with a different effect, as described below:

- *Fear:* If the illusionist chooses to instill fear, the spell's effect is similar to that of the fear spell, but with a -2 penalty applied to saving throws.
- *Hate:* If the illusionist instills hate, the targets gain a +2 bonus to saving throws, attacks, and damage.
- *Hopelessness:* The illusionist causes despair in the target creatures, who will wander sadly away or surrender in the face of a challenge such as a combat.
- *Rage:* Creatures affected by rage gain a bonus +1 to attacks, a damage bonus of +3, and 5 + the illusionist's level in temporary hit points. Temporary hit points are lost first if the creature incurs damage. The affected creature will not willingly retreat from any combat or any opponent.



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# The Basic Illusionist

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## ENTHRALL

**Level:** Illusionist 3

**Range:** 120 feet

**Duration:** 1 hour or less

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to be friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +2 bonus on the saving throw.

A creature with 4 or more HD or with a wisdom attribute of 15 or higher remains aware of its surroundings and remains indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a saving throw to try to end the spell by jeering and heckling. The heckling ends the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a wisdom attribute of 15 or higher becomes hostile.

## FAERIE FIRE

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 1 hour

This spell illumines an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet, plus 2 square feet per level of the caster. The spell can be used for diverse purposes, such as revealing the true dimensions or extent of a thing, or to prevent a creature from retreating into the darkness. Depending upon the precise circumstances, the Referee may allow such illumination to render a creature more easily hit, granting a +1 to-hit bonus to attackers.

## FALSE SCRIPT

**Level:** Illusionist 1

**Range:** Touch

**Duration:** 1 day per level

This spell allows you to create illusory writings and illustrations, filling up to 1 page per level. If you copy from an original document or illustration, this illusion is similar but not identical. This spell may not be used to copy other magical writings (including spell books and glyphs or other script produced by a spell), nor can information stored by this spell impart any skill bonuses.

## FEAR

**Level:** Illusionist 4

**Range:** 240 feet

**Duration:** 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

## FOG CLOUD

**Level:** Illusionist 2

**Range:** 30 feet

**Duration:** 4 rounds + 1 round per level

This spell creates a roiling mass of gas and vapor 15 feet in radius, similar in appearance to a *cloudkill* spell. The fog cloud moves away from the caster at 10 feet per round. Vision into the fog is limited to 2 feet.

## FRIGHTFUL PRESENCE

**Level:** Illusionist 3

**Range:** 30 feet

**Duration:** Instantaneous

With this spell the caster can create a fearsome manifestation that mimics the frightful presence special attack. This spell makes the caster's very presence unsettling to foes. Opponents within 30 feet of the caster who can see the spellcaster must make a successful saving throw or become frightened for 3d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the caster has.

## GARBLED TEXT

**Level:** Illusionist 3

**Range:** Touch

**Duration:** Permanent

This spell causes writings, inscriptions, and even magical symbols and glyphs to become temporarily unintelligible. The writing looks normal to the casual viewer, but seems meaningless whenever anyone tries to actively read it.

Characters skilled in ciphers, codes, and secret messages can attempt to understand the text by making a save. Placing this spell on magical writing such as a scroll or spellbook increases the difficulty of learning or casting the spell (treat the spell as being one level higher than normal).

Placing this spell on a scribed magical ward does not disrupt the ward's function but might prevent it from being recognized.

For example, *explosive runes* with a *garbled text* spell applied still detonate when an attempt to read them is made, but the attempt won't reveal the runes' meaning (if any). Likewise, an *suggestive script* with a *garbled text* spell applied still implants its suggestion in the minds of unauthorized readers.

## GAZE REFLECTION

**Level:** Illusionist 1

**Range:** Personal

**Duration:** 1 round per level

The air immediately in front of the caster takes on a mirror's ability to reflect gaze attacks back upon the attacker. The area does not create a reflective surface to normal sight, and it can be seen through by the caster and by other observers, except those using gaze attacks.

# The Basic Illusionist

## GREATER DOPPLEGANGER

**Level:** Illusionist 9

**Range:** Touch

**Duration:** 1 hour per level

As *doppelganger*, except you temporarily absorb the target's memories as well as a rudimentary understanding of his language. This added benefit is lost if the target has been dead more than 1 round/caster level. You still do not gain skill knowledge, access to known spells, or use of feats.

In addition, the impersonation is so perfect that not even *true seeing* can detect it.

## GREATER MADNESS

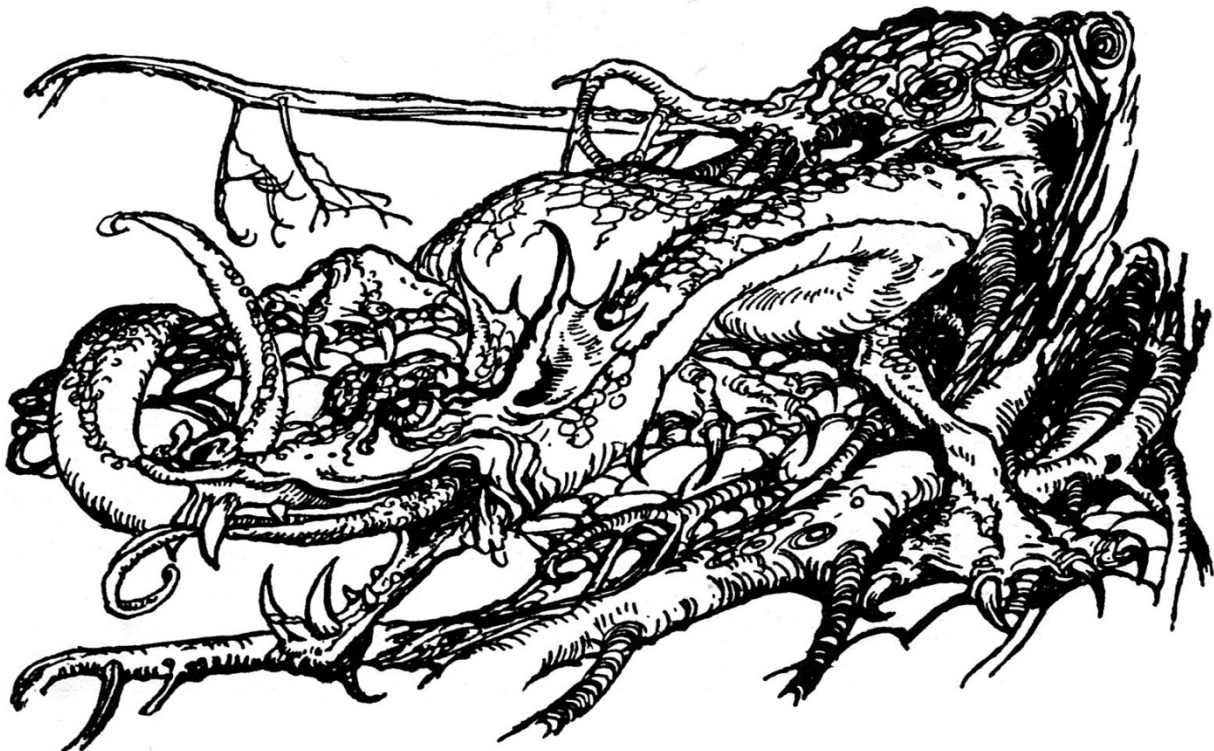
**Level:** Illusionist 6

**Range:** Touch

**Duration:** Instantaneous (see text)

As *madness*, except as follows. The spell immediately inflicts 1d3+3 points of temporary Wisdom damage, which returns at a rate of 1 point per day. In addition, the target experiences a form of temporary insanity for a number of days equal to 1d3 +1/2 caster levels (maximum 8 days). The form of insanity is determined randomly. Roll 1d20 and then consult the results below.

1d10	Insanity	Effect
1-2	Insomnia:	Target is unable to sleep. After 4d6 hours, he becomes fatigued.
3-4	Compulsive Lying:	Target is unable to tell the truth.
5-7	Phobia (Creature):	See description under <i>madness</i> spell.
8-10	Phobia (Substance):	See description under <i>madness</i> spell.
11-13	Phobia (Environment):	See description under <i>madness</i> spell.
14-16	Paranoia	Target is irrationally suspect of a particular society, such as a certain race, culture, or organization. When in proximity of an individual or individuals that appear to be members of the suspect society, the target believes that he is in immediate danger. The target must immediately either engage the individual or individuals in combat as if his life were in imminent danger or become panicked. The DM determines the nature of the suspect society. Typical selections include a single race, such as elves, citizens of a particular nation, or members of a certain guild.
17-18	Self-Mutilation	Target compulsively injures himself. Each hour, the target suffers 1d6 points of damage unless he is physically restrained from doing so.
19	Hallucinations	Hallucinations: Target suffers hallucinations and thereafter believes that any creature he encounters is an illusion. If the target interacts with a new creature or sees the creature interact with another creature he believes is "real," he may make a save to determine that the new creature is real.
20	Multiple Disorders	Target suffers from more than one form of temporary insanity. Roll again on this table twice. If these results are the same, simply add an additional creature, substance, environment, or society where appropriate. Otherwise, roll again. Ignore further rolls of 20.



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# The Basic Illusionist

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## GREATER NIGHTMARE

**Level:** Illusionist 7

**Range:** Unlimited

**Duration:** Instantaneous

As *nightmare*, except as follows: The phantasmal vision created by this spell is so terrifying that the target must succeed at a save or die. If the target succeeds, he is nevertheless denied a restful sleep and suffers 2d8 points of damage. The attempt on his life leaves the target tired out and unable to regain arcane spells for the next 24 hours.

If *dispel evil* is used to break this spell, the spell rebounds on the caster who suffers 1 point of Wisdom damage.

## GREATER PHANTASMAL FOE

**Level:** Illusionist 5

**Range:** 240 feet

**Duration:** Concentration + 2d4 rounds

As *phantasmal foe*, but with the following properties: The *greater phantasmal foe* spell affects 1 target per 5 caster levels, attacks as a fighter of your level, and deals 4d6 points of illusory damage on each successful attack. If disbelieved or if the creature leaves your line of sight the phantasmal force immediately dissipates.

*Heightened* (+1): The spell inflicts 4d4 points of normal damage per round.

## GREATER RAINBOW PATTERN

**Level:** Illusionist 6

**Range:** A 20-foot radius pattern within 240 feet

**Duration:** Concentration + 2 rounds per level

As *rainbow pattern*, but *greater rainbow pattern* fascinates a maximum of 42 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

An affected creature that fails its saves is fascinated by the pattern. With a simple gesture (a free action), you can make the *greater rainbow pattern* move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving fountain of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures that can't see them are no longer affected. The spell does not affect sightless creatures.

## GREATER SHADOW CONJURATION

**Level:** Illusionist 7

This spell functions like *shadow conjuration*, except that it can duplicate any magic-user conjuration or summoning spell of 6th level or lower. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and non-damaging effects are 60% likely to work against nonbelievers.

## GUARDS AND WARDS

**Level:** Illusionist 6

**Range:** 1000-foot radius

**Duration:** 2 hours per level

This powerful spell is primarily used to defend the caster's stronghold. The spell creates the following magical effects within the warded area:

- *Fog*: Fog fills all corridors, obscuring all sight, including infravision, beyond 10 ft.
- *Wizard Locks*: All doors in the warded area are wizard locked.
- *Webs*: Webs fill all stairs from top to bottom. These strands are identical to those created by the *web* spell, except that they regrow in 1 turn if they are burned or torn away while the *guards and wards* spell lasts.
- *Confusion*: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment/charm effect that will not affect elves or other creatures immune to charm.
- *Lost Doors*: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the magic user can place his or her choice of one of the following five magical effects:

- *Dancing lights* in four corridors.
- *A magic mouth* in two places.
- *A stinking cloud* in two places. The vapors return within 10 turns if dispersed by wind while the *guards and wards* spell lasts.
- *A suggestion* in one place. The caster selects an area of up to 5 ft. square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. A *dispel magic* cast on a specific effect, if successful, removes only that effect.

## HALLUCINATORY REALITY

**Level:** Illusionist 8

**Range:** 1 mile radius per level

**Duration:** Concentration + 2 hours per level

This spell allows you to change the appearance of one aspect of the surrounding landscape to your whim. Objects or creatures are altered from one type to another—dogs become cats, humans become dwarves, houses become wagons, orcs become pies, and so on. The change affects sight, sound, smell, and touch.

## HALLUCINATORY TERRAIN

**Level:** Illusionist 3

**Range:** 240 feet

**Duration:** 1 hour

This spell changes the appearance of the natural terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example. Manufactured and constructed objects cannot be altered. Creatures who move into the area of the *hallucinatory terrain* get a saving throw to discern reality.

*Heightened* (+1): Only druids, rangers, fey, and other intelligent forest-natives get a saving throw against the spell.

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# The Basic Illusionist

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## HYPNOTIC PATTERN

**Level:** Illusionist 2

**Range:** A 10-foot radius pattern within 120 feet

**Duration:** Concentration + 2 rounds

You create a pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it. This spell works like *hypnotism*, except it lasts for as long as you concentrate, plus 2 rounds after.

## HYPNOTISM

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 2d4 rounds

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

## ID ASSASSIN

**Level:** Illusionist 8

**Range:** 60 feet

**Duration:** 1 round per level

You tap into the target creature's subconscious mind, releasing its darkest, most primitive, and most violent self. On a failed save, the creature finds itself engulfed in a waking nightmare of violence and self-loathing, experiencing the effects of *confusion* (as the spell). The strain on mind and body reduces the target creature's effective Constitution attribute by 2d6 points, slaying it if its Constitution drops to 0 or less.

While the effect lasts, the victim also takes 1d4 points of damage each round as the result of its inner turmoil. When the spell ends the subject's effective Constitution attribute returns to normal, but any damage taken from the spell remains.

## ILLUSORY WALL

**Level:** Illusionist 4

**Range:** 60 feet

**Duration:** Permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, up to 10 feet square per level. It appears absolutely real when viewed, but physical objects can pass through it without difficulty.

## IMPROVED INVISIBILITY

**Level:** Illusionist 4

**Duration:** 1 round per level

This spell functions like *invisibility*, except that it doesn't end if the subject attacks.

## IMPROVED PHANTASMAL FOE

**Level:** Illusionist 3

**Range:** 120 feet

**Duration:** Concentration + 1d4 rounds

As *phantasmal foe*, but with the following properties: The *improved phantasmal foe* has the base attack bonus of a cleric of your level and deals 2d6 points of illusory damage on each successful attack. If disbelieved or if the creature leaves the caster's line of sight the *improved phantasmal foe* immediately dissipates.

*Heightened (+1):* Prepared as a 4<sup>th</sup>-level spell, *improved phantasmal foe* inflicts 2d4 points of normal damage.

## IMPROVED PHANTASMAL FORCE

**Level:** Illusionist 4

**Range:** 240 feet

**Duration:** 1 round per level

This spell functions like *phantasmal force*, except for the duration. The figment follows a script determined by you and without your having to concentrate on it.

## INDEPENDENT ILLUSION

**Level:** Illusionist 8

**Range:** 240 feet

**Duration:** Permanent

As *programmed image*, except that the illusion possesses a tiny spark of the caster's Intelligence that lets it react to changing situations as the caster desires, as though he consciously directed its actions. Casting this spell inflicts 1 point of temporary Intelligence damage on the caster.

## INSTANT EXIT

**Level:** Illusionist 4

**Range:** 60 feet

**Duration:** 1 round

This spell causes a door to suddenly appear on a wall or other flat surface within range. Creatures that step through the door are instantly teleported to a random location within 1,000 feet of the door. You have no control over where you or any other creatures are transported but all creatures stepping through the door are transported to the same location. There is a 5% chance this spell malfunctions and dumps all affected creatures into an extra-dimensional plane adjacent to reality.

## INVISIBILITY

**Level:** Illusionist 2

**Range:** 240 feet

**Duration:** Permanent until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

## INVISIBILITY 10-FOOT RADIUS

**Level:** Illusionist 3

**Range:** 240 feet

**Duration:** Until dispelled or an attack is made

Like the *invisibility* spell, *invisibility 10-foot radius* makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. The invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken for that creature. Otherwise, it lasts until dispelled or removed by the caster.

# The Basic Illusionist

## LIGHT

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 1 hour +1 turn per level

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch, to a radius of 20 feet.

## LONELY ROAD

**Level:** Illusionist 4

**Range:** 60 feet

**Duration:** 2 hours per level

This spell creates a ghostly, shimmering, portal to an extra-dimensional road that can be used to travel long distances, up to 5 miles per level. This road stretches out in a single path approximately fifty feet wide, leading in a direction of your choosing when the spell is cast. The cobblestones are solid and perfect for traveling, but the rest of the plane is a featureless void the color of twilight. The lonely road never twists or deviates, the exit opening onto a point in the real world exactly equal to the distance traveled in the chosen direction. The nature of the road allows it to bypass natural environments or objects that would ordinarily obstruct or slow a traveler, cutting through lakes or mountains as though they were not there.

Only those you designate may enter the *lonely road*, and the portal closes behind you after you enter. Once the entry portal is closed, you can create an exit point anywhere along the lonely road at will. Creatures on the lonely road must travel to the exit point normally, using any movement available to them. The exit point shows a distorted image of the real world on the other side, alerting you if your chosen exit point would deposit you in a space occupied by a solid body.

Sages disagree on whether the *lonely road* creates an all-new extra-dimensional space, or creates a path through an existing one. If the latter, there is a small chance of an encounter along the road, either with a native of the space, or with travelers stranded from a failed casting of *lonely road*.

## LOST

**Level:** Illusionist 3

**Range:** 120 feet

**Duration:** 1 round per level

The affected creatures (one per two caster levels) believe themselves to be completely lost, and wander randomly as long as the spell is in effect. Each affected creature moves at half speed in a random direction each round (roll 1d8 to determine the exact direction), and do not remember previous changes in direction. They recognize enemies but make no hostile moves toward them while under the effects of the spell. They defend themselves from attacks, but will then move away in a random direction on the next round once combat is over (using a withdrawal action if necessary), until the spell ends. Shaking or otherwise attempting to disturb an affected creature has little effect, and they will continue to try puzzling their way out of their predicament.

Creatures affected by *lost* can attempt a new save each round to try to resist the spell's effects. On a successful save, treat the creature as dazed for 1 round as it suddenly becomes aware of its surroundings once more.

## LURCHING PATTERN

**Level:** Illusionist 2

**Range:** 30-foot wide pattern within 120 feet

**Duration:** Concentration + 1 round per level

This silvery-blue pattern unbalances all creatures in its area of effect. Those who leave the area of effect are unbalanced for one round afterwards and then return to normal. Roll 1d6 per 5' of movement attempted to determine the effects of being unbalanced.

### Movement while unbalanced

1d6	Effect
1	Move 5 feet forward
2	Move 5 feet backward
3	Move 5 feet left
4	Move 5 feet right
5	Fall down
6	Reroll, adding 5 feet or 1d4 damage to the result



# The Basic Illusionist

## MADNESS

**Level:** Illusionist 4

**Range:** Touch

**Duration:** Instantaneous (see text)

The target experiences a traumatic flash of terrifying mental images that inflicts Wisdom damage and temporarily drives it insane. Upon contact, the caster's touch deals 1d3 points of Wisdom damage. In addition, the target experiences a form of temporary insanity for a number of hours equal to 3d6 +1/2 caster levels (maximum 28 hours). The form of insanity is determined randomly. Roll 1d10 and then consult the table below. The temporary insanity may be removed through magical means, such as a remove curse spell. The Wisdom damage remains until removed through rest or by other magical means, such as *remove curse*.

1d10	Insanity	Effect
1-2	Insomnia:	Target is unable to sleep. After 4d6 hours, he becomes fatigued.
3-4	Compulsive Lying:	Target is unable to tell the truth.
5-7	Phobia (Creature):	Target is irrationally afraid of certain creatures. The target suffers a -4 penalty to attack rolls, ability checks, skill checks, and saves in regard to these creatures. In addition, these creatures gain a +2 morale bonus to saves caused by the target. The DM determines the creature type. Typical selections include arachnids, insects, or snakes.
8-9	Phobia (Substance):	Target is irrationally afraid of a certain substance. The target suffers a -4 penalty to attack rolls, ability checks, skill checks, and saves while in contact with the substance or when dealing with other creatures that are in contact with the substance. In addition, creatures that are in contact with the substance gain a +2 morale to saves caused by the target. The DM determines the substance type. Typical selections include water, particular foods, or mud.
10	Phobia (Environment):	Target is irrationally afraid of a certain type of environment. The target suffers a -4 penalty to attack rolls, ability checks, skill checks, and saves when within this environment. In addition, other creatures that are in the environment gain a +2 morale bonus to saves caused by the target. Typical selections include confined spaces, forests, or urban locales.





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# The Basic Illusionist

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## MAELSTROM OF COLOR

**Level:** Illusionist 8

**Range:** A cone 60 feet long and 30 feet wide

**Duration:** Instantaneous (see text)

As the spell *torrent of color*, except the maelstrom is even more powerful. The cone of colored light created by the maelstrom affects the closest 4d6 creatures within the spell's area of effect. The maelstrom also has the following effects upon its targets, depending on the HD of the targets:

- *Up to 6:* Unconscious for 4d6 rounds, blinded for 2d6+2 rounds, and then stunned for 3 rounds. (Only living creatures are knocked unconscious.) In addition to this, affected creatures take 2d6 points of damage, and lose 2d4 temporary points of Constitution for 2d6 hours.
- *7 to 8:* Unconscious for 3d6 rounds, blinded for 1d6+1 rounds, and then stunned for 2 rounds. In addition to this, affected creatures lose 1d4 temporary points of Constitution for 1d6 hours.
- *9 or more:* Unconscious for 2d4 rounds, blinded for 1d4 rounds, and then stunned for 1 round. Blinded creatures have the same penalties as those affected by *color spray*.

## MAGIC MOUTH

**Level:** Illusionist 2

**Range:** Touch

**Duration:** Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

## MASS SUGGESTION

**Level:** Illusionist 5

**Range:** 120 feet

**Duration:** 1 week

This spell functions like *suggestion*, except that it affects one creature per level. The same *suggestion* applies to all these creatures.

## MASSMORPH

**Level:** Illusionist 4

**Range:** 240 feet

**Duration:** Until negated by the caster or dispelled

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees, rocks, or other appropriately-sized natural features. The illusion is so perfect that creatures moving through the area will not detect the deception. Targets that move faster than a walk, attack, or cast spells dispel the illusion on themselves but not others.

## MAZE

**Level:** Illusionist 7

**Range:** 60 feet

**Duration:** Depends on intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds to escape the interdimensional prison. Creatures with Intelligence attributes 7–11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds

to puzzle the way back into normal reality. Although monsters aren't described with specific Intelligence attributes, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

## MENIOTH'S BRILLIANT RAY

**Level:** Illusionist 2

**Range:** 120 feet

**Duration:** Instantaneous

A glittering ray of golden light springs forth from your fingertips. You must succeed on a missile attack to strike the target, but ignore the target's armor and shield. The target takes 2d4 points of damage and must succeed on a save to avoid being blinded for 1d6 rounds.

## MENIOTH'S INSTANT LIGHT

**Level:** Illusionist 4

**Range:** Touch

**Duration:** Until triggered, then 5 rounds

This spell causes an object to glow with a powerful magic light once it is carried into an area of magical darkness. The light is effectively stored within the object, taking effect immediately in the same round when you enter the area of the magical darkness. Once it has been triggered, *Menioth's instant light* dispels a darkness spell of equal or lower level, then causes the object to glow like a torch (shedding bright light in a 20-foot radius) for 5 rounds.

## MIND BLANK

**Level:** Illusionist 8

**Range:** 60 feet.

**Duration:** 24 hours

**Area of Effect:** One creature

By means of this spell, the person upon whom it is cast becomes completely protected from all divination and scrying magic. His or her thoughts cannot be detected in any way, he or she cannot be magically overheard when speaking, his or her soul cannot be trapped or affected, etc.

## MIRAGE ARCANA

**Level:** Illusionist 5

**Range:** 240 feet

**Duration:** 12 hours

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). It can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

## MIRROR IMAGE

**Level:** Illusionist 2

**Range:** Personal

**Duration:** 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

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# The Basic Illusionist

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## MISDIRECTION

**Level:** Illusionist 2

**Range:** 60 feet

**Duration:** 1 hour per level

You misdirect the information from divination spells that reveal auras (*detect evil*, *detect magic*, *discern lies*, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of *misdirection* is detected as if it were the other object, with no saving throws allowed.

## MISLEAD

**Level:** Illusionist 6

**Range:** 60 feet

**Duration:** see text

You become invisible (as *greater invisibility*) and at the same time an illusory double of you (as *phantasmal force*) appears. You are then free to go elsewhere while your double moves away. The double moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the double appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

## MISLEADING IMAGES

**Level:** Illusionist 8

**Range:** 240 feet

**Duration:** 1 round per level

As *mislead* except multiple illusory duplicates of the caster appear. When the caster becomes invisible, 2d6 duplicates appear. The duplicates appear within range, but thereafter move according to the caster's intent at the time of casting. The duplicates mimic each other's actions and may move through one another. They cannot cast spells, but can pretend to do so. Any successful attack against a duplicate destroys it. Duplicates seem to react normally to area spells (such as looking like they're burned or dead after being struck by a *fireball*).

## NIGHTMARE

**Level:** Illusionist 5

**Range:** Unlimited

**Duration:** Instantaneous

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The *nightmare* prevents restful sleep and causes 1d10 points of damage. The *nightmare* leaves the subject unable to regain magic-user spells for the next 24 hours. *Dispel evil* cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 1 turn per caster level of the *dispel evil*.

## NON-DETECTION

**Level:** Illusionist 3

**Range:** Caster

**Duration:** 1 turn per level

This spell shields the caster from the prying eyes of scrying magics, making him or her invisible to divination spells and other means of magical spying such as crystal balls and *ESP*.

## OBSESSION

**Level:** Illusionist 5

**Range:** 60 feet

**Duration:** See text

This spell allows a mesmerist to show an illusory image of a specific, real object—either real or illusory—to the target. Should that target fail a save, the target is compelled to hunt down and find that object as per a *geas* spell. Only by physically finding the actual object can the target end the effects of this spell. The object shown in the illusion must be real, and must physically exist at the time the spell is cast. Should the object be destroyed after the *obsession* spell is cast but before the target of the spell has found the object, the target is doomed to search for the object forever in vain, unless the caster chooses to end the spell with a simple touch.

## PARALYSATION

**Level:** Illusionist 3

**Range:** A 20-foot cube within 60 feet

**Duration:** Permanent

A certain number of creatures within the spell's area of effect are frozen in place, magically convinced that they cannot move. The caster can affect creatures with a total number of hit dice equal to twice his caster level. Each creature is entitled to a saving throw against the spell. The illusionist can end the paralysis at any time; otherwise a *dispel magic* (or *dispel illusion*) spell is the only way to remove the paralysis.

## PERFECT ILLUSION

**Level:** Illusionist 9

**Range:** 240 feet

**Duration:** Permanent

As *programmed image*, except that the illusion is crafted so perfectly that it cannot be disbelieved and lasts forever unless ended with a touch by the caster. However, the illusion can still be dispelled as usual, and lacks solidity, so it can be passed through.

## PERMANENCY

**Level:** Illusionist 8

**Range:** See below

**Duration:** Permanent until dispelled by an opponent of twice the caster's level

This spell makes the effect of another spell permanent—unless a spellcaster of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Referee discretion is required for the use of this spell: many spells should not be subject to being made permanent.

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# The Basic Illusionist

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## PERMANENT IMAGE

**Level:** Illusionist 5

**Range:** 240 feet

**Duration:** Permanent

This spell functions like *phantasmal force* except that the illusion is permanent.

## PHANTASMAGORIA

**Level:** Illusionist 6

**Range:** A 60-foot radius around you.

**Duration:** 1 turn

You summon a host of terrifying spectral images, which pursue anyone you choose within range for the duration of the spell. Targets must make a successful saving throw or take 3d6 points of damage and be affected as per a *fear* spell, fleeing in terror and with a 60% chance to drop anything they are holding. A creature that successfully saves is ignored by the images.

## PHANTASMAL FOE

**Level:** Illusionist 1

**Range:** 120 feet

**Duration:** Concentration + 1 round

With this spell you can create a phantasmal image that torments your foe. The *phantasmal foe* fights as an illusionist of your level and deals 1d6 points of illusory damage on each successful attack. If disbelieved or if the creature leaves the caster's line of sight the *phantasmal foe* immediately dissipates. The illusory damage disappears after 1 round.

*Heightened* (+1): *Phantasmal foe* can be cast as a 2<sup>nd</sup>-level spell, in which case it inflicts 1d4 points of normal damage.

## PHANTASMAL FORCE

**Level:** Illusionist 2

**Range:** 240 feet

**Duration:** Concentration

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This damage is illusory, and disappears 1 round after the spell expires.

## PHANTASMAL HUNTER

**Level:** Illusionist 6

**Range:** 60 feet

**Duration:** Instantaneous

You create a *phantasmal hunter*, an illusory creature that is similar to that created by the spell, *phantasmal killer*. Upon seeing the *phantasmal hunter*, the target must make a saving throw or become panicked. In any event, the *phantasmal hunter* relentlessly pursues the target until it comes into contact with the target through a successful touch attack. At that time, the target must succeed at a second saving throw or die. The target receives a -1 penalty to the save roll for every round it has spent fleeing from the *phantasmal hunter* (maximum -10). The phantasmal creature has a speed of 15 (40 feet) and an attack bonus equal to a fighter of your level.

## PHANTASMAL KILLER

**Level:** Illusionist 4

**Range:** 120 feet

**Duration:** Instantaneous

You create a phantasmal image of the most fearsome creature imaginable to the subject. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a saving throw to recognize the image as unreal. If that fails, the phantasm touches the subject and the subject must succeed on a saving throw or die from fear. Even if the saving throw is successful, the subject takes 3d6 points of damage. If the subject of a *phantasmal killer* succeeds in disbelieving and is wearing a *helm of telepathy* or is a psychic with the telepathy power, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

## PHANTOM PALANQUIN

**Level:** Illusionist 5

**Range:** Personal

**Duration:** 1 hour per level

You conjure a quasi-real palanquin carried by ghostly humanoid shapes. The litter of the palanquin is large enough for you plus 1 additional medium-sized creature for every four caster levels you possess. The palanquin is made of grey silk and black wood, with large red nails holding it together. The bearers appear to be little more than misty shapes in human form, intangible and unnerving to behold.

The *phantom palanquin* has a movement of 3 (10 feet per caster level), to a maximum of 24 (80) per round. Creatures inside the palanquin gain a +4 bonus to their armor class.

*Phantom palanquin* can be cast as a higher level spell, and gains certain powers when so cast. A palanquin's abilities include those of lower spell levels. Thus, a *phantom palanquin* cast as a 8<sup>th</sup>-level spell has the 6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup>-level abilities.

*Heightened* (+1): The bearers can carry the palanquin over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

*Heightened* (+2): The palanquin can *blink* at will (as the spell, no action required to activate this ability).

*Heightened* (+3): The palanquin can turn itself and its passengers immaterial for up to 1 turn.

*Heightened* (+4): The phantom palanquin has the ability to turn itself and all creatures inside the palanquin *invisible* and immaterial at will, able to pass through solid matter with ease. Those that step out of the palanquin become solid immediately.

## PRESTIDIGITATION

**Level:** Illusionist 1

**Range:** 10 feet

**Duration:** 1 hour

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, *prestidigitation* enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A *prestidigitation* can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and

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they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

## PRISMATIC SPHERE

**Level:** Illusionist 9

**Range:** A 10-foot radius around you

**Duration:** 1 hour

A sphere of seven colors whirls about the illusionist, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns.

### Prismatic Sphere

Layer	Effects of Color	Negated By
<b>Red</b>	Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell <i>magic missile</i> ).	<i>Ice storm</i> or other cold-based attack
<b>Orange</b>	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	<i>Lightning bolt</i> or other electrical attack
<b>Yellow</b>	Causes 48 points of damage to the touch. Blocks all breath weapons.	<i>Magic missile</i> spell or a magical arrow
<b>Green</b>	Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within.	<i>Passwall</i> spell or other earth-moving magic
<b>Blue</b>	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical) magic from passing through.	<i>Disintegrate</i> spell (or from a wand or item)
<b>Indigo</b>	Causes death and destroys the soul utterly when touched (saving throw allowed).	<i>Dispel magic</i>
<b>Violet</b>	Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells.	<i>Continual light</i>

## PRISMATIC SPRAY

**Level:** Illusionist 7

**Range:** A cone 60 feet long and 30 feet wide

**Duration:** Instantaneous

Holding out his or her hand, fingers fanned out, the caster evokes a spray of colors identical to those of the *prismatic sphere*. All creatures in the path of the spell will be struck by one of the rays, determined randomly.

Color	Effect of Color
<b>1 Red</b>	Deals 12 points of damage (save for half).
<b>2 Orange</b>	Deals 24 points of damage (save for half).
<b>3 Yellow</b>	Deals 48 points of damage (save for half).
<b>4 Green</b>	Death (saving throw or die).
<b>5 Blue</b>	Turns to stone (saving throw negates).
<b>6 Indigo</b>	Death and soul is destroyed (save negates)
<b>7 Violet</b>	Causes insanity (save negates)
<b>8 Two colors</b>	Roll twice, ignoring this result

## PRISMATIC WALL

**Level:** Illusionist 8

**Range:** 10 feet

**Duration:** 1 turn per level

**Area of Effect:** See below

This spell is similar to the spell *prismatic sphere*, except the caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

Color	Effect of Color
<b>1 Red</b>	Deals 12 points of damage (save for half).
<b>2 Orange</b>	Deals 24 points of damage (save for half).
<b>3 Yellow</b>	Deals 48 points of damage (save for half).
<b>4 Green</b>	Death (save or die).
<b>5 Blue</b>	Turns to stone (save negates).
<b>6 Indigo</b>	Death and soul is destroyed (save negates)
<b>7 Violet</b>	Causes insanity (save negates)
<b>8 Two colors</b>	Roll twice, ignoring this result

## PROGRAMMED IMAGE

**Level:** Illusionist 6

**Range:** 240 feet

**Duration:** Permanent

This spell functions like *phantasmal force*, except that this spell activates when a specific condition occurs and the duration is permanent. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses.

## PROJECT IMAGE

**Level:** Illusionist 5

**Range:** 240 feet

**Duration:** 1 round per level

The caster projects an image of himself or herself, to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but also any spells being cast will appear to originate from the image.

## PYROTECHNICS

**Level:** Illusionist 2

**Range:** 240 ft

**Duration:** 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

## RAINBOW PATTERN

**Level:** Illusionist 4

**Range:** A 20-foot radius pattern within 120 feet

**Duration:** Concentration + 1 round per level

You create a 40-foot wide, rainbow-hued pattern of interweaving colors that fascinates up to 24 HD of creatures within it. An affected creature that fails its saves is fascinated by the *pattern*. With a simple gesture, you can make the *rainbow pattern* move up to 30 feet per round, moving its effective point of origin. All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the *pattern* still try to follow it. If the *pattern* leads its subjects into a dangerous area each fascinated creature gets a

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second saving throw. If the view of the lights is completely blocked creatures who can't see them are no longer affected.

## READ LANGUAGES

**Level:** Illusionist 1

**Range:** Personal

**Duration:** One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

## READ MAGIC

**Level:** Illusionist 1

**Range:** Personal

**Duration:** 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Magic-user.

## RECURRING IMAGE

**Level:** Illusionist 7

**Range:** 1000 feet

**Duration:** Permanent

As *programmed image*, except recurring figments follow a predetermined script decided upon by the caster. The illusion then follows that script without the caster having to concentrate on it and repeats it after a predetermined amount of time (maximum of 1 turn per caster level) or upon a specific triggering condition. The illusion created can include intelligible speech if the character wishes. For instance, the character could create the reoccurring illusion of several orcs playing cards and arguing, culminating in a fistfight. The spell then repeats this scene from beginning to end at the predetermined time or trigger.

## ROPE TRICK

**Level:** Illusionist 2

**Range:** Touch

**Duration:** 2 turns per level

This spell enchants a rope to become a portal into an extra-dimensional pocket of unreality opened by the spell. The rope rises in the air and then hangs, suspended by its connection to the extra-dimensional hideaway. Up to six medium-size people can hide in the space (five, if the rope is to be pulled up and into the space as well). At the spell's expiration, the inhabitants or contents of the space will fall into normal reality if they have not already departed. True reality is visible through the portal, but cannot be affected from within.

## SCARE

**Level:** Illusionist 2

**Range:** 30 feet

**Duration:** 2d6 rounds

This spell causes terror in creatures of less than 6<sup>th</sup> level or 6 HD. Such creatures are entitled to a saving throw, which, if successful, allows them to shake off the spell's effect entirely. If a creature fails the saving throw, however, it will become frozen with terror. It can fight if attacked, but suffers a -1 penalty to all attack, damage, and saving throw rolls.

## SCINTILLATING BURST

**Level:** Illusionist 3

**Range:** A 20-foot radius burst within 120 feet

**Duration:** Instantaneous

You create a burst of coruscating, multi-hued motes that fills the area. Every creature caught within the burst takes 3d6 points of damage and must make a saving throw. Creatures that successfully save are dazzled for 1 round, while those that fail are blinded for 1d4 rounds. Creatures that cannot see are not blinded or dazzled, but still take damage from a *scintillating burst*.

## SCINTILLATING DOOM

**Level:** Illusionist 9

**Range:** A 20-foot cube within 60 feet

**Duration:** 1 round per level

A field of shimmering, scintillating energy of brilliant colors springs into being at the coordinate designated by you. All those inside the energy field are treated as if they have been subjected to a *prismatic spray* spell, including both the blindness and the random color strike effect (see below).

Every round as a standard action, you may move the *scintillating doom* up to 30 feet. Alternately, you may set the spell to move in a set direction at up to 30 feet per round until you again redirect it or the spell ends. You can only redirect the field if it is within the spell's maximum range and you have line of effect to it.

Any creature moving within the area of the spell is immediately subjected the following effects. First, creatures with 8 HD or less are immediately blinded for 2d4 rounds. Second, creatures are randomly effected by one color of the scintillating lights with effects determined on the table below. A creature can only be affected by this spell a maximum of once per round.

1d8	Color	Effect of Color
1	Red	Deals 12 points of damage (save for half).
2	Orange	Deals 24 points of damage (save for half).
3	Yellow	Deals 48 points of damage (save for half).
4	Green	Death (save or die).
5	Blue	Turns to stone (save negates).
6	Indigo	Death and soul is destroyed (save negates)
7	Violet	Causes insanity (save negates)
8	Two colors	Roll twice, ignoring this result

## SCINTILLATING PATTERN

**Level:** Illusionist 8

**Range:** 60 feet

**Duration:** Concentration + 2 rounds

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level within a 20-ft sphere. The spell affects each subject according to its Hit Dice.

- *6 HD or less:* Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds.
- *7-12:* Stunned for 1d4 rounds, and then confused for 1d4 rounds.
- *13+:* Confused for 1d4 rounds.

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## SCREEN

**Level:** Illusionist 8

**Range:** 60 feet

**Duration:** 24 hours

This spell combines several elements to create a powerful protection from spying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to sry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

## SECRET CHEST

**Level:** Illusionist 5

**Range:** See text

**Duration:** 60 days

This spell allows the magic user to shift a magically crafted treasure chest into an extra-dimensional plane, where it will be safe from those who might seek to steal the caster's possessions.

The chest itself must be crafted of the finest materials in order to support the spell's magic, and it will cost a minimum of 5,000 gp to have a craftsman or craftsmen build it, together with a second, miniature copy. When the magic user casts the spell, one hand upon the chest and one upon the miniature, the chest disappears into other dimensions, together with its contents. These contents may be up to one cubic foot of material per caster level (and no more than this) regardless of the chest's actual volume. If the chest contains any living matter, there is a 75% chance that the spell will completely fail, although if it should succeed, the living creature will be imprisoned in the extra-dimensional plane until freed. The caster (and only the caster) can use the miniature chest to retrieve the larger one wherever he or she might be. It is possible, although not likely, that some extra-dimensional creature or traveler might happen upon the chest. So long as the chest remains in the extra-dimensional plane, the magic user will still be able to retrieve it (although it may have been looted). No creature on the material plane has any chance using any magic known to humanity to locate a *secret chest* that has been by means of this spell. After the spell duration expires, there is a cumulative 1 in 20 chance per day that the spell's link to the chest will fail, and the chest will be irrecoverable.

## SEEMING

**Level:** Illusionist 5

**Range:** 60 feet

**Duration:** 12 hours

This spell functions like *change self*, except that you can change the appearance of other people as well. The spell can affect one creature per level of the illusionist. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making a saving throw.

## SERIAL DREAM

**Level:** Illusionist 6

**Range:** Unlimited

**Duration:** Permanent or 1 week per level (see text)

At the beginning of the spell, you must write down the target's name or some title that leaves no doubt as to the target's identity. The target must not have more HD than you for the spell to take effect. You also choose a task or condition that must be fulfilled by the target of the spell, and create a dream which directs the target to accomplish this task or condition. It typically takes 1 round or longer to compose the dream, and you control all details of it (when and where it seems to take place, what images of items or other people to appear, though none may speak except you). The target then has this dream periodically until the task is accomplished or the condition is brought about. If the task is open-ended or the target cannot bring about the condition through his own actions the spell ends after 1 week per caster level. The spell immediately ends when the task or condition is accomplished.

When the spell is cast, you may choose one of two versions. In the first, the target has the dream each time he sleeps if he has not taken some action towards accomplishing the task since sleeping last. The target suffers no penalty—he is simply reminded nightly until the task is fulfilled. In the second version, the dream occurs once per week (roll randomly for day), and each full day that passes during which the target does not seek to fulfill the condition or task in the dream he suffers 1d6 points of phantasmal damage, which cannot be cured through normal or magical means. This damage cannot exceed 9/10ths (90%) of the target's total maximum hp. This damage begins to recover normally 1 day after the target once again takes some action to accomplish the task.

Creatures that don't sleep or dream are immune to this spell.

## SHADES

**Level:** Illusionist 9

**Range:** See text

**Duration:** See text

This spell functions like *shadow conjuration*, except that it mimics magic-user conjuration and summoning spells of 8th level or lower. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and non-damaging effects are 80% likely to work against nonbelievers.

## SHADOW CURSE

**Level:** Illusionist 6

**Range:** Touch negates

**Duration:** 1 round per level

The target of the spell is transformed into a pitch-black, two-dimensional version of itself, completely insubstantial. The subject may move in the same manner and speed as normal, and may be struck only by magical weapons, but may not cast spells or make any physical attacks. The target cannot interact with the physical world for the duration of the spell, but is subject to physical barriers as normal.



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## SHADOW DOOR

**Level:** Illusionist 5

**Range:** 60 feet

**Duration:** 1 round per level

With a mystical gesture, the illusionist creates an illusory door (either in a wall or free-standing). If the illusionist steps through, he or she disappears from sight and may go where he or she pleases. If anyone else opens the door, they will perceive a small empty room. The caster's invisibility after passing through the *shadow door* is particularly powerful and cannot be seen by use of *detect invisibility*, although he or she can be seen with more powerful divination magic.

## SHADOW EVOCATION

**Level:** Illusionist 5

**Range:** See text

**Duration:** See text

You use shadows to cast a quasi-real, illusory version of one of the following magic-user spells: *magic missile*, *shocking grasp*, *fireball*, *lightning bolt*, *ice storm*, *wall of fire*, or *wall of ice*.

Spells that deal damage have normal effects unless an affected creature succeeds on a saving throw. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. Non-damaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect.

## SHADOW EVOCATION, GREATER

**Level:** Illusionist 8

**Range:** See text

**Duration:** See text

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of the following magic-user spells: *cloudkill*, *death spell*, *delayed blast fireball*, *disintegrate*, *wall of iron*, or *wall of stone*. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage.

## SHADOW WALK

**Level:** Illusionist 6

**Range:** Touch

**Duration:** 1 hour per level

You and any creature you touch are then transported to a path along the borderlands of reality. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (up to one per level), but all must be touching each other.

In the region of unreality, you move at a rate of 50 miles per hour relative to "normal" space, although you do not feel as though you are moving swiftly. You can see enough of the real world to determine your location, but not enough to discern details or spy without ending the spell. Beings in reality generally cannot see you.

## SHADOWFORM

**Level:** Illusionist 7

**Range:** Personal

**Duration:** 1 hour per level

You become a shadow as if you had used the *polymorph self* spell with the following exceptions. You do not recover any hp from the transformation, and retain your own abilities

as well as those of a shadow. Finally, while in shadow form you may travel as if under the effects of the *shadow walk* spell.

## SILENCE, 15 FT RADIUS

**Level:** Illusionist 2

**Range:** 120 feet

**Duration:** 2 hours

Magical silence falls in an area 15 feet around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

## SILENT IMAGE

**Level:** Illusionist 1

**Range:** 240 feet

**Duration:** Concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

## SIMULACRUM

**Level:** Illusionist 7

**Range:** Touch

**Duration:** Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (*animate dead* is an acceptable means). A *limited wish* (along with the actual *simulacrum* spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (d3x10%) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a *detect magic* spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

## SOOTHING PATTERN

**Level:** Illusionist 6

**Range:** A 50-foot wide pattern within 240 feet

**Duration:** Concentration + 4 rounds

As *hypnotic pattern*, except that a *soothing pattern* is 50-foot wide and renders its targets unconscious. The subtle, shifting pattern of lights created by a *soothing pattern* causes creatures to fall into a deep sleep, similar to the effects of a *sleep* spell, except that nothing can awaken the affected creatures until the spell ends. Hitting or wounding an affected creature will not awaken it. Roll 2d6+1 per caster level to determine the total number of HD affected (maximum +20). The creatures within the area of effect that have the fewest HD are affected first by the spell. Creatures possessing equal HD are affected in their order of proximity to the spell's caster, beginning with the creature closest to the caster. Sightless creatures are not affected by this spell, nor are creatures that do not sleep.

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## SPECTRAL TERRORS

**Level:** Illusionist 2

**Range:** 120 feet

**Duration:** Instantaneous

This spell subjects the target to phantasmal images drawn from its latent or suppressed fears. The target suffers 2d4 points of damage from sheer terror and must make a save or flee in terror, with a 30% chance to drop whatever they are holding.

## SPOOK

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 1 turn

You cast this upon a single intelligent foe, who turns and flees in terror from you. The target believes themselves to be pursued for up to 10 rounds, although they can make a saving throw to overcome the spell each round after the first.

## SUGGESTION

**Level:** Illusionist 2

**Range:** Shouting distance

**Duration:** 1 week

You speak a hypnotic suggestion to your intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

## SUGGESTIVE SCRIPT

**Level:** Illusionist 3

**Range:** Touch

**Duration:** One day per level

You write instructions or other information on parchment, paper, or any suitable writing material. The script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as illusory script.

Any unauthorized creature attempting to read the script triggers a potent hypnotic effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a *suggestion* implanted in the script by you at the time the *suggestive script* spell was cast. The *suggestion* lasts 1 day, instead of 1 week.

## SUMMON SHADOW

**Level:** Illusionist 5

**Range:** 60 feet

**Duration:** 1 round + 1 round per level

This spell summons 1 shadow per caster level from the shadow planes. The shadows are under the illusionist's command and will do his or her bidding. If turned, they will return to the place from whence they came.

## SWAY

**Level:** Illusionist 4

**Range:** Touch

**Area:** A 120-foot radius around you

**Duration:** Instantaneous

This spell shifts the attitude of all creatures within the area one step better or worse (as determined by the caster at the time of casting) in regards to a specific group, race, or location (from indifferent to hostile or from friendly to helpful, and so on). Once shifted, the attitude changes in response to normal interaction with the group, race, or location.

## TANGLED SCRIPT

**Level:** Illusionist 5

**Range:** Touch

**Duration:** 1 day per level or until triggered

You create a piece of meaningless text that appears normal and harmless at first glance, but poses a serious danger to anyone reading it. In this case, "reading" the script means any attempt to study it, identify it, or fathom its meaning.

On a successful save, the reader of the tangled script is able to look away with only a slight sense of discomfort, but a failed save causes the reader to suffer a phantasmal assault that wreaks havoc on the mind, dealing 1d4 points of permanent Intelligence attribute damage and causing the victim to stare at the tangled script, fascinated for 2d4 rounds. If the fascinate effect is broken early, the reader is left confused (as the spell) for 1d4 rounds.

*Tangled script* vanishes if even one creature reads it; but several different creatures can begin reading in the same round and all be affected.

## TIME ACCELERATION

**Level:** Illusionist 7

**Range:** One 10-foot cube within 30 feet

**Duration:** 1 hour per level

The spell affects the minds and bodies of those entering the area into believing the passage of time is much faster than normal. Every turn spent in the area seems like a full hour; every hour is equal to six hours; four hours is equal to one day. While in the area, a creature must eat, sleep, etc. according to the faster passage of time. Spells cast or in effect in the area follow the accelerated passage of time. Likewise, creatures in the area rest, heal, and recover lost spells at an accelerated rate.

*Time acceleration* dispels and counters *time deceleration*.

## TIME DECELERATION

**Level:** Illusionist 7

**Range:** One 10-foot cube within 30 feet

**Duration:** 1 hour per level

The spell affects the minds and bodies of those entering the area into believing the passage of time is much slower than normal. Every turn spent in the area seems like a round; every hour is equal to 1 turn; one day seems like four hours. While in the area, a creature must eat, sleep, etc. according to the slower passage of time. Spells cast or in effect in the area follow the decelerated passage of time. Likewise, creatures in the area rest, heal, and recover lost spells at a decelerated rate.

*Time deceleration* dispels and counters *time acceleration*.

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## TORRENT OF COLOR

**Level:** Illusionist 4

**Range:** A cone 60 feet long and 30 feet wide.

**Duration:** Instantaneous (see text)

As *color spray*, except the torrent is far more powerful. In addition to having a greater range than *color spray*, the cone of colored light created by the *torrent of color* affects up to 3d6 creatures within the area of effect, based upon which creatures are closest to the caster. A *torrent of color* also has the following effects upon its targets, depending on the HD of the targets:

- *Up to 4:* Unconscious for 3d6 rounds, blinded for 1d6+1 rounds, and then stunned for 2 rounds. (Only living creatures are knocked unconscious.) In addition to this, affected creatures lose 1d4 temporary points of Constitution for 1d6 hours.
- *5 to 6:* Unconscious for 2d4 rounds, blinded for 1d4 rounds, and then stunned for 1 round.
- *7 or more:* Blinded for 1d4 rounds, then stunned for 1 round. Blinded creatures have the same penalties as those affected by *color spray*.

## TRUE SIGHT

**Level:** Illusionist 6

**Range:** 60 feet

**Duration:** 1 round per level

This spell is identical in function (other than as may be noted above) to the clerical spell *true seeing*, except that the illusionist cannot discern alignments, for this spell is not of a spiritual nature.

## TWINKLING PATTERN

**Level:** Illusionist 1

**Range:** A 10-foot radius pattern within 120 feet

**Duration:** Concentration + 1 round per level

This sparkling silver pattern causes all creatures in its area of effect to become distracted. Those who move out of the area of effect are no longer distracted by the pattern and may perform skills and cast spells normally.

## VEILED TERRAIN

**Level:** Illusionist 6

**Range:** A 1000-foot radius around you

**Duration:** Concentration + 1 hour per level

You instantly change the appearance of the area around you and everything in it, and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making saving throws.

## VENTRILLOQUISM

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 1 round per level

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else.

## WALL OF CONFUSION

**Level:** Illusionist 6

**Range:** 120 feet

**Duration:** See text

This spell creates an opaque smoky wall that confuses creatures passing through it. Those that pass through the wall must make a saving throw or become *confused*, making them unable to independently determine what they will do. Characters that fail their saving throw are confused as long as they remain in the wall and for 1 round/caster level after they leave it.

Roll on the following table to see what the subject does in that round.

1d10	Behavior
1	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
2	Act normally.
3-6	Do nothing but babble incoherently.
7-9	Flee away from caster at top possible speed.
10	Attack nearest creature (for this purpose; a familiar counts as part of the subject's self)

A *confused* character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused* character that is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.

You can form the *wall of confusion* as a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails. This wall blocks line of sight but not line of effect. Opponents on opposite sides of the wall have total concealment from each other.

## WALL OF FOG

**Level:** Illusionist 1

**Range:** 60 feet

**Duration:** 2d4 rounds + 1 round per level

The illusionist creates a curtain of obscuring fog in the area of effect. Vision of all kinds is reduced to 2 feet, through the swirling vapor. The fog can be affected by normal or magical wind and breezes. You may create a straight wall 60 feet long, 20 feet high, and 5 feet wide; or a circular wall with a 15-foot radius, also 20 feet high and 5 feet wide.

## WALL OF LIGHT

**Level:** Illusionist 3

**Range:** 120 feet

**Duration:** Concentration + 1 round per level

An immobile curtain of white light springs into existence, shedding bright illumination in a 60-foot radius. Creatures that take penalties in bright light also take them while within the radius of the wall. Creatures and objects on the other side of the wall are visible, but only as pale shadows against the fierce illumination, giving creatures on opposing sides of the wall a +2 bonus to their Armor Class.

One side of the wall, selected by you, sends forth brilliant flares and sparks of light, dazzling any creature within 20 feet

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for 1 round on a failed saving throw. The wall sends forth these flares when it appears and on your turn each round, affecting all creatures in the area. In addition, any creature passing through the wall is automatically dazzled for 1d6 rounds and must make a saving throw or be blinded for 1d6 rounds.

You may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. A *wall of light* cannot form in an area occupied by physical objects or creatures.

Creatures that cannot see are unaffected by the *wall of light*. *Wall of light* counters or dispels any darkness spell of equal or lower level.

## WALL OF PATTERNS

**Level:** Illusionist 9

**Range:** 60 feet

**Duration:** 1 turn per level

This spell creates an immobile and insubstantial wall of patterns that has adverse effects on those who attempt to pass through it. One side of the wall, selected by the caster, sends forth waves of patterns to dazzle, unbalance, stun and confuse his foes. Those on the side not chosen to emanate patterns can walk up to the very edge of the wall without ill effect. The caster is immune to the wall of pattern's affects and may pass through and remain near the wall with no ill effect.

Any creature with fewer than 9 HD that is within 40 feet of the wall is dazzled and distracted for 2d4 rounds with no saving throw. Those who have 9 or more HD receive a saving throw to negate. Those who come within 30 feet of the wall must make a save or become unbalanced for 2d4 rounds. At 20 feet away from the wall one must make a save or suffer one of the following effects:

1d10	Effect
1-2	Blinded for 2d4 rounds
3-5	Dazed for 2d4 rounds
6-7	Nauseated for 2d4 rounds
8-9	Deafened for 2d4 rounds
10	Stunned for 2d4 rounds

When a creature pushes forward to 10 feet he or she must make another save or be confused for 2d4 rounds. Those who continue to 5 feet must make a save or be paralyzed for 2d4 rounds. Finally those who reach the wall itself must make one last save, if they fail then they fall unconscious for 2d4 rounds, but if they succeed, then they may continue to the other side.

The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. A *wall of patterns* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

## WALL OF SHADOW

**Level:** Illusionist 2

**Range:** 60 feet

**Duration:** 1 round per level

This spell creates a wall or hemisphere of blackness that blocks visibility and any 1st-level or lower divination spell. The barrier is infinitesimally thin and does not block movement, attacks, or other spell effects, but does block vision in both direction (targets on the other side of the wall are effectively invisible). A *wall of shadow* cannot form in an

area occupied by physical objects or creatures. You can create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

## WAVE OF HESITATION

**Level:** Illusionist 3

**Range:** A cone 60 feet long, 30 feet wide

**Duration:** Instantaneous (see text)

Casting *wave of hesitation* causes a cone of shimmering lights and pale white mist to erupt from your outstretched hands. Every creature in the area must succeed at a save or be stunned for 1d4 rounds. Even with a successful save, humanoid creatures of 4 HD or less dazed for 1 round.

## WEIRD

**Level:** Illusionist 9

**Range:** 120 feet

**Duration:** Instantaneous

This spell functions like *phantasmal killer*, except it can affect any number of creatures, no two of which can be more than 30 feet apart. If a subject's saving throw succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also temporarily loses 1d4 points of Strength, which return at a rate of 1 point per day.

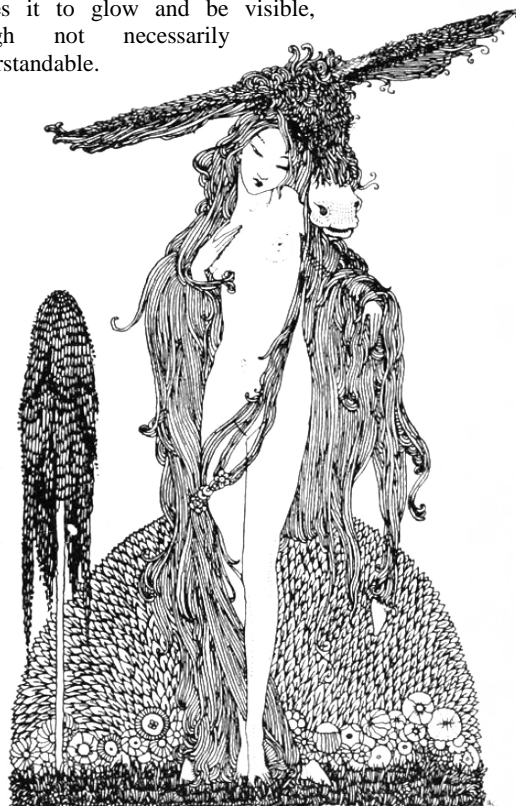
## WIZARD MARK

**Level:** Illusionist 1

**Range:** Touch

**Duration:** Permanent

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.



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# The Basic Illusionist

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## Conditions

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Many of the illusionist's spells inflict disadvantages, known as conditions, on the victims in lieu of doing hit point damage.

The official Swords & Wizardry rules explicitly do not specify the exact penalties different conditions inflict. S&W is, after all, a game of imagination, improvisation and creativity. The Referee is encouraged to use her judgment and discretion for the exact effects of various spells.

What follows is a list of possible penalties for various conditions. These can be used in part or in whole, as a matter of course or as a base from which the spell's effects may deviate based on the caster's success, the phase of the moon, or the purity of his spell components.

**Befuddled:** A befuddled creature is momentarily perplexed and takes a -2 penalty to its attack rolls and saving throws. Befuddlement typically lasts 1 round.

**Blinded:** A blinded creature cannot see. It takes a -2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a -4 penalty on its attack rolls. Blind creatures must make a saving throw to move faster than half speed, and fall prone if they fail. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

**Confused:** A confused creature is mentally disoriented and cannot act normally. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

**Cowering:** The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses his Dexterity bonus (if any).

**Dazed:** The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

**Dazzled:** The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls.

**Deafened:** A deafened character cannot hear. He has a 20% chance of spell failure when casting. If individual initiative is used, the character has a penalty (-1 on a d6; -2 on a d10; -4 on a d20). Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

**Distracted:** A distracted creature has difficulty paying attention to what they are doing at the moment. Distracted creatures take a -2 penalty to their Armor Class and attack rolls, and must make a successful saving throw to cast a spell or attack that round. If skills are used, distracted creatures take a penalty to skill checks (-1 on a d6; -2 on a d20).

**Exhausted:** An exhausted character moves at half speed, cannot run or charge, and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character

becomes exhausted by doing something else that would normally cause fatigue.

**Fascinated:** A fascinated creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. If skills are used, fascinated creatures take a penalty to skill checks (-1 on a d6; -4 on a d20) made as reactions. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect.

**Fatigued:** A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

**Frightened:** A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, and checks (if used). A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. A frightened creature has a 60% chance to drop whatever they are holding.

**Nauseated:** Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

**Panicked:** A panicked creature drops anything it holds and flees at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws (and checks, if used). A panicked creature cowers and does not attack if cornered. Panicked is a more extreme state of fear than shaken or frightened.

**Paralyzed:** A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions.

**Shaken:** A shaken character takes a -1 penalty on attack rolls and saving throws (and checks, if used). Shaken is a less severe state of fear than frightened or panicked.

**Sickened:** The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, and checks if used.

**Stunned:** A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any).

**Unbalanced:** An unbalanced creature suffers a -2 penalty on attack rolls, takes a -1 penalty to AC, and moves at half speed.



# The Basic Illusionist

## Monsters of Illusion

### Fungi, Psyche

**HD** 4  
**AC** 4 [15]  
**Atks** 4 tentacles (1d6+poison)  
**Move** 4 (Fly 18)  
**Save** 13  
**CL/XP** 6/400  
**Special** Hallucinatory poison, spell abilities, all-around vision, low-light vision, plant.



Psyche fungi are intelligent plants that stun and kill creatures for sustenance. They resemble violet fungi, with a mushroom-like stalk and cap, four tentacles anchored just below the brim, and a mass of crawling tendrils at their base. The surface of their cap are prismatic, and swirls of color continually drift across their cap. They see through light-detecting eyespots around their brim. Psyche fungi do not breathe or have mouths, and cannot speak. They communicate with one another through air-borne spores and patterns of light.

Psyche fungi travel slowly through the underground, killing whatever they encounter for nourishment. Occasionally, several psyche fungi band together to take on larger prey. If they find a good site with regular victims, they establish a “killing garden”, using the creatures they kill to grow shriekers, violet fungi, and other deadly plants.

Psyche fungi ambush their prey with *color spray* and *hypnotic pattern* (which they use at will), then move in to attack with their tentacles. They attack creatures that are moving in preference to those that are still or stiff. They cannot be surprised or backstabbed thanks to their many eyespots, and their fungal metabolism makes them immune to poison, paralysis, and mental effects.

The tentacles of a psyche fungi exude a paralytic poison. Anyone taking damage from a tentacle must succeed on a saving throw or be paralyzed for 1d4 rounds.

### Imago Creature (Template)

#### Stats See below

Not all illusions expire when the spell that created them runs out. Imago creatures are the remnants of powerful illusions, such as *alter reality* and the like, that have taken on a life of their own.

The nature of imagos means that almost all of those that survive are intelligent creatures. They are aware of their existence as illusions, and take extreme measures to hide their condition from “real” people. The reality of their state forms a common bond between imagos that transcends their imitated nature: an imago orc and an imago elf consider themselves members of the same “species”, as it were, rather than “elf” and “orc”. In the rare case that a number of imagos survives a spell, they usually band together and settle in an isolated area to avoid detection.

Imagos remain as they were created, and do not age, although they can accumulate knowledge and experience (but do not advance in class levels or other skills). Imagos of

individuals know common information about whomever they appear as, and have only a 25% chance of being able to remember more detailed or secret information.

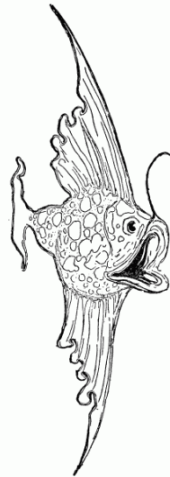
An imago's greatest weakness is their illusionary nature. They have the abilities and statistics of whomever or whatever they were created as, except that they have Hit Dice equal to the level of their creator. Their attack bonus, save, and Challenge Level remain unchanged. They deal illusory, not real, damage with their attacks, and targets of an attack get a saving throw to detect their illusory nature.

The persistence of an imago depends on the belief that the imago is real. Every time a creature successfully disbelieves an imago, they lose a Hit Die. When their Hit Dice drop to 0, the imago fades away permanently. No known magic, with the possible exception of a *wish*, can restore an imago that has faded away. Casual interaction with an imago does not grant a saving throw, but prolonged interaction might, at the Referee's discretion. This weakness to disbelief is what drives imagos to isolation and pacifism, and what swiftly kills less intelligent imagos.

An imago can be reduced to zero hit points (but not Hit Dice) and appear to die, but will reform, fully healed, 24 hours later. An imago that loses Hit Dice can only regain them by being reassured of their reality by “real” creatures. This is a prolonged process, and the imago regains one Hit Die per day.

### Piscidine

**HD** 6  
**AC** 4 [15]  
**Atks** 1 bite (2d6) and 2 tentacles (1d4+poison);  
**Move** 1 (Fly 18) [30' (Fly 50')]  
**Save** 11  
**CL/XP** 9/1,100  
**Special** Hallucinatory poison, magic resistance.



This bizarre creature looks like a giant orange goldfish the size of a horse. Its fins wave gently as it swims through the air, and rainbow-colored threads of light trail from its gills. Two long tentacles hang from its mouth.

Piscidine trawl through caverns and dungeons looking for food. Their tentacles cause vivid psychedelic hallucinations (treat as a *confusion* spell), and the piscidine slowly eat their prey as it stands dazed and baffled. Piscidine quietly follow prey that show an initial resistance to the hallucinations, waiting for their endurance to flag. They generally avoid combat, preferring quiet, peaceful meals. Piscidine are 50% resistant to magic.



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