

ILLUSIONIST

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CASTING MODIFIER	SKILL POINTS	CLASS ABILITIES
1	27 : 24	9	2	Single	1S	+2	4	Detect Magic Mana Gain Utilise Illusion Utilise Illusory Cantrips Utilise Light Armour Utilise Light Weapons
2	29 : 26	11	4		2S	+1	2	
3	30 : 27	13	6		2S	0		
4	32 : 29	15	8	+1 Skill	2S	0	1	
5	33 : 30	17	10		2S	-1	1	Discern Illusion
6	35 : 32	19	12	+1 Skill	2S	-2	2	
7	36 : 33	21	14		3S	-3	1	
8	38 : 35	23	16	+1 Skill	4S / 4D	-5	1	Make Mystic Item
9	39 : 36	25	18		4S / 4D	-7		
10	41 : 38	27	20	Double- Handed	4S / 5D	-10	2	
11	43 : 40	30	23		5S / 5D	-12		
12	46 : 43	33	26		5S / 6D	-13	4	

A Human Illusionist Gains 27: 2 / 1 Life Points

An Elven Illusionist Gains 24: 2 / 1 Life Points

Class Restrictions

- Illusionists are limited to 3 units of metal. Exceeding this limit means you forfeit your mana casting for 24 hours. However this limit may be increased by purchasing the Metal Tolerance skill.
- Illusionists will lose any spiritual blesses as soon as they cast an illusory spell as the two powers are mutually exclusive.
- If an Illusionist is struck by Starfire silver, they take double damage from anything which gets through their armour, and also lose their mana reserve for 24 hours. However, you may still cast spells using mana from mana stores and similar items.
- Illusionists may not use a shield, unless they purchase the Utilise Shield skill.

- Mana is mana in whatever form it is used, therefore *Dispel Magic* cast by either Sorcerers or Illusionists can dispel both sorcerous or illusory spells; they are all forms of Magic.

Class Abilities

Detect Magic – By use of this ability an Illusionist can feel the presence of magic on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Illusionist.

Mana Gain – This skill gives the Illusionist their level squared in mana e.g. a 5th level Illusionist would have 25 mana.

Utilise Illusion – This skill represents training in the arts of illusion, typically through the Illusionists Guild (NPC Guild) who train Illusionists and research their spells. At first level, an Illusionist has a base illusory casting modifier of +2, this decreases as the Illusionist goes up in level. (See Class table above.)

To cast a spell costs an amount of mana equal to the level of the spell to be cast and a number of life points (total body) equal to (the level of the spell to be cast plus the casting modifier) squared. There always a minimum life point cost of 1, no matter what the Illusionist's casting factor or the level of the spell.

e.g. At level one, with a casting modifier of +2, an Illusionist casts a 1 mana spell. This costs them 1 mana and $(1+2)^2 = 9$ life points.

Certain powerful illusory spells put an additional strain on the caster's system. In addition to the mana and life point cost there is a cost in power equal to the level of the spell. These more strenuous spells are indicated in the lists below. *Despite the expending of power in the casting of these spells, they are still entirely Magical in nature.*

Utilise Illusory Cantrips – This allows the Illusionist to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the Illusory cantrips list for details of which are accessible to Illusionists.

Utilise Light Armour – This allows the Illusionist to be able to use armour of up to a maximum of 4 AC.

Utilise Light Weapon – This allows the Illusionist to be able to use any light weapon.

Discern Illusion – By use of this ability an Illusionist can identify the type of any illusion on a person, item or spell effect. This will work on one person, item or effect at a time to a maximum range of 30' from the Illusionist.

Make Mystic Item – This allows the Illusionist to make mystic items – Refer to Makes rules handbook.

Illusionist Skill Pick Tables

Table 1	
Apprentice Alchemist	Discern Black Arts
Apprentice Black Arts	Metal Tolerance 1
Conceal Lie	Resist Knockdown
Conceal Small Item	Utilise Medium Weapon
Discern Alchemy	

Table 2	
Alchemist	Metal Tolerance 2
Alliance Initiation	Missile Mastery 1
Backstab	Reflex 1
Black Arts	Subdue
Dexterity	Thrown mastery 1
Dodge	Utilise Heavy Weapon
Enhance Casting Modifier	Utilise Medium Armour
Enhance Mana Reserve	Utilise Shield
Make Concealed Weapon	Weapon Mastery 1

Table 3	
Cut To Bleed	Spiritual Enhancement
Disguise	Stamina 1
Missile Mastery 2	Thrown Mastery 2
Physical Deceive Perception	Utilise Heavy Armour
Reflex 2	Weapon Mastery 2

Table 4	
Enhance Mana Gain	Stamina 2
Master Alchemist	Strength I
Master Black Arts	Thrown Mastery 3
Reflex 3	Weapon Mastery 3

Skills in **BOLD** must be purchased at first level.

Skill Descriptions

Table 1

Apprentice Alchemist – This allows the Illusionist to make potions – Refer to Makes rules handbook.

Apprentice Black Arts – This allows the Illusionist to make poisons, acids, etc – Refer to Makes rules handbook.

Conceal Lie – this skill allows the Illusionist to physically confound physical or spiritual Detect or Perceive Lie.

Conceal Small Object – this allows the Illusionist to hide upon themselves small objects no more than small dagger sized, so the item could not be found by any but the most thorough of body searches.

Discern Alchemy – this allows the Illusionist to discern the various potions in the world – Refer to Makes rules handbook.

Discern Black Arts – this allows the Illusionist to discern the various poisons, acids, etc in the world. – Refer to Makes rules handbook.

Metal Tolerance 1 – this gives the Illusionist 3 additional metal points (6 total)

Resist Knockdown – this allows the Illusionist to ignore the effects of a knockdown – whether it be from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

Utilise Medium Weapon – This allows the Illusionist to be able to use any medium weapon.

Table 2

Alchemist – this further enhances the Illusionist's potion making skills – Refer to Makes rules handbook.

Alliance Initiation – by use of this skill, the Illusionist and a High Priest of any aligned cult perform a simple ceremony where the Illusionist donates 1 permanent power to the Priest, but in return can receive Blesses from Priests of that religion, even though it may not be the Illusionist's primary religion. This skill can be taken a maximum of 4 times – as long as the religions are not juxtaposed.

Backstab – this skill allows the Illusionist to do 6LPs extra damage to an unarmoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

Black Arts – this further enhances the Illusionist's poison, acid, etc making skills – Refer to Makes rules handbook.

Dexterity – this gives the Illusionist 1 point of Dexterity armour.

Dodge – this allows the Illusionist to dodge one melee blow per day, this will include mystical weapons. (*refs discretion for the more powerful mystical weapons*)

Enhance Casting Modifier – Purchase of this skill improves the Illusionist's casting modifier by one level. This skill may take the casting modifier above their class level and may be purchased no more than twice ever.

Enhance Mana Reserve – This skill permanently increases your mana reserve by a number of points equal to your current casting level. For example, if bought at the 6th rank, the skill would increase your mana reserve by +6 points.

Make Concealed Weapon – this allows the Illusionist to make weapons that can be broken down in to small parts or inconspicuous looking items. Weapons no greater than the size of a long sword may be made – the exception to this is a long bow. Refer to current make rules.

Metal Tolerance 2 – this gives the Illusionist 6 additional metal points (12 total). Requires Metal Tolerance 1 first.

Missile Mastery 1 – this allows the Illusionist to inflict additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc.

Reflex 1 – this gives the Illusionist 1 point of Dexterity armour.

Subdue – this allows the Illusionist to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. an Illusionist does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Thrown Mastery 1 – this grants the Illusionist +6LPs damage with thrown weapons.

Utilise Heavy Weapon – This allows the Illusionist who already has Utilise Medium Weapon to be able to use any heavy weapon.

Utilise Medium Armour – This allows the Illusionist to be able to use armour of up to a maximum of 8 AC.

Utilise Shield – This allows the Illusionist to use shields of any size.

Weapon Mastery 1 – this skill gives the Illusionist +6LPs damage with a type of weapon e.g. Daggers, Long swords etc.

Table 3

Cut To Bleed – this skill allows the Illusionist to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Illusionist may use this ability 1 per 4 levels per day.

Disguise – this skill allows the Illusionist to change their appearance (and smell if they have Discern Smell). This can include base race changes of approximately the same size and stature as the Illusionist, hair colour etc.

Missile Mastery 2 – this allows the Illusionist to inflict an additional 6LPs damage with a favoured missile weapon. Requires *Missile Mastery 1*.

Physical Deceive Perception – this skill allows the Illusionist to foil Detect Lie, Detect Race (if suitably disguised) Detect Outlaw, Discern Wounds (from an enemy priest) etc. Remember all these are at the Refs Discretion as are any perceives or detects which may be foiled by this skill.

Reflex 2 – this gives the Illusionist 2 point of Dexterity armour – must buy Reflex 1 first (gives a total of 3 dexterity).

Spiritual Enhancement – This skill permanently grants the Illusionist an additional 2 points of power. This skill may be purchased more than once.

Stamina 1 – this skill permanently raises the Illusionist's total body by 3LPs.

Thrown Mastery 2 – this grants the Illusionist a further +6LPs damage with thrown weapons. Requires *Thrown Mastery 1*.

Utilise Heavy Armour – This allows the Illusionist who already has Utilise Medium Armour to be able to use armour of up to a maximum of 12 AC.

Weapon Mastery 2 – this skill gives the Illusionist +6LPs damage with a type of weapon ie Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Illusionist to have *Weapon Mastery 1* in the same weapon type.

Table 4

Enhance Mana Gain – Representing your concentration on the summoning of magical energy at the expense of other learning, this skill grants you a bonus of +1 to your level when calculating your mana reserve each level. Your mana reserve equation would therefore be: *mana reserve = (level + 1) squared*. **This skill may only be purchased once and only at first level.**

Master Alchemist – this further enhances the Illusionist’s potion making skills – Refer to Makes rules handbook.

Master Black Arts – this further enhances the Illusionist’s poison / acid etc making skills – Refer to Makes rules handbook.

Reflex 3 – this gives the Illusionist 3 points of dexterity AC – must buy Reflex 2 first (gives a total of 6 dexterity).

Stamina 2 – this gives the Illusionist an additional permanent 6LPs total body. Requires *Stamina 1*.

Strength 1 – this skill permanently grants the Illusionist +3 points of strength.

Thrown Mastery 3 this grants the Illusionist a further +6LPs damage with thrown weapons. Must have Thrown Mastery 2.

Weapon Mastery 3 – this gives the Illusionist a further +6LPs damage with a particular weapon type. Requires *Weapon Mastery 1 and 2* in the same weapon type.

Illusory Spells

1st Level

Audible Glamour
Blur
Colour Spray
Conceal Inanimate
Detect Unseen
Dispel Magic 1
Extinguish
Fool's Gold

2nd Level

Blur Other
Change Image
Conceal Self
Darkness
Deafness
Dispel Magic 2
Light
Minor Illusion
Multi Image
Phantasmal Aura
Range Blow
Repel Invisible

3rd Level

Change Image Other
Clairaudience
Clairvoyance
Conceal Other
Cowardice
Darkness Range
Dispel Magic 3
Dumbness
Grant Sight
Instil Courage
Light Range
Phantasmal Dart
Ventriloquism
Voice of Power *
Walk Through Illusion Self

4th Level

Blindness IV Levels
Dispel Magic 4
Hypnotism *
Illusory Duplicate
Mind Blank Self
Minor Creation

Scarecrow
Smudge
Strength
Vanish Inanimate
Walk Through Illusion Other
Weakness

5th Level

Dispel Magic 5
Flickering Blade
Mass Colour Spray
Major Illusion
Mind Blank Other
Mirrorskin
Multi Images
Perpetual Darkness
Perpetual Light
Reveal
Smudge Other
Summon Shadow *
Vanish

6th Level

Blink
Dispel Magic 6
Exhaustive Ware
Far Senses
Invisibility
Major Creation
Phantasmal Blade
Phantasmal Blast
Pyrotechnics
Remove Exhaustion *
Resilience
Suggestion *
Wrench

7th Level

Beguilement *
Blink Other
Clear Mind *
Disappear
Dispel Magic 7
Disrupt Sanity *
Invisibility Other
Permanent Minor Creation
Phantasmal Bolt
Second Sight

8th Level

Dispelling Magic 8
Invisible Attack Mode *
Phantasmal Form *
Phantom Limb
Protection from Invisible 10' Radius
Reappear
Walk Through Reflection

10th Level

Dispelling Magic 10
Gate Bar
Illusory Overlay
Mass Invisibility *
Permanent Major Creation
Plane Lock *
Temporal Gate

Note: Spells marked with an * cost both Mana and Power to cast. The Power cost is normally equal to Mana cost, unless otherwise stated.

Alphabetical Listing

Audible Glamour	1 st	Major Creation	6 th
Beguilement*	7 th	Major Illusion	5 th
Blindness IV Levels	4 th	Mass Colour Spray	5 th
Blink	6 th	Mass Invisibility*	10 th
Blink Other	7 th	Mind Blank Other	5 th
Blur	1 st	Mind Blank Self	4 th
Blur Other	2 nd	Minor Creation	4 th
Change Image	2 nd	Minor Illusion	2 nd
Change Image Other	3 rd	Mirrorskin	5 th
Clairaudience	3 rd	Multi Image	2 nd
Clairvoyance	3 rd	Multi Images	5 th
Clear Mind*	7 th	Permanent Major Creation	10 th
Colour Spray	1 st	Permanent Minor Creation	7 th
Conceal Inanimate	1 st	Perpetual Darkness	5 th
Conceal Other	3 rd	Perpetual Light	5 th
Conceal Self	2 nd	Phantasmal Aura	2 nd
Cowardice	3 rd	Phantasmal Blade	6 th
Darkness	2 nd	Phantasmal Blast	6 th
Darkness Range	3 rd	Phantasmal Bolt	7 th
Deafness	2 nd	Phantasmal Dart	3 rd
Detect Unseen	1 st	Phantasmal Form*	8 th
Disappear	7 th	Phantom Limb	8 th
Dispel Magic 1	1 st	Plane Lock*	10 th
Dispel Magic 2	2 nd	Protection From Invisible 10' Radius	8 th
Dispel Magic 3	3 rd	Pyrotechnics	6 th
Dispel Magic 4	4 th	Range Blow	2 nd
Dispel Magic 5	5 th	Reappear	8 th
Dispel Magic 6	6 th	Remove Exhaustion*	6 th
Dispel Magic 7	7 th	Repel Invisible	2 nd
Dispel Magic 8	8 th	Resilience	6 th
Dispel Magic 10	10 th	Reveal	5 th
Disrupt Sanity*	7 th	Scarecrow	4 th
Dumbness	3 rd	Second Sight	7 th
Exhaustive Wave	6 th	Smudge	4 th
Extinguish	1 st	Smudge Other	5 th
Far Senses	6 th	Strength	4 th
Flickering Blade	5 th	Suggestion*	6 th
Fool's Gold	1 st	Summon Shadow*	5 th
Gate Bar	10 th	Temporal Gate	10 th
Grant Sight	3 rd	Vanish	5 th
Hypnotism*	4 th	Vanish Inanimate	4 th
Illusory Duplicate	4 th	Ventriloquism	3 rd
Illusory Overlap	10 th	Voice of Power*	3 rd
Instil Courage	3 rd	Walk Through Illusion Other	4 th
Invisible Attack Mode*	8 th	Walk Through Illusion Self	3 rd
Invisibility	6 th	Walk Through Reflection	8 th
Invisibility Other	7 th	Weakness	4 th
Light	2 nd	Wrench	6 th
Light Range	3 rd		

Note: Spells marked with an * cost both Mana and Power to cast. The Power cost is normally equal to Mana cost, unless otherwise stated.

1st Level

Audible Glamour

Level: 1 [Illusion]

Duration: Up to 5 minutes

Power Cost: No

Range: 30ft

Vocal: "Did you hear something over there?" (point at target.)

Mind Influencing: No

Description: This spell causes sound to emanate from anywhere within 30ft of the caster. The sound can be anything the caster has heard from the playing of a band to the roar of a Dragon, but the volume is limited so that no damaging or stunning effects can be created. Specific voices cannot be duplicated.

Blur

Level: 1 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Shadows come to hinder sight and shield thy master in his / her plight."

Mind Influencing: No

Description: Blurs the caster's image, making them a harder target and granting +1 Dexterity AC. Stackable.

Colour Spray

Level: 1 [Illusion]

Duration: 10 seconds

Power Cost: No

Range: 30ft

Vocal: "Let colours come and hold thee to bewilderment."

Mind Influencing: No

Description: Mesmerises the target with dazzling colours for 10 seconds, or until struck (minimum 1 life point damage). This is magical in effect. The spell will not work on blind, spirit seeing, mono-colour seeing elementals, etc. It will though affect mindless creatures that can see colours.

Conceal Inanimate

Level: 1 [Illusion]

Duration: Up to 24 hours

Power Cost: No

Range: Touch

Vocal: "Quick hide!"

Mind Influencing: No

Description: This spell makes a small object (e.g. a book, a dagger, a ring) undetectable to most means. The object does not become intangible, still has weight and presence, etc – it is just that it is invisible and will elude a standard search of anywhere the object is being kept. (Be that on a table, in the Illusionist's pocket, etc.) The caster can always see and feel any object they have themselves Concealed. The spell's duration is either until the caster voluntarily retrieves the object from where they placed it or when 24 hours have passed, at

which point the item is revealed. An Illusionist may only have a maximum of their level in objects concealed at any one time. (This limit is a total for *Conceal Inanimate*, *Conceal Self* and *Conceal Other*.)

Detect Unseen

Level: 1 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "All here now hidden, be known unto me."

Mind Influencing: No

Description: Anything within the range of the effect which is invisible, hidden or otherwise concealed is made known to the Illusionist. This does not break any concealments, it will just let the caster know something is there and unseen at the moment of casting.

Dispel Magic 1

Level: 1 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic ...level!!"

Mind Influencing: No

Description: This spell counters 1 Mana of magic (or Mana-cast spell). It has several modes of operation:

It can be cast onto an object to foil spells cast against that object, e.g. a *Dispel Magic 1* on a hidden object will counter one casting of *Detect Unseen*. (Duration 5 minutes.)

It can be pre-cast on a person (self / other) to absorb levels of spell directed at that person, e.g. a *Dispel Magic 1* will counter a *Colour Spray* spell. (Duration 5 min.),

It can be directed at an active durational spell to counter the effects of that spell. E.g. *Dispel Magic 1* will remove a *Fool's Gold* spell. (Duration Instant)

Lesser dispels have Absolutely No Effect on more powerful magics.

Extinguish

Level: 1 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "Unbidden light I destroy thee."

Mind Influencing: No

Description: Extinguishes a flame or small fire (including *Ignite* spells and Fire Elf Auras of Flame). Will negate a *Light* spell (including a Light Elf's *Shimmer* ability). Will destroy a 6 Mana Elemental of Fire or Light.

Fool's Gold

Level: 1 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "All that glistens is not gold, but you shall be its likeness."

Mind Influencing: No

Description: Will transmute up to 1 cubic foot of inanimate material into solid gold (or so it seems) for the duration of the spell, after which it reverts back to its natural state. Not even the Armoury can detect that it is false by normal means (although it WILL detect as magic – if asked for).

2nd Level

Blur Other

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Shadows comes to hinder sight and shield my ally in their plight."

Mind Influencing: No

Description: Blurs the recipient's image, making them a harder target and granting +1 Dexterity AC. Stackable.

Change Image

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Let my image be that of...for this short while."

Mind Influencing: No

Description: This spell changes the caster's appearance (clothing included) to a known and studied race. The spell though will not duplicate smell, language etc, so a member of a limited race will automatically see the deception. The spell cannot duplicate the appearance of any specific individual.

Conceal Self

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Quick! Hide me!"

Mind Influencing: No

Description: This spell makes the caster undetectable to most means as long as they remain still and do not make any loud sounds. (Breathing heavily is allowed.) The caster is invisible to physical and magical sight and will elude a cursory search of the caster's location. An Illusionist may only have a maximum of their level in objects concealed at any one time. (This limit is a total for *Conceal Inanimate*, *Conceal Self* and *Conceal Other*.)

Darkness

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch, 15ft Radius

Vocal: "Here and now I reveal the heart of darkness."

Mind Influencing: No

Description: Causes a globe of magical darkness deeper than the darkest night to materialise around the caster or an object touched by the caster. The caster can always see in their own darkness.

Deafness

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "I bind thee now to hear no evil."

Mind Influencing: No

Description: This spell removes the target's physical sense of hearing for the duration of the spell. Spell casting is difficult under these conditions and the target's spells are reduced to half effect and duration due to inadequate vocalisation.

Dispel Magic 2

Level: 2 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 2."

Mind Influencing: No

Description: Vocals and effects as per *Dispel Magic 1*.

Light

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch, 15ft Radius

Vocal: "Let there be light."

Mind Influencing: No

Description: Causes a 15' radius globe of magical light brighter than daylight to spring up around the caster or an item touched by the caster.

Minor Illusion

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: No vocals, gesture theatrically to reveal the object.

Mind Influencing: No

Description: This spell conjures up the image of a small object, e.g. a book or a tankard or a dagger etc. The object is however ONLY an image with limited physical substance, e.g. an illusion of a tankard would look and feel like a tankard to a sentient being (who believed it to be a tankard), but the liquid inside would not move and banging it on a table would produce no sound, similarly, a dagger conjured in this way could not harm anyone or stick into things, etc.

Multi Image

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Multi image now!"

Mind Influencing: No

Description: When cast, this spell causes the caster's image to shift and move around making the caster a difficult target to strike. The next melee blow, arrow shot or firearm shot aimed at the caster miss. Powerful attacks may bypass *Multi Image*. (Ref's discretion.)

Phantasmal Aura

Level: 2 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "As if by magic."

Mind Influencing: No

Description: When cast on a normal inanimate object, this spell makes the object detect as magical. The object gains no additional properties other than detecting as magic.

Range Blow

Level: 2 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "Shadows pass across the air, see I smite through armour there."

Mind Influencing: No

Description: Speaking the vocal and making a suitable stabbing or slashing gesture with a hand held weapon (which cannot be magically enhanced in any way), the Illusionist may strike a victim at range to a random location. (Never the same one twice in succession – Ref's Discretion). The weapon deals base damage Through Mantic 1 – Any Strength Bonuses, Mastercraft, and inherent non-mystical weapon enhancements apply, but Weapon Masteries, Weapon abilities, and mystical enhancements do not. The spell allows for one such blow per casting, and is not precise enough to perform a throat slit or eye gouging, etc.

Repel Invisible

Level: 2 [Illusion]

Duration: Instant

Power Cost: No

Range: 10ft radius

Vocal: "Invisible beings I repel you"

Mind Influencing: No

Description: All invisible creatures within 10ft of the caster must move ten feet, directly away from the caster.

3rd Level

Change Image Other

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Let your image be that of ... for a short while."

Mind Influencing: No

Description: This spell changes the willing recipient's appearance (clothing included) to a known and studied race. The spell though will not duplicate smell, language etc, so a member of a limited race will automatically see the deception. The spell cannot duplicate the appearance of any specific individual.

Clairaudience

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "Powers of magic give me ears to hear."

Mind Influencing: No

Description: After casting this spell, the caster can 'hear' events occurring up to 30ft in front of him. This includes through ordinary doors, walls, etc.

Clairvoyance

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "Powers of magic grant me the power to see."

Mind Influencing: No

Description: After casting this spell, the caster receives an image (without sound, smell etc.) and can 'see' events occurring up to 30ft in front of him. This includes through ordinary doors, walls, etc.

Conceal Other

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Quick! Hide Yourself!"

Mind Influencing: No

Description: This spell makes the recipient undetectable to most means as long as they remain still and do not make any loud sounds. (Breathing heavily is allowed.) The recipient is invisible to physical and magical sight and will elude a cursory search of their location. An Illusionist may only have a maximum of their level in objects concealed at any one time. (This limit is a total for *Conceal Inanimate*, *Conceal Self* and *Conceal Other*.)

Cowardice

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "You're not worth my time, Coward!"

Mind Influencing: Yes – Greater

Description: The caster must dismiss his target in a scornful matter at the end of the vocal. The victim of this spell will be very wary of the caster and must avoid engaging with the caster in any way as far as possible. The victim will attempt to keep away from the caster for the duration and if possible with as many other friendly people between themselves and the caster! If the victim is cornered by the caster and there is no other way past, the victim will enter a frenzied state and will attempt to rush past the caster. If this occurs, the victim will spend the next 5 minutes getting as far away from the caster as possible! The caster must be of equal or higher level than the victim in order for this spell to take effect. The spell is a *Fear* effect.

Darkness Range

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft, 15ft Radius

Vocal: "Here and now I reveal the heart of darkness."

Mind Influencing: No

Description: Causes a 15' radius globe of magical darkness deeper than the darkest night to materialise around the caster or an inanimate object within 30ft of the caster. The caster can always see in their own darkness.

Dispel Magic 3

Level: 3 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 3."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Dumbness

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "Silence, I bid thee be quiet."

Mind Influencing: No

Description: The target of this spell cannot incant vocals, communicate or make any other vocal noise for the duration.

Grant Sight

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "By my touch, see the world once more."

Mind Influencing: Yes - Greater

Description: This spell allows the recipient to see with normal physical sight, even if their sight has been hindered by any physical or Mantic 1 means. This does not remove any hindrance, it merely helps the recipient see past it.

Instil Courage

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Be brave my friend, make your heart strong."

Mind Influencing: Yes - Greater

Description: This spell allows the recipient to resist the effects of a single Mantic 1 *Fear* effect. This does not remove the *Fear* effect, it merely helps the recipient confront their fears.

Light Range

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft, 15ft Radius

Vocal: "Let there be light."

Mind Influencing: No

Description: Causes a 15' radius globe of magical light brighter than daylight to spring up around the caster or an inanimate touched object. When used at range it does not use an item as a focus but can be used to dismiss a Shadow if targeted directly at one. This final use also dismisses the *Light* spell.

Phantasmal Dart

Level: 3 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "I smite thee now with the power of Phantasm, Dart."

Mind Influencing: Yes – Greater (see description)

Description: Will duplicate the effects of any elemental dart desired – insert the appropriate term in the vocal above. This spell causes a blast of energy to fly from the caster's finger to the designated target (which must be visible and within Line of Sight). A *Phantasmal Dart* inflicts 7LPs (4 Hits) Magic damage which is split as 1 point to each location.

If the target is vulnerable to Mind Influencing, the *Phantasmal Dart* may be used to inflict an elemental type of Magic damage, which has all the appropriate effects. E.g. An Ice Elf struck with a *Phantasmal Dart* of Fire will act as if they had been struck with a genuine *Fire Dart*. If the target is immune to Mind Influencing, they (or it) simply take non-elemental Magic damage.

Ventriloquism

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "A whisper can travel further than a shout."

Mind Influencing: No

Description: After casting this spell, the caster can speak at any point up to 30ft in front of him at whatever volume they desire and have it as if they were actually stood there and speaking at that volume. This includes through ordinary doors, walls, etc.

Voice of Power

Level: 3 [Illusion]

Duration: Up to 30 seconds

Power Cost: Yes

Range: 30ft

Vocal: "By the power of my voice I command thee... (verb)."

Mind Influencing: Yes – Greater

Description: With the command word, the caster may cause his victim to perform one action (max. 30 seconds) described by a single word, e.g. run, drop, sleep, exhale, hop etc. The target will not do anything that is obviously self destructive (like run off a cliff or commit suicide etc.)

Walk Through Illusion Self

Level: 3 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Phantoms cannot harm me as I walk through illusion."

Mind Influencing: No

Description: The effects of casting this spell are to make the caster completely immune to the effects of Illusion which target the caster. For example, a *Voice of Power* will do nothing, *Phantasmal Bolts* will do no damage and *Colour Spray* will have no effect. Similarly, however,

the caster will not be able to cast certain spells on themselves, such as *Multi Image*, *Mind Blank Self* or *Strength*. As with all other *Walk Through* spells, this spell does **not** make the caster able to see through illusion.

4th Level

Blindness IV Levels

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "I consign thee to the realms of darkest night."

Mind Influencing: No

Description: When cast, this spell physically and magically blinds the target. The initial casting will affect up to 4 levels of character (16 Hits of monster). The spell can be stacked by repeated castings (before releasing the spell – the caster has 30 seconds in which to do this) to affect more levels.

e.g. to affect an 8th level character (32 Hits of monster), a caster needs to cast *Blindness* twice (4 + 4 levels) before throwing the spell at the target, thus using a total of 8 Mana.

Dispel Magic 4

Level: 4 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 4."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Hypnotism

Level: 4 [Illusion]

Duration: Special

Power Cost: Yes

Range: Touch

Vocal: None.

Mind Influencing: Yes – Greater

Description: This spell has no formal description, vocals or set effects. The least requirement is that the target must be open to suggestion and able to understand and focus on the caster. With this ability the caster can temporarily remove fear, change behavioural traits, and just about anything that could be accomplished with a hypnotic state – to cast the spell takes a quiet area, a focus (e.g. a swinging watch, or a candle flame etc.) and at least 5 minutes.

NOTE: This spell is TOTALLY at the Ref's discretion and depending on the effect desired by the caster it will cost a varying amount of temporary, permanent, or irrevocable Power.

For example: To remove a Tuatha's fear of undead for 1 encounter may cost 5 temporary Power, but to remove the fear permanently may cost 10 POW (6 Irrevocable and 4 permanent) [This is ONLY an example, not a quote!].

Illusory Duplicate

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "No matter where you go, your double will go too."

Mind Influencing: No

Description: On casting this spell, the target (that is visible at the moment of casting and is not immune to Magic) is covered with an illusory image that looks exactly as they do. This image duplicates their movements and actions exactly for the duration. If the target disappears from normal sight (e.g. *Chameleon, Invisibility*) or changes what they look like (e.g. *Change Image*) then the image remains, allowing everyone to still see where the person or object is and what they used to look like. If the target leaves the plane, the image goes with them but will remain on them for the duration.

Mind Blank Self

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "I shield my mind from unwanted influence."

Mind Influencing: No

Description: This spell renders the caster immune to all lesser mind influence save damage for the duration (e.g. Empathic Projection, Halt, Beguilement, Sleep, etc.).

Minor Creation

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "I form this from magic and send it forth as my eyes and ears."

Mind Influencing: No

Description: Creates a small 1 Hit object or creature. This creation cannot speak, touch or taste but the Illusionist can see and hear through any eyes and ears it may have. The creation must stay within 30' and within Line of Sight of the caster at all times. Only one minor creation can be created at any one time and any loss of concentration causes it to dissipate.

Scarecrow

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "By my power I call a Scarecrow to arise."

Mind Influencing: No

Description: After providing suitable materials (e.g. wood, string and a pumpkin head), a scarecrow may be animated upon the casting of this spell. The scarecrow must stay within 30ft of the caster.

Scarecrow

1. Has 7 Hits,
2. Takes half damage from Bladed,
3. Does damage per weapon type, 6LPs Physical damage with a single-handed weapon, 12LPs Physical damage with a two-handed weapon,
4. Cannot speak and are only able to understand simple commands,
5. Are destroyed by a *Shatter* spell,
6. Are totally healed by a *Mend* spell,
7. Are Irrevocably destroyed by Fire or *Disintegrate*.

Smudge

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Smudge my face and fade my features, make me indistinct."

Mind Influencing: No

Description: A more powerful version of *Blur*. Smudges the caster's image, making them a harder target and granting +6 Dexterity AC. Stackable.

Strength

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "By my might I grant thee strength."

Mind Influencing: No

Description: The recipient of this spell receives a boost of adrenaline, giving 3 extra points of Strength for the duration. This spell is stackable, to a maximum strength equal to double the recipient's natural strength. (Systems Max always applies.)

Vanish Inanimate

Level: 4 [Illusion]

Duration: Up to 24 hours

Power Cost: No

Range: Touch

Vocal: "Now you see it, now you don't."

Mind Influencing: No

Description: This spell will vanish up to 2 cubic feet of inanimate material (as a whole object – things cannot be chipped away using this spell!). The object is actually suspended mid-shift on the planar boundary; ready to be recalled to the caster's hand when the release word is spoken. The item can only be recalled if the caster is on the same plane as they were when the object was vanished. If the item is not recalled after 24 hours it is unceremoniously dumped at a random location within 30' of the caster on the plane on which it was vanished. An Illusionist may only have a maximum of their level in objects vanished at any one time. (This limit is a total for both *Vanish Inanimate* and *Vanish*.)

Walk Through Illusion Other

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Phantoms do not harm them, let them walk through illusion."

Mind Influencing: No

Description: The effects of casting this spell are to make the recipient completely immune to the effects of Illusion which target the caster. For example, a *Voice of Power* will do nothing, *Phantasmal Bolts* will do no damage and *Colour Spray* will have no effect. Similarly, however, the recipient will not be able to benefit from certain spells which could be cast on them, such as *Mind Blank Other* or *Strength*. As with all other *Walk Through* spells, this spell does **not** make the recipient able to see through Illusion.

Weakness

Level: 4 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "Behold thy mortality, weak and puny creature."

Mind Influencing: No

Description: The victim of this spell loses 3 points of Strength for the duration. This spell is stackable.

5th Level

Dispel Magic 5

Level: 5 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 5."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Flickering Blade

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Shadows surround me and grant me the power to cut through protections and harm from afar"

Mind Influencing: No

Description: Upon casting this spell and touching any non-enchanted weapon, the weapon begins to flicker and becomes partly see-through. The spell causes the weapon to deal damage Through Mantic 1 and below. It does **not** cause the weapon to deal Magic damage. The weapon can also be used to do one *Range Blow*. Additional castings of *Flickering Blade* stack, granting 2 additional *Range Blows* per casting.

Mass Colour Spray

Level: 5 [Illusion]

Duration: 10 seconds

Power Cost: No

Range: 0ft, Max extension 10ft, 120° arc, 30ft Area of Effect

Vocal: "Let colours come and hold thee all to bewilderment."

Mind Influencing: No

Description: Mesmerises the targets with dazzling colours for 10 seconds, or until struck (minimum 1 life point damage). This is magical in effect. The spell will not work on blind, spirit seeing, mono-colour seeing elementals, etc. It will though affect mindless creatures that can see colours.

Major Illusion

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: No vocals, gesture theatrically to reveal the object.

Mind Influencing: No

Description: This spell conjures up the image of an object, e.g. a wall or floor, a chest or a suit of armour, etc. The object is however ONLY an image with limited physical substance, e.g. an illusion of a wall would look and feel like a wall to a sentient being (who believed it to be a wall), but the stones would feel wrong to the touch and make the wrong noise when struck, similarly a suit of armour would look real but would provide absolutely no protections if worn by someone.

Mind Blank Other

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "I shield your mind from unwanted influence."

Mind Influencing: No

Description: This spell renders the recipient immune to all lesser mind influence save damage for the duration (e.g. Empathic Projection, Halt, Beguilement, Sleep, etc.).

Mirrorskin

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "It's all done with mirrors."

Description: When cast, this spell causes the Illusionist's skin to take on a slight silvery tint. The next Mantic 1 spell (excluding Spirit) cast at or on the Illusionist is reflected back at the caster of that spell.

Multi Images

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Multi images!"

Mind Influencing: No

Description: When cast, this spell causes the caster's image to shift and move around making the caster a difficult target to strike. The next three melee blows, arrow shots or firearm shots aimed at the caster miss. Powerful attacks may bypass *Multi Images*. (Ref's discretion.) This is a more powerful version of the 2nd level spell *Multi Image*.

Perpetual Darkness

Level: 5 [Illusion]

Duration: Permanent until dispelled or cancelled

Power Cost: No

Range: 30ft, 15ft Radius

Vocal: "Here and now I reveal the heart of perpetual darkness."

Mind Influencing: No

Description: The effects of this spell are exactly the same as those for a *Darkness Range* spell (2 Mana), save that *Perpetual Darkness* lasts until it is either dispelled or cancelled out by a *Light* spell. The spell must have an inanimate object as its focus.

Perpetual Light

Level: 5 [Illusion]

Duration: Permanent until dispelled or cancelled

Power Cost: No

Range: Self/30ft, 15ft Radius

Vocal: "Let there be perpetual light."

Mind Influencing: No

Description: The effects of this spell are exactly the same as those for a *Light Range* spell (2 Mana), save that *Perpetual Light* lasts until it is either dispelled or cancelled out by a *Darkness* spell. *Perpetual Light* cannot be Extinguished. The spell must have an inanimate object as its focus.

Reveal

Level: 5 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft, 15ft Radius

Vocal: "Hidden things, show yourselves and be revealed"

Mind Influencing: No

Description: This spell reveals any person or thing which is mystically hidden by Mantic 1 powers (except Spirit) and on the same plane as the Illusionist. It does not reveal anything physically concealed. It does not prevent the person or thing concealing themselves again, if they have the power to do so.

Smudge Other

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Smudge your face and fade your features, make you indistinct."

Mind Influencing: No

Description: A more powerful version of *Blur Other*. Smudges the recipient's image, making them a harder target and granting +6 Dexterity AC. Stackable.

Summon Shadow

Level: 5 [Illusion]

Duration: 10 minutes

Power Cost: Yes

Range: 30ft

Vocal: "Come forth, flitting shadow, come forth and steal a soul."

Mind Influencing: No

Description: This spell summons a shadow (4th level undead) which is under the command of the caster for the duration of the spell. NOTE: If using this spell, do not be surprised if good priests and paladins decide to try and kill you!

Shadow

1. Shadows are incorporeal undead.
2. Shadows are affected by gravity and cannot move through solid matter.
3. 4 Hits plus one per level of the summoner.
4. Does 3 LPs spiritual damage with each blow.
5. Have 1 Shadowshift per 4 levels of the summoner,
6. Each time the shadow strikes, the victim takes a Strength drain.

Strength Drain (Shadow Ability)

If the blow successfully by-passes the victims AC, the following will apply;

1. The victim temporarily loses 3 points of Strength per Strength drain.
2. The victim can never be reduced below 0 Strength.
3. If reduced to 0 Strength the victim will collapse unable to speak or act. While in this state they will be only partially conscious breathing shallowly but may be aware of what is going on around them.
4. Lasts for 5 minutes.

Shadowshift

Using this ability instantly transports the Shadow up to 30ft in the direction desired. The Shadow cannot change facing, but escaping through non-enchanted walls and doors is possible. The Shadow must be in contact with darkness at the destination point in order for this spell to work.

Vanish

Level: 5 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "Vanish."

Mind Influencing: No

Description: This spell causes the target to vanish. The target is actually suspended mid-shift on the planar boundary; ready to be recalled to the point at which they left when the duration of the spell expires. The spell affects any willing subject (including the caster) or an unwilling subject up to 1/2 the level of the caster (5 hits per level of the caster). An Illusionist may only have a maximum of their level in objects vanished at any one time. (This limit is a total for both *Vanish Inanimate* and *Vanish*.)

6th Level

Blink

Level: 6 [Illusion]

Duration: Instant

Power Cost: No

Range: Self, 30ft

Vocal: None.

Mind Influencing: No

Description: Casting this spell instantly transports the caster up to 30' in the direction desired. The caster cannot change facing or escape from *Glues* with this spell, but escape from *Entangles* or through non-enchanted walls and doors is possible. This spell is remarkable in that there are no vocals; the somatic is to blink. [NOTE: as soon as a caster can cast this spell, every time they blink they teleport (if they have the Mana and LPs to cast the spell). To this end, the Illusionist's guild has devised a cantrip specifically to control this spell – allowing it to be used on command rather than by accident. The cantrip costs the standard 5 XP and it is suggested that you buy it as soon as possible, or get some match sticks to hold your eyelids up!].

Dispel Magic 6

Level: 6 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 6."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Exhaustive Wave

Level: 6 [Illusion]

Duration: 5 seconds

Power Cost: No

Range: 30ft, 120° arc

Vocal: "Minds of those before me now hear and feel thy burden full."

Mind Influencing: No

Description: All those victims within range are suddenly struck by a massive wave of exhaustion. All such affected are robbed of 3 points of strength for the duration. Once the duration has expired the victims may pick themselves up and continue with their actions. Any spells or attacks aimed at a victim will end this spell's effect.

Far Senses

Level: 6 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: 30ft

Vocal: "I send my ears and eyes and voice to wander free"

Description: After casting this spell the caster can 'hear' and 'see' events occurring up to 30ft in front of him and can also speak at any point up to 30ft in front of him as desired. This

includes through ordinary doors, walls, etc. This is effectively a *Clairaudience*, *Clairvoyance* and *Ventriloquism* rolled into one.

Invisibility

Level: 6 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Powers of shadow shield me from sight."

Mind Influencing: No

Description: When cast, this spell makes the caster invisible to both physical and magical sight. The caster can move and act normally and remain invisible for the duration or until such time as the caster casts a spell or attacks a target (whether effective or not). This spell does not cover smell, sound or touch.

Major Creation

Level: 6 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Line of Sight

Vocal: "I form this from magic and set it to do my will."

Mind Influencing: No

Description: Creates a 10 hit object/creature. It has normal strength (3 points). If appropriate it can deal damage by weapon type, move as per type (i.e. it can fly if it has wings, etc) and the caster can hear/see/smell/taste/touch/speak through it depending on whatever is created. The creation must stay within 30ft **OR** Line of Sight of the caster and the caster cannot cast any spells through the creation. Only one major creation can be created at any one time and any loss of concentration for longer than 10 seconds causes it to dissipate.

Phantasmal Blade

Level: 6 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "I bind phantasm to this weapon and form a blade of"

Mind Influencing: Yes - Greater (see description)

Description: Upon casting this spell and touching any non-enchanted weapon, the Illusionist causes an aura of a chosen element to envelop the weapon - insert the appropriate term in the vocal above. This spell adds an extra 6LPs Magic damage to the normal damage of the weapon (this damage limited to systems maximum).

If the target is vulnerable to Mind Influencing, the *Phantasmal Weapon* may be used to inflict an elemental type of Magic damage, which has all the appropriate effects. E.g. An Ice Elf struck with a sword enhanced with a *Phantasmal Weapon* of Fire will act as if they had been struck with a genuine *Firebrand*. If the target is Immune to Mind Influencing, they (or it) simply take non-elemental Magic damage.

Phantasmal Blast

Level: 6 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "I smite thee now with the power of Phantasm, Blast."

Mind Influencing: Yes - Greater (see description)

Description: Will duplicate the effects of any elemental blast desired - insert the appropriate term in the vocal above. This spell causes a blast of energy to fly from the caster's finger to the designated target (which must be visible and within Line of Sight). A *Phantasmal Blast* inflicts 14LPs (7 Hits) Magic damage which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10'.

If the target is vulnerable to Mind Influencing, the *Phantasmal Blast* may be used to inflict an elemental type of Magic damage, which has all the appropriate effects. E.g. An Ice Elf struck with a *Phantasmal Blast* of Fire will act as if they had been struck with a genuine *Fire Blast*. If the target is immune to Mind Influencing, they (or it) simply take non-elemental Magic damage.

Pyrotechnics

Level: 6 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft Radius

Vocal: "I call down a rage of light to harm my foes and steal their sight."

Mind Influencing: No

Description: This spell causes a blinding flash of light to flare, blinding everyone EXCEPT the caster for 10 seconds if they are within a 30' radius should they not be protected by at least a blindfold (or their arm over tightly closed eyes) – the effects of the blindness are x2 for darkness creatures and x ½ for light based creatures. All Shadows and elementals of Darkness (up to 8 Mana) within the radius are destroyed.

Remove Exhaustion

Level: 6 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: Touch

Vocal: "Be healed, whole and well."

Mind Influencing: No

Description: This is a controlled form of hypnotism and will remove the feeling and effect of all physical pain in a conscious, physical being. At the moment of casting, the recipient feels and acts as if they have suddenly received a *Total Heal*. For the duration the recipient will also 'ignore' any damage and will even be able to partially ignore blows which would normally render them unconscious or stop a limb from working. For the duration they will remain conscious to the point of death if a vital location is reduced to (or beyond) OLPs and limbs will function poorly at OLPs. With a vital location at OLPs they are unable to fight, but will remain able to parry blows or to simply run away! When the effects of the spell wear off, all old and new wounds affect the target at once (unless sufficient healing has been rendered to neutralise them!).

Resilience

Level: 6 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "I strengthen bone and toughen sinew"

Mind Influencing: No

Description: The recipient of this spell is more resilient, giving an extra hit of Stress Resistance for the duration. This spell is stackable, to a maximum Stress Resistance equal to double the recipient's natural Stress Resistance. (Systems Max always applies.)

Suggestion

Level: 6 [Illusion]

Duration: Up to 30 seconds

Power Cost: Yes

Range: 30ft

Vocal: "I suggest you...(describe action)."

Mind Influencing: Yes – Greater

Description: This spell is the more powerful version of *Voice of Power* with two different uses. With the first the caster can order the target to perform one action which can be described in a short phrase and may be anything that is not openly endangering the target's life, e.g. 'attack the man next to you.', 'drop ALL of your weapons.' 'flee from my sight.' Actions can take a maximum of 30 seconds to perform and will be performed to the best of the target's abilities (i.e. they will run as fast as they can, or attack as hard as they can etc.). The second use is to convince the target that something is either happening to them or should happen. E.g. 'Spiders are crawling all over you', 'You really should let us past', 'Behind you, the massed forces of The Grand Inquisition of Darkendar!' The target will believe the *Suggestion* as long as it remains plausible. (The spiders will last the duration, the idea about the Inquisition will only last as long as it takes the target to look behind them.)

Wrench

Level: 6 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "Wrench"

Mind Influencing: No

Description: Many spells and abilities allow creatures and individuals to walk in a place or state which is somehow detached from physical existence. *Ethereality* by Necromancers, *Disappear* by Illusionists, Incorporeal Undead, etc. If the target is interacting with the current plane of the caster and the caster can see or is absolutely aware of the individuals location then the caster may cast *Wrench*. This spell pulls the target wholly into the caster's plane. The victim suffers no disorientation and can immediately *Disappear*/turn *Ethereal* etc. again if they have the resources to do so. Referees decision is final.

7th Level

Beguilement

Level: 7 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: 30ft

Vocal: "Behold me now, for I am the embodiment of all that you revere."

Mind Influencing: Yes – Greater

Description: For the duration one victim will see the caster as all that he has cherished in life, this person before him will become his ideal and his role model. Naturally he will never harm his hero and will try to please his new friend, casting any miracles or spells desired or fighting on their behalf. Despite the attitudes of the beguiled they will not directly harm themselves or other real friends, nor will they hand over personal property, etc. The victim will remember the *Beguilement* once it has worn off.

Blink Other

Level: 7 [Illusion]

Duration: 30secs.

Power Cost: No

Range: Touch

Vocal: "Creatures of shadow take this being and speed it hence."

Mind Influencing: No

Description: With this spell the caster grants someone else the ability to perform one *Blink* (see 6 Mana) the very next time they blink their eyes (careful now!). Direction of transport is up to the recipient of the spell, not the caster.

Clear Mind

Level: 7 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: Touch

Vocal: "Let calm and peace show you the world in clarity."

Mind Influencing: Yes – Greater

Description: This is a form of rapid hypnotism which quickly blocks off any horrendous visions, phobias, etc and temporarily restores all the recipient's lost sanity for the duration.

Disappear

Level: 7 [Illusion]

Duration: Instant

Power Cost: No

Range: Self

Vocal: None, simply state: Disappear.

Mind Influencing: No

Description: This spell transports the caster (and any inanimate items carried) onto the Watching Plane. This is the plane with a direct visual and audible link to the Prime Material Plane. While on the Watching Plane, the caster cannot affect anything on the Prime Material Plane with spells, etc but can watch and listen in to events. Any permanent structure on the Prime Material Plane is replicated on the Watching Plane in a semi-solid state and it is possible

to bypass them, with time. Inscriptions such as Elder Signs, or mystical barriers on the Prime Material Plane can cause objects to be impassable on the Watching Plane. To return from the Watching Plane, an Illusionist will typically cast the *Reappear* spell. There are no vocals for this spell, so an Illusionist can *Disappear* while gagged, etc but if they are also tied up by an item which could be considered a carried object, they will still be on the Watching Plane! *Disappear* can be stopped by *Plane Bar* and similar effects.

Dispel Magic 7

Level: 7 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 7."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Disrupt Sanity

Level: 7 [Illusion]

Duration: Instant

Power Cost: Yes

Range: 30ft, 180° arc

Vocal: "I come to rend, I come to reave, insanity is all I shall leave."

Mind Influencing: No

Description: All of those caught within 30' and the 180 degree arc (indicated by the caster) who can see the caster will lose 10 points of sanity from seeing the ghastly vision that appears around the caster.

Invisibility Other

Level: 7 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Touch

Vocal: "Powers of shadow shield this creature from sight."

Mind Influencing: No

Description: When cast, this spell makes the recipient invisible to both physical and magical sight. The recipient can move and act normally and remain invisible for the duration or until such time as they cast a spell or attack a target (whether effective or not). This spell does not cover smell, sound or touch.

Permanent Minor Creation

Level: 7 [Illusion]

Duration: Permanent until dispelled or destroyed

Power Cost: No

Range: Special

Vocal: "I form this from magic and set it to my task."

Mind Influencing: No

Description: As *Minor Creation*, but the creation does not dissipate with time, or from moving out of range and/or sight of the caster. Multiple *Permanent Minor Creations* can be created, but the caster may only focus on one at a time. When a creation is not the focus, it simply stops moving or returns to performing a simple, repetitive instruction. (e.g. 'Patrol the walls', 'Sleep', etc). Note that focus and control can only be regained when back within 30ft and Line of Sight of the *Permanent Minor Creation*.

Phantasmal Bolt

Level: 7 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "I smite thee now with the power of Phantasm, Bolt."

Mind Influencing: Yes - Greater (see description)

Description: Will duplicate the effects of any elemental bolt desired - insert the appropriate term in the vocal above. This spell causes a blast of energy to fly from the caster's finger to the designated target (which must be visible and within Line of Sight). A *Phantasmal Bolt* inflicts 28LPs (14 Hits) Magic damage which is split as 4 points to each location.

If the target is vulnerable to Mind Influencing, the *Phantasmal Bolt* may be used to inflict an elemental type of Magic damage, which has all the appropriate effects. E.g. An Ice Elf struck

with a *Phantasmal Bolt* of Fire will act as if they had been struck with a genuine *Fire Bolt*. If the target is immune to Mind Influencing, they (or it) simply take non-elemental Magic damage.

Second Sight

Level: 7 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Let shadows no longer blind me, nor phantoms confuse my sight."

Mind Influencing: No

Description: This spell allows the Illusionist to see any Mantic 1 Illusion for what it really is. They are aware of any illusory visions or sounds, but they know immediately that they are false.

8th Level

Dispel Magic 8

Level: 8 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 8."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Invisible Attack Mode

Level: 8 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: Self

Vocal: "Powers of shadow cloak me in thy might and keep me safe from unwanted sight."

Mind Influencing: No

Description: When cast, this spell makes the caster invisible to both physical and magical sight. The caster can move and act normally and remain invisible for the duration, even if they should cast a spell or attack a target. This spell does not cover smell, sound or touch.

Phantasmal Form

Level: 8 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: Self

Vocal: "I transmute my flesh into magic and my blood into mana, to roam this land in phantasmal form"

Mind Influencing: No

Description: This spell transforms the caster's body and any carried objects (any spiritual objects drop to the floor, unable to be affected by this spell!) into magical energy for the duration. The caster becomes immune to physical and Mantic 1-3 Spirit Damage. The caster may move at will through solid matter - two second delay on entering, two second delay on leaving. An offensive *Dispel Magic* targeting the caster in this form deals 6LPs Magic damage per level of *Dispel Magic*.

Phantom Limb

Level: 8 [Illusion]

Duration: 1 hour

Power Cost: No

Range: Self/Touch

Vocal: "I take perception of what's been lost, and use magic to replace it."

Mind Influencing: No

Description: The Illusionist can cast this on themselves or a willing recipient who has lost a limb. It creates a magical replica of their limb which allows them in most ways to act as if they have not just suffered horrific bodily trauma. The limb is not quite as dextrous or strong as a real one, so no extremes of physical ability can be used through it. (e.g. Someone with a *Phantom Arm* cannot use any strength they may have when fighting with a weapon in that

hand. Someone with a *Phantom Leg* cannot use *Acrobatics*, *Leap*, *Run x 2*, etc.) A *Phantom Limb* has the same LPs as the recipient's real limb, but it cannot be healed by any means. When it reaches OLPs it is destroyed. Damage done to a *Phantom Limb* does not affect the recipient's total body. It is possible for a person to have all their limbs replaced with *Phantom Limb*.

Protection from Invisible 10' Radius

Level: 8 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self

Vocal: "Ward me against my hidden foes and let me know safety for a short while"

Mind Influencing: No

Description: When casting this spell the following effects will occur;

1. All invisible creatures within 10 feet of the caster will be repelled back 10 feet.
2. No invisible creature may enter within 10ft of the caster without first becoming visible.
3. Nothing invisible may touch the caster, though they may still strike the caster with weapons, etc...
4. Should the caster approach an invisible creature such that the creature would come within 10ft of the caster, the caster is prevented from moving any closer to that creature. If they attempt to force it, the spell will end.

Reappear

Level: 8 [Illusion]

Duration: Instant

Power Cost: No

Range: Self

Vocal: None. Simply state: Reappear.

Mind Influencing: No

Description: This spell transports the caster (and any inanimate items carried) onto the Prime Material Plane from the Watching Plane. *Reappear* can be stopped by *Plane Bar* and similar effects. This is the reverse to the *Disappear* spell.

Walk Through Reflection

Level: 8 [Illusion]

Duration: Instant

Power Cost: No

Range: Special

Vocal: "I step now into a world of illusion, deception and reflection. Take me from here and shatter my soul, and when the time is right bring me back whole."

Mind Influencing: No

Description: With this spell and a mirror (or highly reflective surface), the caster can open a portal to the Mirror Planes, through which the caster and one other person can pass. Before entering the Mirror Planes, the caster must know of a mirror (or highly reflective surface) at the desired target site of the spell. This being the case, the spell is successful and the caster will emerge from the mirror at the destination. If there is no mirror at the destination, or the caster suspects that there is, but has never SEEN the mirror (or if the caster dives onto the Mirror Planes in a last ditch escape attempt – foolish but possible), the spell becomes totally random, and the caster may exit the planes anywhere (or sometimes any when) or may never even return (Ref's Discretion). This transport spell can (but not necessarily will) circumvent Gate-shields and other blocks to normal transport spells.

10th Level

Dispel Magic 10

Level: 10 [Illusion]

Duration: Varies

Power Cost: No

Range: 30ft

Vocal: "With my might and the powers that be, dispel magic 10."

Mind Influencing: No

Description: Vocals and effects as per Dispel Magic 1.

Gate Bar

Level: 10 [Illusion]

Duration: Instant

Power Cost: No

Range: 30ft

Vocal: "Gate Bar"

Mind Influencing: No

Description: Closes a *Gate* as it is formed. This affects ALL gates except Deific (personally opened by a god or one of their direct minions, not a priest or demon summoned by a demonist) and technological (e.g. intercontinental gates). This must be cast immediately a *Gate* is opened. It will only affect the one *Gate* it is called against and will not stop another being immediately opened after it.

Illusory Overlay

Level: 10 [Illusion]

Duration: 5 minutes

Power Cost: No

Range: Self, 30ft Radius

Vocal: "I cover this area with illusion and stop further deceit or transformation."

Mind Influencing: No

Description: This is a mass version of *Illusory Duplicate*. On casting this spell, everything in the area (that is visible at the moment of casting and is not immune to Magic) is covered with an illusory image that looks exactly as they do. This image duplicates their movements and actions exactly for the duration. If anything covered with this image disappears from normal sight (e.g. *Chameleon*, *Invisibility*) or changes what they look like (e.g. *Change Image*) then the image remains, allowing everyone to still see where the person or object is and what they used to look like. If someone leaves the plane, the image goes with them but will remain on them for the duration.

Mass Invisibility

Level: 10 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: Self, 10ft Radius

Vocal: "Powers of shadow put forth thy might and shield all here from unwanted sight."

Mind Influencing: No

Description: When cast, this spell affects the caster and all within a 10' radius of the caster (if willing and targeted by the caster) becomes invisible to both physical and magical sight. They can move and act normally and remain invisible for the duration or until such time as they cast a spell or attack a target (whether effective or not). This spell does not cover smell, sound or touch. It does also not allow the caster or any of the recipients to see each other!

Permanent Major Creation

Level: 10 [Illusion]

Duration: Permanent until dispelled or destroyed

Power Cost: No

Range: Special

Vocal: "I form this from magic and set it to do my bidding."

Mind Influencing: No

Description: As Major Creation, but the creation does not dissipate with time, or from moving out of range and/or sight of the caster. Multiple Permanent Major Creations can be created, but the caster may only focus on one at a time. When a creation is not the focus, it simply stops moving or returns to performing a simple, repetitive instruction. This instruction may be slightly more complex than those set to a Permanent Minor Creation (e.g. 'Patrol the walls, stopping at random intervals to look down into the courtyard', 'Sleep until dawn', etc). Note that focus and control can only be regained when back within 30ft or Line of Sight of the Permanent Major Creation.

Plane Lock

Level: 10 [Illusion]

Duration: 5 minutes

Power Cost: Yes

Range: Self, 15ft Radius

Vocal: "I seal this place from travel, let no planes be passed."

Mind Influencing: No

Description: This spell acts as a durational *Plane Bar* on everything in the area of effect, including the caster. Nothing may enter or exit the plane the caster is on during the duration. This stops things such as *Planestep*, *Teleport*, *Vanish*, *Disappear*, etc. A *Gate* can still be opened. *Plant Shift* and *D-Jump* are unaffected as the caster does not leave the plane to shift with those abilities.

Temporal Gate

Level: 10 [Illusion]

Duration: Special

Power Cost: No

Range: Special

Vocal: "Temporal Gate."

Mind Influencing: No

Description: This spell creates a double effect *Gate* (up to 24 people can pass through it before it closes). The *Temporal Gate* lasts for up to 5 minutes or until the maximum number of people have passed through, or until it is dispelled, or the caster cancels it. A *Gate Bar* spell will work on a *Temporal Gate* in exactly the same way as it would on a normal *Gate* spell.

Additional Illusory Casting Information

Extending Range

To extend range 10ft costs 1 Mana.

E.g. To extend *Phantasmal Dart* to 40ft range, the spell then costs 4 Mana, to extend *Phantasmal Dart* to 50ft range, the spell then costs 5 Mana, Etc.

Extending Duration

To double the normal duration costs $1\frac{1}{2}$ times the usual Mana cost. This can be done more than once on a cumulative basis.

E.g. A 5 min. duration *Light Range* spell costs 2 Mana. (normal cost and duration), a 10 min. duration *Light Range* spell costs 3 Mana. (2 Mana times $1\frac{1}{2}$), a 20 min. duration *Light Range* spell costs 5 Mana. (3 Mana times $1\frac{1}{2}$ rounding up), Etc.

If a spell description already states costs for extensions of range and/or duration then those must be used. These rules are only a general guide.

Illusory Cantrips

Catch Conceal It

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: When cast this cantrip will give a 'yes' or 'no' answer to whether there are any inanimate or 'non-living' things hidden from the caster within the area of effect.

Catch Conceal Them

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: When cast this cantrip will give a 'yes' or 'no' answer to whether there are any animate beings hidden from the caster within the area of effect.

Conceal Magic

Level: Cantrip

Duration: 1 minute

Range: Self/Touch

Mind Influence: No

Description: This cantrip can be cast on something or someone to prevent it/them from detecting as magic for the duration.

Find

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Will locate a named single object or person within radius.

Forget

Level: Cantrip

Duration: 30 seconds

Range: Other

Mind Influence: Yes – Lesser

Description: The caster speaks the name of the cantrip followed by a word/name. The person they are speaking with will forget the word/name for the next 30 seconds or until struck for damage.

Glow

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: No

Description: The caster points at the target (a person or object) and simply states "Glow". The person or object will begin to glow dimly. This causes them to still be visible even when they

turn invisible, chameleon etc. as long as they are still on the same plane as the caster. This does not allow them to be seen through darkneses etc. which the caster could not normally see through.

Hide the Spoken Word

Level: Cantrip

Duration: Instant

Range: Other

Mind Influence: Yes – Lesser

Description: While talking to one person the caster can pass their hand over their mouth and say one short sentence that the person they are talking with does not hear but anyone else listening may.

Locate Magic

Level: Cantrip

Duration: Instant

Range: Self, 15ft Radius

Mind Influence: No

Description: Gives the caster a radar blip of all magic items within 15ft radius of them.

Mini Blindness

Level: Cantrip

Duration: 10 seconds

Range: 15ft

Mind Influence: Yes – Lesser

Description: Causes one target to be blinded for 10 seconds, or until struck for damage.

Miss

Level: Cantrip

Duration: 10 seconds

Range: 15ft

Mind Influence: No

Description: Pointing at the projectile prior to firing/throwing and calling “Miss” will cause that projectile to miss if thrown/fired within 10 seconds of casting. The wielder may however reload or throw a different blade which will be unaffected by the cantrip.

Plane Bar

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: No

Description: Pointing at a target and calling “Plane Bar” will cause the target’s next attempt to mystically return to the plane where the cantrip was cast upon them to be blocked. This does not prevent them mystically leaving this plane. This will not affect the ability to D-jump as the caster does not leave the plane to move.

Snuff

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: No

Description: Extinguishes small fires (i.e. candle flames, torches)

Stagger

Level: Cantrip

Duration: Instant

Range: 15ft

Mind Influence: Yes – Lesser

Description: The caster points at their opponent and calls “Stagger”. The opponent stumbles and must drop to one knee. They may immediately stand up again.

Trepidation

Level: Cantrip

Duration: 30 seconds

Range: 15ft

Mind Influence: Yes – Lesser

Description: This is a minor fear which when cast will cause the victim to attempt to stay clear of the caster for the duration. This can also be cast on an entrance to make other afraid to enter for the duration.