

LEGENDS & LAIRS™



SCHOOL OF ILLUSION™



A COMPENDIUM OF
ILLUSION MAGIC

Requires the use of the
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Third Edition, published by Wizards of the Coast®

SCHOOL OF ILLUSION

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ILLUSION

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language the character cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless the character knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. For example, it is possible to use a silent image spell to create an illusory cottage, but the cottage offers no protection from rain. A clever caster, however, can take pains to make the place look old and decrepit, so that the rain falling on the occupants seems to fall from a leaky roof.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

WELCOME!

Fantasy Flight Games is pleased to present *School of Illusion*, the third softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *School of Illusion* is an exploration of the arcane school of Illusion intended for use by both DMs and players.

In this book, you'll find new prestige classes, new magic items, new feats, and more than 60 new spells in the school of Illusion.

THE DISCIPLINES

This book introduces the concept of sub-schools of magic, or "disciplines." These are small, commonly themed groups of spells similar to divine domains, but intended for arcane spellcasters. In *School of Illusion*, there are 9 disciplines of magic, themed according to the tasks or spell effects that most typify Illusion magic: avoidance (avoid), deception (decep), disguise (disg), fascination (fasc), invisibility (invis), message (mess), shadow (shad), terror (terr), and true illusion (true). Each discipline is briefly described below.

The avoidance discipline employs illusions to create quick diversions, artful misdirection, and colorful escapes rather than creating intricate fantasies.

The deception discipline is most useful for misleading other spellcasters for one reason or another. In particular, these spells are the bane of diviners.

Disguise spells often alter a target's features, making him appear like someone else. Spells that trade or alter physical features belong in this category.

The nature of the fascination discipline leads to two basic sorts of spells: those involving mesmerization, which inspire a child-like wonder or awe, and those involving obsession, which invariably leads to dangerous fixations that can lead to a sinister end.

Spells in the invisibility discipline conceal someone or something from sight.

Spells from the shadow discipline fall into two categories. Either they are related to darkness and shadows, or they use energy from the Plane of Shadow to give partial substance

to illusions. Typically, these are the only illusions with a tactile element to them.

The message discipline is used to communicate with others—either through magical speech, text, or dreams.

Spells in the terror discipline strike at the victim's subconscious, driving his most dreaded, innermost fears to the surface. Nightmares and madness also fall into this discipline.

Finally, the true illusion discipline contains those spells that create false images, sounds, etc., in a straightforward manner. These spells are the backbone of the school of Illusion.

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THE DEVOTED ILLUSIONIST

Devoted illusionists are practitioners of the arcane arts who have dedicated their lives entirely to exploring and expanding the study of illusion. Unlike a specialist, a devoted illusionist is incapable of casting other schools of magic. However, this intense focus is what allows them to completely master their chosen field of study.

Adventures: Devoted illusionists, like wizards, come from all walks of life. The only real requirements are a glib tongue, sharp wits, and the opportunity for study. Because of their specialization, there is often a camaraderie between devoted illusionists that can transcend alignment. Other devoted illusionists are seen as colleagues in the same field of study, if perhaps a bit misguided or naive. In fact, devoted illusionists of 15th level or higher will often refuse to duel one another directly, since most of their spells are worthless against each other.

Characteristics: Devoted illusionists rely as much on their wits as on their magic. An illusion in the hands of a clever and creative illusionist can be infinitely more effective than one used in a boring and repetitive manner by a less intelligent spellcaster. Devoted illusionists constantly re-examine their spells seeking out new uses that they've previously overlooked.

Alignment: As master deceivers and liars, devoted illusionists are always chaotic. Good-aligned devoted illusionists often dislike the casual taking of life and use their powers to avoid it, while evil-aligned devoted illusionists usually see direct combat as a waste of resources and effort, preferring to trick their way out of such conflicts.

Religion: Devoted illusionists usually worship gods or goddesses of trickery and magic, when they worship at all. Typically, they only remember their gods at all when they find themselves in trouble.

Background: Devoted illusionists often set out to become wizards initially, but find themselves falling into this specialty either through chance or choice. Very few actively seek out membership in this class from an early age.

Some become devoted illusionists because that was what their mentor taught them. Others turn to illusion either because of their own playful nature or because the raw destructiveness of other forms of magic sickened them.

Races: Gnomes, obviously, often show great potential as devoted illusionists. Their inherent understanding of illusions aids them in every step of their education. Humans, halflings, elves, and half-elves are the next most common devoted illusionists, while half-orc and dwarf devoted illusionists are extremely rare.

Other Classes: Devoted illusionists prefer to work with others who understand the frequent need for a "light touch" when adventuring. Rogues, bards, clerics, druids, monks, rangers and other classes that dislike frontal assaults and "noisy" conflicts are near and dear to a devoted illusionist's heart. Such a party of adventurers can often complete an entire mission without ever shedding blood.

On the other hand, barbarians, fighters, paladins, sorcerers, wizards, and other classes that prefer loud explosions and brutal toe-to-toe fights are considered crass and ignorant by the devoted illusionist's standards.

GAME RULE INFORMATION

Devoted illusionists have the following game statistics.

Abilities: A devoted illusionist needs high scores in Intelligence and Dexterity, just like a wizard. However, a high Charisma is much more desirable to the devoted illusionist, who needs to bluff or negotiate through situations much more often. A high Constitution is beneficial, as always, but a high Wisdom can serve as insurance against madness or having the character's own spells reflected against her. Strength is perhaps the only ability that the devoted illusionist has little use for, disdaining brute force in order to trick or beguile opponents.

Alignment: Any chaotic.

Hit Die: d4.

Starting Gold: 4d4 x 10 gp.

CLASS SKILLS

The devoted illusionist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.
Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the devoted illusionist.

Armor and Weapon Proficiency: Devoted illusionists are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Devoted illusionists are not proficient with any type of armor nor with shields. Armor of any type interferes with a devoted illusionist's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Spells: A devoted illusionist casts arcane spells. She is limited to a certain number of spells of each spell level per day, according to her class level. A devoted illusionist must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the devoted illusionist decides which spells to prepare. To learn, prepare, or cast a spell, a devoted illusionist must have an Intelligence score of at least 10 + the spell's level. A devoted illusionist's bonus spells are based on Intelligence. The Difficulty Class for saving throws against devoted illusionist spells is 10 + the spell's level + the devoted illusionist's Intelligence modifier.

Bonus Languages: A devoted illusionist may substitute Draconic for one of the bonus languages available to the character. Like wizards, devoted illusionists often find that they need to be able to read ancient texts written in Draconic in order to pursue their current avenue of research.

Spellbooks: Devoted illusionists must study their spellbooks each day to prepare their spells. A devoted illusionist cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all devoted illusionists can prepare from memory).

Devotion: Devoted illusionists may only learn, prepare, and cast spells from the Universal school and the school of Illusion. Other schools of magic are entirely closed to them except through the Opposed Spell feat (see page. 25).

Devoted illusionists receive a +4 bonus to Spellcraft checks to learn illusion spells (see PHB, Chapter 10, Writing a New Spell into a Spellbook).



TABLE 1: THE DEVOTED ILLUSIONIST

DEVOTED ILLUSIONIST

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1	+0	+0	+0	+2	Devotion, discipline mastery	4	2	—	—	—	—	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Augment illusion (1 level)	5	3	—	—	—	—	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Illusion focus (+1)	5	3	2	—	—	—	—	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Augment illusion (2 levels)	5	4	3	—	—	—	—	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Clear senses	5	4	3	2	—	—	—	—	—	—	—	—	—	—
6	+3	+2	+2	+5	Augment illusion (3 levels), illusion focus (+2)	5	4	4	3	—	—	—	—	—	—	—	—	—	—
7	+3	+2	+2	+5		5	5	4	3	2	—	—	—	—	—	—	—	—	—
8	+4	+2	+2	+6	Augment illusion (4 levels)	5	5	4	4	3	—	—	—	—	—	—	—	—	—
9	+4	+3	+3	+6	Illusion focus (+3)	5	5	5	4	3	2	—	—	—	—	—	—	—	—
10	+5	+3	+3	+7	Discipline mastery, augment illusion (5 levels)	5	5	5	4	4	3	—	—	—	—	—	—	—	—
11	+5	+3	+3	+7		5	5	5	5	4	3	2	—	—	—	—	—	—	—
12	+6/+1	+4	+4	+8	Augment illusion (6 levels), illusion focus (+4)	5	5	5	5	4	4	3	—	—	—	—	—	—	—
13	+6/+1	+4	+4	+8		5	5	5	5	5	4	3	2	—	—	—	—	—	—
14	+7/+2	+4	+4	+9	Augment illusion (7 levels)	5	5	5	5	5	4	4	3	—	—	—	—	—	—
15	+7/+2	+5	+5	+9	Master of illusion, illusion focus (+5)	5	5	5	5	5	5	4	3	2	—	—	—	—	—
16	+8/+3	+5	+5	+10	Augment illusion (8 levels)	5	5	5	5	5	5	4	4	3	—	—	—	—	—
17	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	2	—	—	—	—
18	+9/+4	+6	+6	+11	Augment illusion (9 levels), illusion focus (+6)	5	5	5	5	5	5	5	4	4	3	—	—	—	—
19	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4	—	—	—	—
20	+10/+5	+6	+6	+12	Discipline mastery, augment illusion (10 levels)	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Discipline Mastery: Devoted illusionists may choose one illusion discipline that they have mastered. Devoted illusionists can channel stored spell energy into any spell in a discipline they have mastered, in much the same way as a cleric. Devoted illusionists can “lose” a prepared spell in order to cast any spell from a mastered illusion discipline of the same level or lower. For example, a devoted illusionist that has mastered the true illusion discipline may lose one of her prepared 2nd-level spells to cast *minor image* (also a 2nd-level spell).

At 10th and 20th levels, a devoted illusionist chooses one additional illusion discipline to master.

Augment Illusion: At 2nd level, a devoted illusionist begins to accumulate a storehouse of power that she may use to augment her spells as she sees fit. This allows her to ignore one level of metamagic cost when preparing spells. So, a devoted illusionist could prepare one silent *ventriloquism* as a 1st-level spell instead of a 2nd-level spell. The devoted illusionist can also use these levels to decrease the metamagic level penalty if she does not have enough to completely ignore it.

At 4th level and every 2 levels thereafter, a devoted illusionist may ignore one additional level of metamagic cost when preparing spells.

Illusion Focus: At 3rd level, a devoted illusionist receives a +1 bonus to all caster level checks (1d20 + caster level) to beat a creature’s spell resistance when casting illusion spells. In addition, the DCs of all illusion spells the devoted illusionist casts are increased by 1. These benefits stack with bonuses provided by the Spell Focus and Spell Penetration feats. These bonuses increase by 1 each at 6th, 9th, 12th, 15th, and 18th levels.

Clear Senses: Beginning at 5th level, a devoted illusionist automatically succeeds at all saves against illusion spells unless they were cast by a character four levels or HD higher than the devoted illusionist. Even if this ability is overridden due to the enemy caster’s level or HD, the devoted illusionist still receives a competence bonus to the save equal to one half his class level. Thus, a 4th-level devoted illusionist who had an illusion spell cast at her by an 8th-level wizard would still receive a +2 competence bonus to her save, even though the wizard is four levels higher than her.

Master of Illusion (Sp): As *true seeing* cast by a sorcerer of the devoted illusionist’s level, except that the ability does not let the caster see through normal darkness, view the true form of polymorphed, changed, and transmuted things, or see into the Ethereal Plane. The devoted illusionist may turn this ability on and off at will.

ARCANE HERALD

Those who master the magics of communication are in great demand in the inner circles of powerful guilds and royal courts across the land. With the ability to send messages across great distances, the arcane herald is often a key player in the diplomacy between nations or the negotiations between powerful organizations. The arcane herald is also a performer, creating a presence in the courts of kings—not as a jester—but as a powerful figure serving as the ruler’s advisor and confidante.

Because of their talent for public appearances, many arcane heralds come from the bard class. Sorcerers and wizards also appreciate this class, as it allows them to focus their studies, while continuing to assist their familiar’s development.

The herald is well-served by a high score in both Intelligence and Charisma, needing a variety of skills and the ability to influence others.

Hit Die: d4.

REQUIREMENTS

To qualify to become an arcane herald, a character must fulfill all of the following criteria.

Knowledge (Heraldry): 8 ranks.

Spellcasting: An arcane herald must have the ability to cast *stolen sight* and at least one other arcane spell of 3rd level or higher.

Feats: Scribe Scroll.

CLASS SKILLS

The arcane herald’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (exclusive, Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the arcane herald prestige class.

Weapon and Armor Proficiency: The arcane herald gains no additional weapon or armor proficiencies from joining this class.

Spells per Day: When a new arcane herald level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an arcane herald, he must decide to which class he adds the new level for purposes of determining spells per day.



ARCANE HERALD

TABLE 2: THE ARCANE HERALD

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Familiar, grand words	+1 level of existing class
2	+1	+0	+0	+3	Craft ink	+1 level of existing class
3	+1	+1	+1	+3	Clever wit	+1 level of existing class
4	+2	+1	+1	+4	Elegant hand (messages)	+1 level of existing class
5	+2	+1	+1	+4	Showy gestures	+1 level of existing class
6	+3	+2	+2	+5	Tidings	+1 level of existing class
7	+3	+2	+2	+5	Meaningful glances	+1 level of existing class
8	+4	+2	+2	+6	Elegant hand (illusions)	+1 level of existing class
9	+4	+3	+3	+6	Renowned prowess	+1 level of existing class
10	+5	+3	+3	+7	The messenger	+1 level of existing class

Familiar: At 1st level, an arcane herald may summon a familiar exactly as described for the sorcerer class (see PHB, Chapter 3, Familiars). Levels of arcane herald stack with levels of other classes with the familiar ability when determining the master's class level for purposes of the familiar's special abilities.

Grand Words (Ex): An arcane herald's power is the power of words, both spoken and written. At 1st level, an arcane herald may substitute verbal (V) components for somatic (S) components in any spell he can cast that lacks verbal (V) components normally.

Craft Ink (Ex): Arcane heralds are adept at formulating the most common material component of their preferred spells—ink. Beginning at 2nd level, an arcane herald may ignore the gp cost of all material components for spells he knows from the message discipline, including the 10 gp of jade dust normally associated with the *magic mouth* spell. Further, he must pay only one half the gp cost of any other material component that indicates it is an ink.

Clever Wit (Ex): The herald's wits help him to impress others. He may add his Intelligence modifier (if positive) to the results of all Diplomacy, Gather Information, Innuendo, and Intimidate checks made outside of combat.

Elegant Hand (Ex): The arcane herald's mastery of words and refined penmanship allow him to prepare scrolls more elegantly and economically. At 4th level, his base cost for preparing a scroll of a spell from the message discipline using his Scribe Scroll feat is equal to its spell level multiplied by its caster level multiplied by 15 gp. This reduces both the time required and the XP and gp costs to prepare the scroll accordingly (1/15th the base cost in XP, 1/2 the base cost in materials).

At 8th level, this reduced cost for scroll preparation applies to all spells from the illusion school that the arcane herald knows.

Showy Gestures (Ex): The arcane herald must often utilize his magics before onlookers, creating both a performance with his magic, as well as the desired effect. At 5th level, an arcane herald may substitute somatic (S) components for verbal (V) components in any spell he can cast that lacks somatic (S) components normally.

Tidings (Sp): An arcane herald may use his familiar to communicate with others. Beginning at 6th level, he may cause his familiar to speak—using both his words and his voice—a number of times per day equal to his arcane herald class level. Further, he may hear the voices of others as if he were present with his familiar. This ability has a duration of 1 minute and the arcane herald must be within range of his empathic link to activate it. This is a spell-like ability.

Meaningful Glances (Ex): The arcane herald is a master of the theatrics involved with his position. Beginning at 7th level, he gains a +2 competence bonus to all Diplomacy, Gather Information, Innuendo, and Intimidate checks made outside of combat.

Renowned Prowess: An arcane herald's reputation precedes him, as does word of his abilities. Beginning at 9th level, the DC of all attempts to use Spellcraft to identify a spell he is casting or a scroll he is known to have created is reduced by 10. Further, the DC of all uses of bardic knowledge, Gather Information or Knowledge skill checks, or similar attempts to come up with information about him is reduced by 5.

The Messenger: An arcane herald's familiar often travels ahead, carrying messages and helping him contact others. The range of his empathic link with his familiar is unlimited, so long as they are both on the same plane of existence. The familiar also gains the Track feat, and a +8 enhancement bonus to its checks to track. Finally, the familiar's speed is doubled (x2), and its overland movement rate is quadrupled (x4).

DECEIVER

The deceiver specializes in spells and magic that fool and confuse other spellcasters. Additionally, they are capable of cobbling together minor magical items of inferior quality—although they seem like normal magical items, their dweomer fades quickly over time. Those students of magic that are formally trained by experienced deceivers often receive training in palming objects, misdirecting attention, and concealment in addition to their training involving genuine magic.

Bards and rogues often become deceivers, thanks to their skills in sleight of hand and misdirection. Sorcerers and wizards often look down upon members of the class as charlatans and cheats, making it rare for either type of spellcaster to seek out training as a deceiver unless they've made a lot of powerful arcane enemies.

The deceiver needs high scores in Intelligence, Wisdom, and Charisma, since skills are just as important as spells to his well-being.

Hit Die: d4.

REQUIREMENTS:

To qualify to become a deceiver, a character must fulfill all the following criteria.

Alignment: Any non-lawful alignment.

Bluff: 8 ranks.

Concentration: 8 ranks.

Spellcraft: 8 ranks.

Feats: Spell Focus (Illusion).

Spellcasting: A deceiver must have the ability to cast *false thoughts* and at least one other arcane spell of 3rd level or higher.

CLASS SKILLS

The deceiver's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Innuendo (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the deceiver.

Weapon and Armor Proficiency: The deceiver gains no additional weapon or armor proficiencies from joining this class.



DECEIVER

TABLE 3: THE DECEIVER

DECEIVER

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Dreamsmithing (10 xp)	+1 level of existing class
2	+1	+0	+0	+3	Improved detect magic	+1 level of existing class
3	+1	+0	+1	+3	Dreamsmithing (40 xp)	+1 level of existing class
4	+2	+1	+1	+4	Shield/enhance magic aura	+1 level of existing class
5	+2	+1	+1	+4	Dreamsmithing (160 xp)	+1 level of existing class
6	+3	+1	+2	+5	Placebo	+1 level of existing class
7	+3	+2	+2	+5	Dreamsmithing (640 xp)	+1 level of existing class
8	+4	+2	+2	+6	Snake oil salesman	+1 level of existing class
9	+4	+2	+3	+6	Dreamsmithing (2,560 xp)	+1 level of existing class
10	+5	+3	+3	+7	Detect cursed items	+1 level of existing class

Spells per Day: When a new deceiver level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a deceiver, he must decide to which class he adds the new level for purposes of determining spells per day.

Dreamsmithing (Sp): Deceivers are capable of forging temporary magic items at little cost to themselves. At 1st level, a deceiver receives a pool of 10 XP per day with which to craft magic items. Magic items created with this XP take only 10 minutes per 1,000 gp cost to craft, and cost only half as much gp as an ordinary magic item. However, these items are extremely unstable, and their dweomer quickly fades. Just how quickly is determined by the item's XP cost, as shown on the chart below.

Item's XP Cost	Duration
50 or less	1 day
51-100	12 hours
101-200	6 hours
201-400	3 hours
401-800	1 hour
801-1,600	30 minutes
1,601-2,400	15 minutes
2,401-2,560	10 minutes

Once an item's dweomer has faded, it is not necessarily destroyed and may be re-enchanted. However, if the item is destroyed in the course of being used, the gp cost must be paid again.

Improved Detect Magic (Sp): Because of their training at creating and detecting magical illusions, starting at 2nd level,

deceivers can detect magical auras, as per the *detect magic* spell, at will. Additionally, a deceiver using this ability can instantly recognize a *magical aura* or *burst of magic* spell, and is capable of detecting auras concealed by an *undetectable aura* spell, but he cannot see the true auras of items altered by the shield/enhance magic aura ability, below.

Shield/Enhance Magic Aura (Su): Beginning at 4th level, the deceiver is capable of making magical items he is carrying radiate either less or more magic, at will. He may increase or decrease the level of magic an item shows under a *detect magic* spell by one 'step' for every two class levels he possesses. This can prevent an item from radiating magic at all, but an object cannot radiate a higher level of magic than overwhelming. For instance, a 4th-level deceiver can decrease the magic radiated by an artifact he's carrying from overwhelming, by two steps, to moderate, but he could not increase it, since it is normally already overwhelming.

Items that leave the deceiver's possession immediately begin radiating magic normally once again. They also reveal their true nature if the deceiver is rendered unconscious or dead.

Placebo (Ex): At 6th level, the deceiver is capable of using the power of belief to cause seemingly magical curative effects. This allows the deceiver to use his Bluff skill in place of his Heal skill. He must converse with his patient for this ability to work, so the patient must be conscious and share a common language with the deceiver.

Snake Oil Salesman (Su): At 8th level, the deceiver may make a magical Bluff attempt once per day. Those who hear his attempt must succeed at a Will save (DC 12 + deceiver's Cha modifier) to avoid believing his claims.

Detect Cursed Items (Su): At 10th level, a deceiver's instincts for deceit are so finely honed that he can detect any cursed magical item within 30 ft. at will.

DREAD LORD

For the dread lord, the propagation of fear is more than merely a tool or a weapon—it is an art form. When given the opportunity, a dread lord studies and analyzes his opponent. At first, he merely uses his spells or innate abilities to unsettle and unnerve his foe, relishing the first drops of sweat or the skip of the heart that accompanies that initial fright. If given time, he draws out the experience, wearing down his opponent by visiting a variety of terrors upon him. Otherwise, he employs his abilities to intensify the victim's fears, savoring each moan of terror. Finally, the dread lord summons forth a phantasm to put an end to the beating of his victim's racing heart or to reduce him to a raving madman.

The dread lord is able to exert such fine control over the fears of others because he has experienced the depths of terror himself. Taking stock of how his body reacts to such stimuli, the dread lord learns to tame and eventually master his own fears. At each step of this journey, he is better able to insulate himself from fears and, in turn, learns how to better inflict such fears upon others. Once a dread lord has mastered his own fears, he is able to channel his rapid pulse and rising adrenaline, focus his responses, and enhance his abilities. Indeed, a high level dread lord may even feed off of the fear he inflicts upon others—drinking down their horror like the nectar from a beautiful flower.

Hit Die: d4.

REQUIREMENTS

To qualify as a dread lord, a character must fulfill the following criteria.

Alignment: Any non-good.

Spellcasting: A dread lord must have the ability to cast *awakened fears* and at least one other arcane spell of 3rd level or higher.

Intimidate: 6 ranks.

Spellcraft: 8 ranks.

Special: To become a dread lord, a character must have experienced a horrifying event that instilled pure terror within the character.

Such an event may include a confrontation with a feared enemy from the character's



DREAD LORD

past, the completion of a dreaded task, or an encounter with a *phantasmal killer*.

CLASS SKILLS

The dread lord's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidation (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the dread lord prestige class.

TABLE 4: THE DREAD LORD

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Intensify fears I	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3	Tame fears	+1 level of existing class
4	+2	+1	+1	+4	Intensify fears II	+1 level of existing class
5	+2	+1	+1	+4	Unnerve 1/day	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	Unnerve 2/day	+1 level of existing class
8	+4	+2	+2	+6	Intensify fears III	+1 level of existing class
9	+4	+3	+3	+6	Unnerve 3/day	+1 level of existing class
10	+5	+3	+3	+7	Master fears	+1 level of existing class

Weapon and Armor Proficiency: A dread lord gains no additional weapon or armor proficiencies.

Spells per Day: When a new dread lord level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a dread lord, he must decide to which class he adds the new level for purposes of determining spells per day.

Intensify Fears I (Su): Beginning at 1st level, a dread lord gains the ability to intensify the fears of another, regardless as to whether the dread lord is the source of those fears. As a free action, the dread lord can change the condition of any shaken creature within a 60-ft. radius to frightened. The creature remains frightened for the remaining duration of the fear effect. This ability does not extend a fear effect's duration. A target of this ability may make a successful Will save (DC 10 + dread lord's class level + dread lord's Int modifier) to avoid becoming frightened, but it remains shaken.

Tame Fears (Ex): As he grows in power, the dread lord learns to restrain his physical responses to fear. Beginning at 3rd level, the dread lord is immune to all fear effects.

Intensify Fears II (Su): At 4th level, a dread lord gains the ability to change the condition of any frightened creature within a 60-ft. radius to panicked as a free action. The creature remains panicked for the remaining duration of the fear effect. This ability does not extend a fear effect's duration. The condition of a

creature can only be elevated by this ability one step per round. Thus, a dread lord cannot change the condition of a shaken creature to frightened and then also to panicked within the same round. To change a creature's condition from shaken to panicked takes at least two rounds. A target of this ability may make a successful Will save (DC 10 + dread lord's class level + dread lord's Int modifier) to avoid becoming panicked, but it remains frightened.

Unnerve (Su): At 5th level, the dread lord can stir up the latent fears from the mind of a living creature within a 60-ft. radius, once per day. The living creature must make a successful Will save (DC 10 + dread lord's class level + dread lord's Int modifier) or be shaken for 1d4 rounds. The dread lord can use this ability an additional time per day at 7th and 9th level.

Intensify Fears III (Su): At 8th-level, a dread lord gains the ability to change the condition of any panicked creature within a 60-ft. radius to paralyzed as a free action. The creature remains paralyzed for the remaining duration of the fear effect. This ability does not extend a fear effect's duration. The condition of a creature can only be elevated by this ability one step per round. Thus, a dread lord cannot change the condition of a frightened creature to panicked and then also to paralyzed within the same round. To change a creature's condition from shaken to paralyzed takes at least three rounds. A target of this ability may make a successful Will save (DC 10 + dread lord's class level + dread lord's Int modifier) to avoid becoming paralyzed, but it remains panicked.

Master Fears (Ex): At 10th level, a dread lord has learned to not only control his fears, but to feed upon the fears of others. The dread lord receives a +1 morale bonus to melee attack rolls and melee damage rolls for every 5 HD worth of creatures within a 60-ft. radius of him that are suffering from a fear effect. This effect lasts for the duration of the fear effect.

LORD OF ILLUSION

A lord of illusion is a purist, focusing his talents on the crafting of realistic illusions. While his fellows master tricks for becoming invisible or unlocking an enemy's inner fears, the lord of illusion whiles away his time perfecting illusionary sights, sounds, and smells. Many lords of illusion find work as entertainers. Others turn their skills to less savory pursuits, such as extortion or thievery.

Bards and sorcerers often become lords of illusion. They are charismatic and their spells are based on strength of character rather than intelligence, making them an ideal fit for this prestige class.

The lord of illusion needs high scores in Intelligence and Charisma. High Intelligence enhances the disbelief saves of his spells, while a high Charisma is necessary for the kinds of bluffs and cons so common for a lord of illusion.

Hit Die: d4.

REQUIREMENTS

To qualify as a lord of illusion, a character must fulfill the following criteria.

Spellcasting: A lord of illusion must have the ability to cast *major image* and at least one other arcane spell of 3rd level or higher.

Bluff: 8 ranks.

Spellcraft: 8 ranks.

CLASS SKILLS

The lord of illusion class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Performance (Cha), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the lord of illusion prestige class.

Weapon and Armor Proficiency: A lord of illusion gains no additional weapon or armor proficiencies.

Spells per Day: When a new lord of illusion level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to



TABLE 5: THE LORD OF ILLUSION

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Trademark illusion	+1 level of existing class
2	+1	+0	+0	+3	Detect illusion 3/day	+1 level of existing class
3	+1	+1	+1	+3	Trademark illusion	+1 level of existing class
4	+2	+1	+1	+4	Robust illusions (+2 to DCs)	+1 level of existing class
5	+2	+1	+1	+4	Trademark illusion	+1 level of existing class
6	+3	+2	+2	+5	Mutable illusions	+1 level of existing class
7	+3	+2	+2	+5	Trademark illusion	+1 level of existing class
8	+4	+2	+2	+6	Robust illusions (+4 to DCs)	+1 level of existing class
9	+4	+3	+3	+6	Trademark illusion	+1 level of existing class
10	+5	+3	+3	+7	Augment illusions	+1 level of existing class

before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a lord of illusion, he must decide to which class he adds the new level for purposes of determining spells per day.

Trademark Illusion (Su): You have practiced a specific illusion so often that it is now second nature for you to cast it. When you gain this ability, choose a specific use of a spell from the true illusion discipline that you can cast (such as using *persistent image* to create an illusion of a sleeping ogre). You may cast this specific illusion as a free action once per day without somatic (S) or verbal (V) components. In addition, the save DC for disbelieving the illusion is increased by +4 (this stacks with any bonuses you receive from the robust illusions ability). You receive an additional trademark illusion at 3rd, 5th, 7th, and 9th levels.

By practicing a new illusion for one month, you can change one of your trademark illusions to the new one. However, during that month, that trademark illusion is unavailable to you.

Detect Illusion (Su): Starting at 2nd level, once per day as a standard action, you can detect any illusions within 30 ft. of you. When you use this ability, you also detect the type of illusion (figment, glamor, pattern, phantasm, or shadow) and the specific spell used to create it (assuming that you know the spell yourself).

Robust Illusions (Su): Your illusions are much more believable than those created by other spellcasters. At 4th level, all spells you cast from the true illusion discipline have their disbelief saves increased by +2. At 8th level, this bonus increases to +4.

Mutable Illusions (Su): Beginning at 6th level, you gain much greater control over your illusions. After you cast an illusion from the true illusion discipline, you can change what it depicts as a standard action. Thus, if you used *persistent image* to create an illusion of a dog, you could later change it into an illusion of a horse. The one limitation on this ability is that you cannot move an illusion farther than 60 ft. from its original place.

Augment Illusions (Su): At 10th level, you can augment the power of your illusions at the cost of believability. You may add one or more of the following features to any spell from the true illusion discipline at the cost of -4 to its disbelief save DC each. These features include: sight, sound, smell, and thermal elements.

MASTER OF THE RUSE

Masters of the ruse are devoted followers of the avoidance discipline of illusions. For some, this devotion is absolute, but for most masters of the ruse, the study of avoidance spells is as much a means to pursue intrigue, ease roguish endeavors, and to spread mischief as it is a quest for arcane knowledge. Indeed, masters of the ruse tend to operate outside the law.

Yet, it is said that there is an unwritten code among the masters of the ruse, just as there is a spoken honor among thieves. They realize that if their secrets are not passed along, that their craft will die. The code presents a method that ensures that the master's secrets are given only to those who are able to keep them and to use them toward the perpetuation of the practice. The code demands that should an individual ever successfully trick a master of the ruse, that the master shall bestow upon the individual a small favor or divulge one of his secrets. A favor often comes in the form of helpful information or perhaps even the retrieval of an object of relatively minor value. A divulged secret usually takes the form of a scroll containing one of the master's spells or a minor magic item for later study. When dealing with a master of the ruse, one can never be certain whether he is speaking with the master or one of his illusions. Despite such precautions, on rare occasions an individual manages to fool a master and learn one of his secrets. On occasions that are rarer still, that person displays a certain flair that makes the master inclined to train them to become a master of the ruse.

Hit Die:
d4.

REQUIREMENTS

To qualify as a master of the ruse, a character must fulfill the following criteria.

Alignment: Any chaotic.

Spellcasting: A master of the ruse must have the ability to cast *displacement* and at least one other arcane spell of 3rd level or higher.

Feats: Enlarge Spell, Extend Spell, Spell Focus (Illusion).

Bluff: 8 ranks.

Disguise: 8 ranks.

Hide: 8 ranks.

Spellcraft 8 ranks.

Special: To become a master of the ruse, a candidate must have successfully tricked an existing master of the ruse.

CLASS SKILLS

The master of the ruse class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Tumble (Dex), and. See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at Each level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the master of the ruse prestige class.

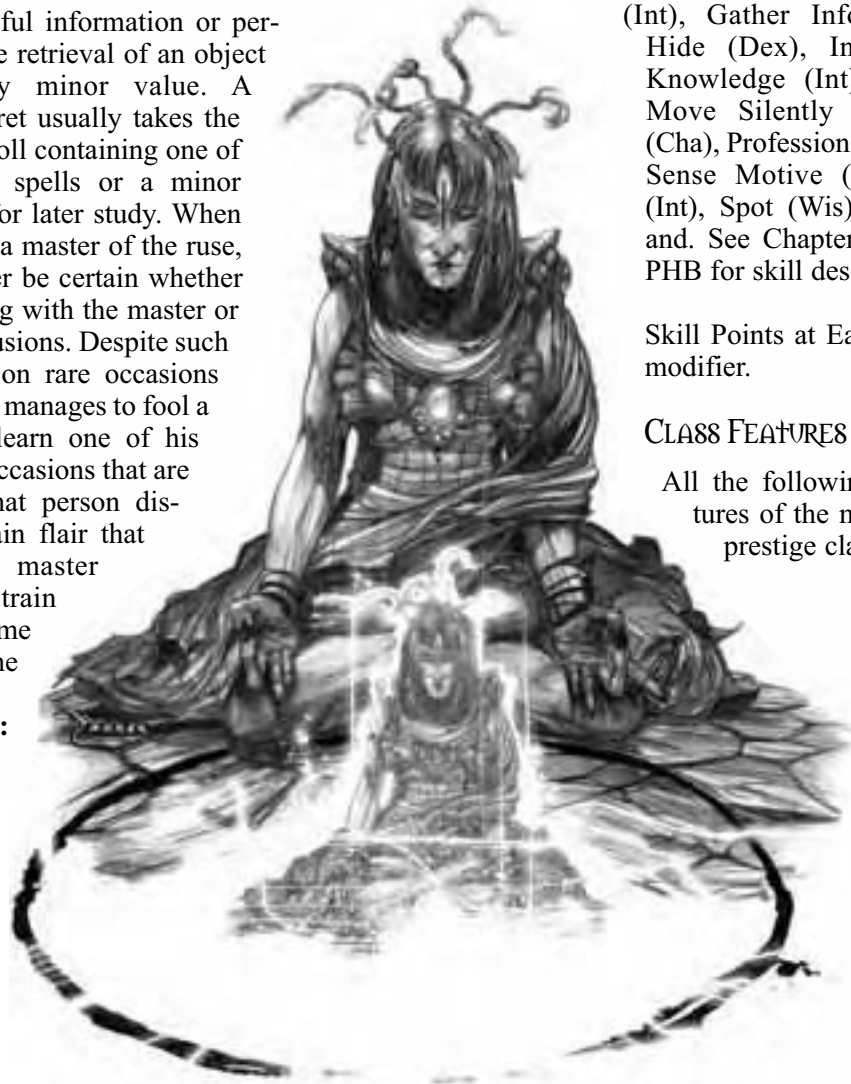


TABLE 6: THE MASTER OF THE RUSE

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Special ability	+1 level of existing class
2	+1	+0	+3	+3		+1 level of existing class
3	+1	+1	+3	+3	Fool me (one failure for -2)	+1 level of existing class
4	+2	+1	+4	+4	Special ability	+1 level of existing class
5	+2	+1	+4	+4		+1 level of existing class
6	+3	+2	+5	+5	Fool me (two failures for -4)	+1 level of existing class
7	+3	+2	+5	+5	Special ability	+1 level of existing class
8	+4	+2	+6	+6	Shadow duplicate	+1 level of existing class
9	+4	+3	+6	+6		+1 level of existing class
10	+5	+3	+7	+7	Special ability	+1 level of existing class

Weapon and Armor Proficiency:

Masters of the ruse gain no additional proficiency in any weapon or armor.

Spells per Day: When a new master of the ruse level is gained, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a master of the ruse, she must decide to which class she adds the new level for purposes of determining spells per day.

Special Abilities: Beginning at 1st level, a master of the ruse gains a special ability of her choice. She gains an additional special ability at 4th, 7th, and 10th level. The master of the ruse may choose from among the following:

Artful Diversion: The master of the ruse can create more convincing diversions. When using Bluff to create a diversion to help hide, the master of the ruse gains a +4 competence bonus to her Bluff check.

Exploit Distractions: The master of the ruse can better capitalize upon momentary diversions. The master of the ruse gains a +4 competence bonus to Hide checks made during a diversion, such as one created with a successful Bluff check or a *distract* spell.

Artful Feint: The master of the ruse can better mislead an opponent in combat. When using Bluff to feint in combat, the master of the ruse gains a +4 competence bonus to her Bluff check.

Disrupt Concentration: The master of the ruse can produce a series of sounds or motions that make it difficult for another to concentrate.

As a full round action, the master of the ruse may make a Perform check. Any creature

within a 60-ft. radius of the master of the ruse attempting an act that requires concentration, such as casting spells, must make an opposed Concentration check with a DC equal to the Perform check of the master of the ruse. A creature that fails this check loses its concentration.

Enhanced Likeness: The master of the ruse can better imitate another creature's likeness. The master of the ruse gains a +2 competence bonus to all Disguise checks.

Fool Me: Beginning at 3rd level, a master of the ruse gains an insight into the weaknesses of those that she has fooled. Any creature that has previously failed a Will disbelief save against an illusion spell cast by the master of the ruse suffers a -2 penalty to all subsequent Will disbelief saves against illusion spells cast by the master of the ruse.

At 6th level, any creature that has failed two consecutive Will disbelief saves against illusion spells cast by the master of the ruse suffers a -4 penalty to all subsequent Will disbelief saves against illusion spells cast by the master of the ruse.

These effects last for 4d6 hours starting from the time of the failed Will disbelief save that most recently activated them.

Shadow Duplicate (Su): Beginning at 8th level, the master of the ruse can create a shadow duplicate of himself, once per day. The shadow duplicate is similar to the effect of the spell *project image*, except as follows. The shadow duplicate cannot move more than 60 ft. away from the master of the ruse and it remains in existence until it is destroyed. Any successful attack against the shadow duplicate destroys it. The duplicate's AC is 10 + size modifier + Dexterity modifier.

Unassailable Ruse (Su): At 10th level, the master of the ruse may make one of her prepared illusion spells as "unassailable" at the time of casting. Any targets of this spell automatically fail their Will disbelief saves.

MIND MASTER

The mind master is an illusionist who specializes in altering thoughts and perceptions. They tend to be withdrawn individuals, unable to deal with the uncontrolled behavior of others. Even the most well-intentioned and well-meaning of mind masters are usually controlling individuals.

Mind masters are fascinated by behavior, and by how individuals react in specific situations. Although most choose to reveal little of themselves to other individuals, they are greatly intrigued by different personalities and mannerisms.

Training in the specialized arts of fascination magic is often difficult. Most masters of the fascination school prefer to continue research on their own practice, and have little time or patience to teach another in their arts. A novice of the fascination arts must prove himself and his dedication to a potential master beyond a shadow of a doubt, so that his master believes any time spent teaching is a worthwhile investment. Still, this reluctance usually limits a novice to a single master.

Hit Die: d4.

REQUIREMENTS:

Concentration: 8 ranks.

Knowledge (Arcana): 8 ranks.

Spellcraft: 8 ranks.

Feats: Spell Focus (Illusion).

Spellcasting: A mind master must have the ability to cast *lure* and at least one other arcane spell of 3rd level or higher.

CLASS SKILLS

The mind master's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int), Speak Language (None), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the mind master.

Weapon and Armor Proficiency: Mind masters ruse gain no additional proficiency in any weapon or armor.



MIND MASTER

TABLE 7: THE MIND MASTER

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Hue	+1 level of existing class
2	+1	+0	+0	+3	Mnemonic device	+1 level of existing class
3	+1	+0	+1	+3	Hue	+1 level of existing class
4	+2	+1	+1	+4	Finger snap	+1 level of existing class
5	+2	+1	+1	+4	Hue	+1 level of existing class
6	+3	+1	+2	+5	Hypnotic pattern	+1 level of existing class
7	+3	+2	+2	+5	Hue	+1 level of existing class
8	+4	+2	+2	+6	Pattern barrier	+1 level of existing class
9	+4	+2	+3	+6	Hue	+1 level of existing class
10	+5	+3	+3	+7	Convincing illusions	+1 level of existing class

Spells per Day: When a new mind master level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mind master, he must decide to which class he adds the new level for purposes of determining spells per day.

Hue (Ex): When casting pattern or spray spells, the mind master can weave a special hue into the spell to give it an extra effect. Only one hue can be woven into any given spell at a time. The mind master learns one hue of his choice at 1st level, and an additional hue at 3rd, 5th, 7th, and 9th level. He may choose from among the following:

Squamous: A color reminiscent of the grave. A spell with this hue woven into it can affect undead—even mindless ones.

Octarine: The color of magic. A spell with this hue woven into it has its save DCs increased by 2.

Shriek: A magical hue that can be heard as well as seen. A spell with this hue woven into it can affect blind creatures, as long as they can hear.

Pristine: A color that is resistant to the passing of time. A spell with this hue woven into it has its duration doubled, assuming that its normal duration is not instantaneous.

Shine: A color that shines brightly over great distances. The range of the spell is doubled, and patterns are visible twice as far away as normal.

Maddening: A hue of color that can cause insanity in those who see it. Creatures who are affected by the spell and fail their save suffer 1 point of temporary Wis damage in addition to any normal effects.

Mnemonic Device (Su): Once per day, the mind master may place a mnemonic device upon himself or a willing target. The device is used to imbed a specific fact (no more than 50 words long) into the target's mind—for example, directions to a buried treasure, or a code word used by a thieves' guild. Whenever the target affected by the mnemonic device hears a specific word or phrase specified by the caster, the target automatically recites the embedded fact out loud. However, the target cannot voluntarily remember that embedded fact while the mnemonic device is in place—only psionics, a *hypnosis* spell, or removal of the device by the original caster will allow the target to remember that fact.

Finger Snap (Su): As a standard action, the mind master can snap his fingers to allow any creature that is currently affected by a *sleep* or *pattern* spell and can hear the snap to make a new save against that effect, applying a +4 circumstance bonus to the new save.

Hypnotic Pattern (Su): Beginning at 6th level, a mind master's magical skills in entrancing the minds of others allow him to cast *hypnotic pattern*, as a sorcerer of the same level, once per day. No verbal or somatic components are required to use this ability.

Pattern Barrier (Su): At 8th level, the mind master becomes immune to the effects of all pattern spells.

Convincing Illusions (Su): At 10th level, the mind master has learned to create truly compelling illusions and may add his Cha bonus (if any) to the save DCs of any illusion spells he casts.

MYSTIC INFILTRATOR

When one requires the services of thieves, it is common practice to find a tavern, ask around, waste a lot of coin just proving you're legitimate, and then spend an inordinate amount of money to secure the services of a guild that in turn sub-contracts out to some fool you may never meet who is responsible for securing a fact or stealing an important jewel. And in the end, the thieves' guild guarantees nothing. If a man is caught, or unable to secure the evidence needed, the guild merely shrugs its shoulders and begs the question, "What are you going to do about it?"

For most, this is a losing proposition. For others, there is the security of working with mystic infiltrators.

Each town has its own set of rules on how to contact one of these rare, but efficient "skulkers." In the end, the fees are outrageous, but the result well worth it. By disguising himself as a commoner, city guard, enemy warrior, or head of state, a mystic infiltrator can get into places others can't. They are anonymous and nearly untraceable. In short, a mystic infiltrator is a ruler's worst nightmare.

However, the training to become a mystic infiltrator is not easy and many fledgling wizards balk at regime they are expected to maintain in order to remain among the ranks of the mystic infiltrator.

Hit Die: d6.

REQUIREMENTS

To become a mystic infiltrator, a character must meet the following requirements:

Disguise: 8 ranks.

Hide: 8 ranks.

Move Silently: 8 ranks.

Feats: Alertness, Toughness.

Spellcasting: A mystic infiltrator must have the ability to cast *faceless* and at least two arcane spells of 3rd level or higher.

Special: Training to become a mystic infiltrator is not easy. The cost to join their ranks is a minimum of 5,000 gp. In addition, once someone has become a mystic infiltrator, he or she cannot merely leave the ranks without permission of the guildmaster. Failure to adhere to this rule will surely garner the attention of the guild and anyone else looking to earn the new found bounty on the ex-patriot's head.



Mystic Infiltrator

TABLE 8: THE MYSTIC INFILTRATOR

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Master of disguise	+1 level of existing class
2	+1	+0	+3	+3	Wormtongue	+1 level of existing class
3	+1	+1	+3	+3	Mystic form (1 + Cha bonus/day)	+1 level of existing class
4	+2	+1	+4	+4		+1 level of existing class
5	+2	+1	+4	+4	Wormtongue	+1 level of existing class
6	+3	+2	+5	+5		+1 level of existing class
7	+3	+2	+5	+5	Like the wind	+1 level of existing class
8	+4	+2	+6	+6	Wormtongue	+1 level of existing class
9	+4	+3	+6	+6		+1 level of existing class
10	+5	+3	+7	+7	Mystic form (at will)	+1 level of existing class

CLASS SKILLS

The mystic infiltrator's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mystic infiltrator prestige class.

Weapon and Armor Proficiency: Mystic infiltrators gain no proficiency in any weapons or armor.

Spells per Day: When a new mystic infiltrator level is gained, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a mystic infiltrator, she must decide to which class she adds the new level for purposes of determining spells per day.

Master of Disguise: The mystic infiltrator knows the importance of blending in with the local community. She also learns to cut corners, creating disguises in half the time without suffering any ill-effects. If she so chooses, she may cut this time in half again, suffering a -4 circumstance penalty to the Disguise check.

Wormtongue: The mystic infiltrator understands the importance of language and communication. Not only must she learn to speak Orc, but she must also learn to speak like an orc. At 3rd level, she gains mastery over an additional language. Her skill with this language is flawless and no accent can be detected. The mystic infiltrator gains another language at 6th level and 9th level.

Mystic Form: By taking on the visage of a guard, cook, servant, or similarly nondescript person, the mystic infiltrator can become someone who could reasonably be in the king's chamber. Additionally, the infiltrator may change her appearance several times in order to sneak into various parts of a castle, camp, dungeon, etc.

At 4th level, the mystic infiltrator may cast a variation of *change self* a number of times per day equal to 1 + her Cha bonus. This variation of the spell allows the infiltrator to touch a living or dead creature and assume the general garb and appearance of the target. This does not allow her to look like the target in question, but her clothing will look like she belongs in the castle, stronghold, etc. Like the spell, this is effectively a +10 bonus to her Disguise check. This is a spell-like ability.

At 10th level, the mystic infiltrator learns to hone her mind, body, and mastery of magic into one—knowing what to be, when to be it, and how to become it. She may assume a disguise as a standard action, changing her body, face and appearance at will, any number of times per day. This is an extraordinary ability.

Like the Wind: At 7th level, the mystic infiltrator is so crafty that few attempts to discern her identity are ever successful. Either people know nothing, a trail ends cold, or rumors lead to dead ends.

The DCs for Wilderness Lore checks made to track the mystic infiltrator and Gather Information checks made to gather information on her are increased by 8.

SHADOWMANCER

The most powerful of illusions draw upon the energies of shadow to gain the semblance of reality. Such illusions have a dangerous degree of psuedo-reality compared to other illusions, capable of inflicting real harm even when disbelieved. The shadowmancer seeks to control these energies, learning to shape and channel them in new ways to lend power to her magics, and focusing on those spells that work directly with shadow. Eventually, the shadowmancer learns to harness fragments of shadow directly, creating powerful servants for herself. Working so closely with shadow, the shadowmancer also learns to be more stealthy, moving and casting in complete silence. The shadowmancer's arts make her well suited to adventuring, and those that arouse her ire find her a patient, vengeful foe.

While sorcerers and wizards excel as shadowmancers, bards also find the class appealing, allowing them to expand their repertoire and cast their spells silently (though at some cost). The class also combines well with levels as a rogue, sharing some of that class's important skills.

Shadowmancers need high scores in their spellcasting ability (Intelligence or Charisma, depending on the origin of their arcane casting abilities). They also need fairly good Strength scores to withstand the chill energies of shadow with which they work.

Hit Die: d4.

REQUIREMENTS

Hide: 8 ranks.

Move Silently: 8 ranks.

Spellcasting: A shadowmancer must have the ability to cast *deeper darkness* and at least one other arcane spell of 3rd level or higher.

Feats: Silent Spell, Still Spell.

CLASS SKILLS

The shadowmancer's class skills (and the key ability for each skill) are Concentration (Con), Hide (Dex), Knowledge (arcana, the planes) (Int), Move Silently (Dex), Profession (Wis), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the shadowmancer prestige class.



SHADOWMANCER

TABLE 9: THE SHADOWMANCER

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	Dark research	+1 level of existing class
2	+1	+0	+3	+0	Shadow channel	+1 level of existing class
3	+1	+1	+3	+1	Summon shadow (1st shadow)	+1 level of existing class
4	+2	+1	+4	+1		+1 level of existing class
5	+2	+1	+4	+1	Summon shadow (+1 HD)	+1 level of existing class
6	+3	+2	+5	+2		+1 level of existing class
7	+3	+2	+5	+2	Summon shadow (+1 HD)	+1 level of existing class
8	+4	+2	+6	+2		+1 level of existing class
9	+4	+3	+6	+3	Summon shadow (strength funneling)	+1 level of existing class
10	+5	+3	+7	+3	Summon shadow (2nd shadow)	+1 level of existing class

Weapon and Armor Proficiency: The shadowmancer gains no additional weapon proficiencies from joining this class. The shadowmancer is proficient in light armor but not shields.

Spells per Day: When a new shadowmancer level is gained, the character gains new spells per day as if she had also gained a level in an arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a shadowmancer, she must decide to which class he adds the new level for purposes of determining spells per day.

Dark Research: The shadowmancer's quest to understand the powers of shadow gives her great insight into its application, but not without cost. Upon gaining a level as a shadowmancer, she is barred from casting spells from the divination school and all spells with the Light and Fire designators. This includes using wands, scrolls or other magic items that produce these effects (much as a specialist wizard is barred from one or more schools).

At 1st level and each level thereafter, she may choose any one spell of the shadow discipline with a level lower than her class level and no greater than the highest level of spell she is able to cast at that level. Shadowmancers with wizard levels may automatically add the selected spell into their spell books (in addition to those normally gained at each level). Shadowmancers with sorcerer or bard levels may learn this spell in addition to their usual allotment of known spells.

Shadow Channel (Su): At 2nd level, a shadowmancer can drain her inner reserves to augment her spells as she sees fit. She may suffer 1 point of temporary Str damage in order to ignore one level of metamagic cost when preparing spells. So, a shadowmancer could prepare one silent ventriloquism as a 1st-level spell instead of a 2nd-level spell by suffering 1 point of temporary Str damage. The shadowmancer can also use these levels to decrease the metamagic level penalty if she does not have enough to completely ignore it.

Summon Shadow (Su): At 6th level, the shadowmancer can summon a shadow, an undead shade (see MM for the shadow's statistics). Unlike a normal shadow, this shadow's alignment matches that of the shadowmancer. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowmancer and can communicate intelligibly with her. At 5th and 7th level, the shadow gains one extra Hit Die, advancing it per the rules in the MM. At 9th level, each time the shadow drains a target of a point of Strength while within 30 ft. of the shadowmancer, she gains 1 point of Strength, not to exceed her normal Strength score. At 10th level the shadowmancer can summon a second shadow. This second shadow is identical to the first in both HD and abilities.

If a shadow companion is destroyed, or the shadowmancer chooses to dismiss it, the shadowmancer must attempt a Fortitude saving throw (DC 15). If this saving throw fails, the shadowmancer loses 200 experience points per class level. A successful save reduces this loss by half, to 100 XP per class level. A destroyed or dismissed shadow companion cannot be replaced for a year and a day.

UNSEEN MASTER

Some illusionists find that they have a special talent for fading away into nothingness. Perhaps they have an unconscious desire to disappear, or perhaps they simply want to be left alone. Whatever the reason, the unseen masters are among the deadliest foes you'll ever face. Undetectable by all normal means, they slip in and observe, unseen. They gather important information, steal powerful objects, and slay the unwary before slipping away into the night once more. The standard methods of detecting invisible opponents, such as guard dogs or the *see invisible* spell, typically fail when used against an unseen master. Only resourceful and cunning opponents stand even the slightest chance when confronted with one of these invisible killers.

Rogues and assassins make excellent unseen masters. Their sneak attack ability is extremely useful while invisible, and their evasion ability allows them to avoid most area effect spells, which is the usual way most spellcasters deal with an invisible opponent.

Unseen masters need high scores in Dexterity and their spellcasting ability. A high AC combined with their enhanced miss chance while invisible makes them extremely difficult to hurt, while additional bonus spells (gained through Intelligence or Charisma) are useful for any spellcaster.

Hit Die: d4.

REQUIREMENTS

To qualify as an unseen master, a character must fulfill the following criteria.

Spellcasting: An unseen master must have the ability to cast *selective invisibility* and at least one other arcane spell of 3rd level or higher.

Hide: 8 ranks.

Spellcraft: 8 ranks.

CLASS SKILLS

The lord of illusion class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (any skill, taken individually) (Int), Move Silently (Dex), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

UNSEEN MASTER

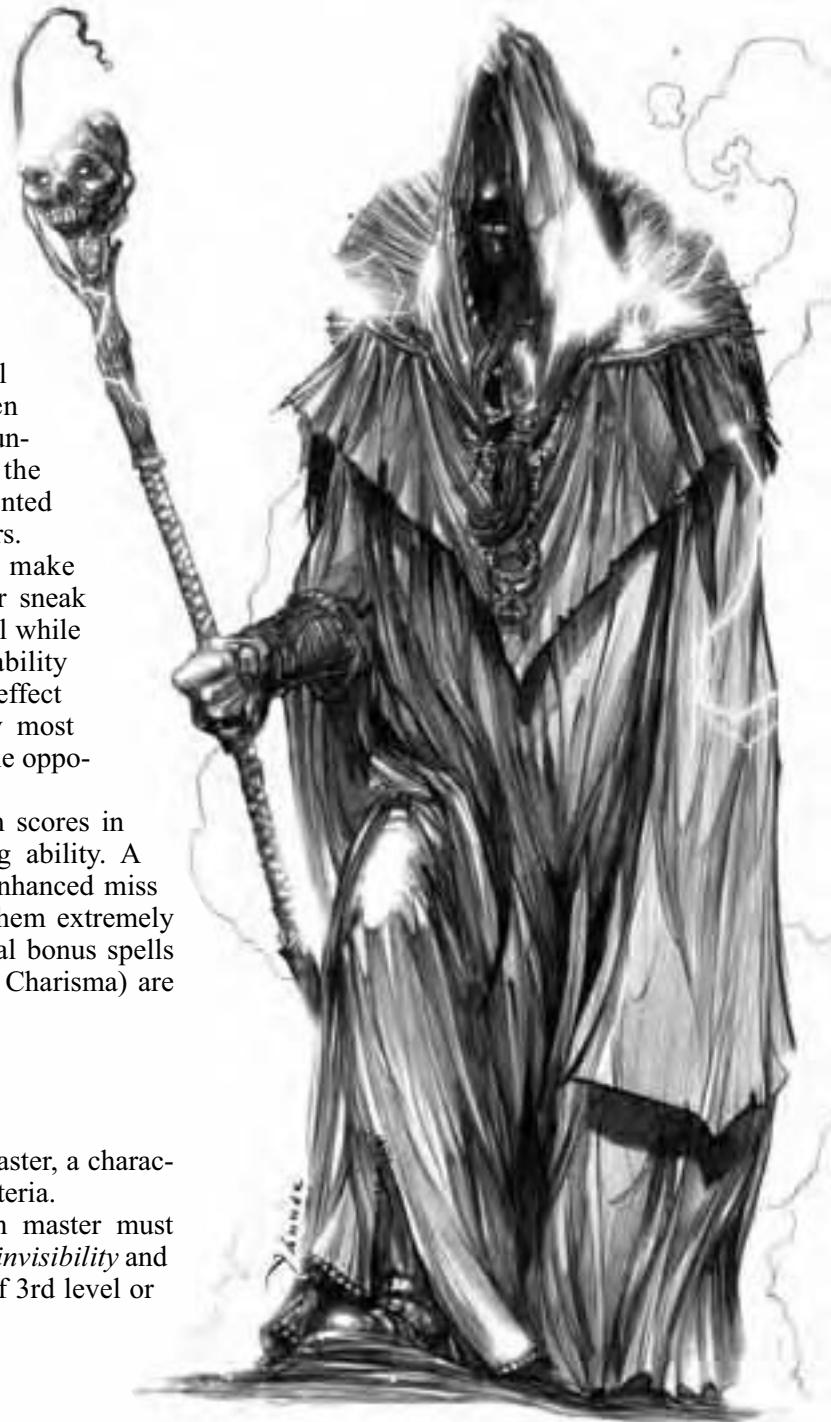


TABLE 10: THE UNSEEN MASTER

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	Unseen mastery (+3 to hit)	+1 level of existing class
2	+1	+0	+3	+0	Special ability	+1 level of existing class
3	+1	+1	+3	+1	Unseen mastery (60% miss chance)	+1 level of existing class
4	+2	+1	+4	+1	Special ability	+1 level of existing class
5	+2	+1	+4	+1	Unseen mastery (+4 to hit)	+1 level of existing class
6	+3	+2	+5	+2	Special ability	+1 level of existing class
7	+3	+2	+5	+2	Unseen mastery (75% miss chance)	+1 level of existing class
8	+4	+2	+6	+2	Special ability	+1 level of existing class
9	+4	+3	+6	+3	Unseen mastery (+5 to hit)	+1 level of existing class
10	+5	+3	+7	+3	Special ability	+1 level of existing class

Skill Points at Each level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the unseen master prestige class.

Weapon and Armor Proficiency: An unseen master gains no additional weapon or armor proficiencies.

Spells per Day: When a new unseen master level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming an unseen master, he must decide to which class he adds the new level for purposes of determining spells per day.

Unseen Mastery (Ex): You have spent so much time invisible that you know how best to take advantage of it. The bonus you receive to your attack roll while invisible is increased from +2 to +3. This bonus increases by an additional +1 at 5th and 9th levels.

In addition, at 3rd level, the 50% miss chance to hit you while invisible increases to 60%. This increases again to 75% at 7th level.

Special Abilities: Beginning at 2nd level, an unseen master gains a special ability of his choice. He gains an additional special ability at 4th, 6th, 8th, and 10th level. The unseen master may choose from among the following:

Extra Invisibility: You have gained a special mastery of the *invisibility* spell. You can cast the *invisibility* spell once per day as a standard action. This is a spell-like ability. You may take this ability multiple times, gaining an extra use of the ability each time.

Greater Invisibility: You are immune to the standard methods of detecting invisible creatures. While invisible, you cannot be detected by the *see invisible* spell unless it is cast by a caster at least four levels higher than you.

Invisible Familiar: Your invisibility spells also protect your familiar from harm. All invisibility spells that affect you also affect your familiar, if it is touching you at the time of casting.

Scentsless: You are capable of slipping past guard dogs without disturbing them at all. While invisible, you cannot be detected by smell.

Silent: You have mastered the art of moving silently while invisible. While invisible, you receive a +8 competence bonus to all Move Silently checks.

Unseen Eye: You can attune yourself to other invisible creatures, allowing you to perceive them. While invisible, you can *see invisible*, as per the spell.

TABLE 11: NEW FEATS

General Feats
 Illusion Library
 Opposed Spell
 Shadow Familiar

Prerequisites
 Ability to cast 1st-level arcane spells. Illusionist or devoted illusionist only.
 Ability to cast 1st-level arcane spells.
 A familiar; the ability to cast any 3 shadow spells.

Metamagic Feats
 Infuse Reality
 Infuse Truth

Prerequisites
 Ability to cast 1st-level arcane spells, including at least one illusion spell.
 Ability to cast 1st-level arcane spells, including at least one illusion spell.

NEW FEATS

The following section describes several new feats for use in any d20 System game. Several of the feats have prerequisites that are also listed as class abilities for certain classes, such as a familiar. If a character has a class ability that mirrors a feat, that that will pass for the appropriate prerequisite. If the character somehow loses this ability, however, he will no longer have access to any feats that require it.

ILLUSION LIBRARY [GENERAL]

You have access to all spells from a certain discipline of illusion magic and can add them to your spellbook once you're high enough level.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells. Illusionist or devoted illusionist only.

Benefit: When you select this feat, choose a discipline of illusion magic. You have access to all spells in that discipline that are equal to the highest level of arcane spells you can cast or lower. As you go up in level, you gain access to higher level spells in the discipline as soon as you are able to cast them.

INFUSE REALITY [METAMAGIC]

You can add shadow energy to your illusion spells to make them partially real.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells, including at least 1 illusion spell.

Benefit: A reality-infused illusion is quasi-real, like the *shadow evocation* spell. Damaging spells still deal the portion of their damage that is real even if the spell is recognized as an illusion. Nondamaging effects have no effect when they are recognized as illusory. A reality-infused spell uses up a spell slot one level higher than the spell's actual level for every 20% of the spell that is real, up to a maximum of 60%. Only illusion spells with no shadow descriptor may be infused.

INFUSE TRUTH [METAMAGIC]

You can cause your illusion spells to affect undead and other creatures normally immune to them.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells, including at least 1 illusion spell.

Benefit: A truth-infused spell loses its mind-affecting descriptor, assuming it has one. A truth-infused spell uses up a spell slot two levels higher than the spell's actual level.

OPPOSED SPELL [GENERAL]

You can cast a spell from a school of magic normally not available to you.

Prerequisites: You must have a familiar and the ability to cast any three spells from the shadow discipline.

Benefit: When you select this feat, choose an arcane spell in a school of magic that is banned to you. You may learn and prepare that spell normally.

Special: You may take this feat multiple times, choosing a different arcane spell each time.

SHADOW FAMILIAR [GENERAL]

Your familiar has been infused with energy from the Plane of Shadow and can cast a spell from a school of magic normally not available to you.

Prerequisites: You must have the ability to cast at least 1st-level arcane spells.

Benefit: Your familiar is capable of using *shadow walk* up to three times a day, as a sorcerer of your level. However, the familiar may not bring other creatures along when using this ability.

Visual Guide to Illusions

The following section serves two purposes. First, it is a level-by-level listing of all the illusion spells in this book and the PHB (PHB spells are listed in **bold** and are not reprinted in this book.) This listing is sub-divided by discipline at each level, using the following abbreviations.

Discipline	Abbrev.
Avoidance	Avoid
Deception	Decep
Disguise	Disg
Fascination	Fasc
Invisibility	Invis
Message	Mess
Shadow	Shad
Terror	Terr
True Illusion	True

Secondly, this serves as a handy visual reference of which senses each spell can affect and which of several important descriptors apply to the spell. Each icon is explained in more detail below.



Sight-affecting: This spell acts upon a creature's sense of sight. This aspect of the spell will not affect a blinded creature or a creature with no sense of sight.



Hearing-affecting: This spell acts upon a creature's sense of hearing. This aspect of the spell will not affect a deafened creature or a creature with no sense of hearing.



Smell-affecting: This spell acts upon a creature's sense of smell. This aspect of the spell will not affect a creature with no sense of smell or one whose sense of smell has been deadened.



Touch-affecting: This spell acts upon a creature's sense of touch. This aspect of the spell will not affect a creature with no sense of touch or one whose sense of touch has been deadened.



Thermal-affecting: This spell acts upon a creature's ability to sense heat and cold. This aspect of the spell will not affect a creature with no ability to sense heat and cold or one whose sense to do so has been deadened.



Mind-affecting: This spell has the mind-affecting descriptor. This has no game effect in and of itself, but there are many creatures (such as constructs) that are immune to mind-affecting spells.



Fear: This spell has the fear descriptor. This has no game effect in and of itself, but there are many creatures (such as undead) that are immune to fear spells.










Shadow Magic: This spell has the shadow descriptor, indicating that it is an illusion that is partially real. This has no game effect in and of itself, but there are some other effects that trigger off shadow spells.

2ND-LEVEL SORCERER AND WIZARD ILLUSION SPELLS

- Avoid **Blur.** Attacks miss subject 20% of the time.
Mirror Image. Creates decoy duplicates of caster (1d4 +1/three levels, max 8).
- Decep **Misdirection.** Misleads divinations for one creature or object.
Trap. Makes item seem trapped.
- Disg **False Appraisal.** Makes target item appear more or less valuable.
Faceless. You lose all distinguishing features, appearing mundane and unremarkable.
- Fasc **Hypnotic Pattern.** Fascinates 2d4+1 HD/level of creatures.
- Invis **Invisibility.** Subject is invisible for 10 min./level or until it attacks.
- Mess **Magic Mouth.** When triggered, creates an illusionary mouth that delivers a brief message.
- Shad **Shadow Claws.** Caster's touch acts like that of a shadow.
- Terr **Awakened Fears.** Target is attacked by his inner fears, suffers 3d6 points of damage and is shaken.
- True **Continual Flame.** Makes a permanent, heatless torch.
Minor Image. As *silent image*, plus some sound.

3RD-LEVEL SORCERER AND WIZARD ILLUSION SPELLS








- Avoid **Displacement.** Attacks miss subject 50% of the time.
- Decep **False Thoughts.** Creates false surface thoughts.
- Disg **Disguise Trap.** You make an existing trap more difficult to spot, making it look like the surrounding terrain.
- Fasc **Lure.** Lures the target along a specific path.
Unnatural Charm. Target gains +1/2 caster levels (+10 max) to all Cha-based skills for 1 hour/caster level.
- Invis **Invisibility Sphere.** Makes everyone within 10 ft. invisible.
Selective Invisibility. As *invisibility*, but you may choose to allow certain creatures to see you.

							
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- Mess **Illusory Script.** Only intended reader can decipher.
Stolen Sight. You hear and see what target hears and sees.
- Shad **Deadly Darkness.** Extinguishes lights and summons shadows to fight for the caster.
- Terr **Phantasmal Swarm.** Phantasmal insects envelop the target and drive him into a panicked state.
- True **Major Image.** As *silent image*, plus sound, smell, and thermal effects.

4TH-LEVEL SORCERER AND WIZARD
 ILLUSION SPELLS

- Avoid **Lesser Simulacrum.** As *simulacrum*, but creates weaker double that dissolves after 1 hour/level.
- Decep **Magical Deafness.** Blocks all magical listening in an area.
- Disg **Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).
- Fasc **Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.
- Invis **Improved Invisibility.** As *invisibility*, but subject can attack and stay invisible.
Area Invisibility. You can selectively turn people and objects in an area invisible for 1 hour/level.
- Mess **Living Words.** As *write*, but any person touching item is considered to have read the words.
- Shad **Shadow Conjuration.** Mimics conjuration below 4th level.
- Terr **Madness.** Deals 1d3 points of temporary Wisdom damage and imparts a form of temporary insanity.
Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.
- True **Illusory Wall.** Wall, floor, or ceiling looks real, but anything can pass through.








							
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5TH-LEVEL SORCERER AND WIZARD ILLUSION SPELLS

- Avoid **Greater Ventriloquism.** Target appears to speak words chosen by caster for 1 min./level.
- Decep **False Vision.** Fool scrying with a vision.
- Disg **Seeming.** Changes appearance of one person/two levels.
Mirage Arcane. As hallucinatory terrain, plus structures.
- Fasc **Obsession.** Compels target to seek out an object.
Torrent of Color. As *color spray*, but is more powerful and affects 2d6 creatures.
- Invis **Improved Invisibility Sphere.** As invisibility sphere, but the subject and those affected by the spell can attack and remain invisible.
- Mess **Dream.** Sends message to anyone sleeping.
- Shad **Greater Shadow Conjunction.** As *shadow conjunction*, but up to 4th level and 40% real.
Shadow Evocation. Mimics evocation less than 5th level.
- Terr **Nightmare.** Sends vision dealing 1d10 damage, fatigue.
- True **Persistent Image.** As *major image*, but no concentration required.

6TH-LEVEL SORCERER AND WIZARD ILLUSION SPELLS








- Avoid **Mislead.** Turns caster invisible and creates illusory double.
Project Image. Illusory double can talk and cast spells.
- Decep **Magical Blindness.** Blocks all magical sight in an area.
- Disg **Veil.** Changes appearance of group of creatures.
- Fasc **Somnolent Pattern.** As *hypnotic pattern*, but targets are rendered unconscious.
- Invis **Permanent Invisibility.** As invisibility, but duration is permanent.
- Mess **Visitation.** Sends an image of you to target, and an image of target appears to you.
- Shad **Greater Shadow Evocation.** As shadow evocation, but up to 5th level.

							
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- Fasc **Maelstrom of Color.** As *color spray*, but is much more powerful and affects 3d6 creatures.
- Invis **Invisible Dwelling.** Makes a single building invisible to all but those you specify.
- Mess **Living Knowledge.** You place ranks in an Int-based skill into an item.
- Shad **Shadowform.** You become an incorporeal shadow.
- Terr **Apocalypse.** Creates illusion that the universe is ending and inflicts 1 point of temporary Wisdom damage and 2d4 points of damage each round.
- True **Independent Illusion.** As *programmed illusion*, but it has an Intelligence score.

9TH-LEVEL SORCERER AND WIZARD ILLUSION SPELLS

- Avoid **Distant Image.** As *project image* with unlimited range, but chance of duplicate appearing off target.
- Decep **Decoy.** Creates a doll that magically detects as you.
- Disg **Perfect Impersonation.** As *impersonate*, but allows you to temporarily absorb the target's memories.
- Fasc **Deadly Pattern.** As *rainbow pattern*, except it traps its victims until they die.
- Invis **Mass Improved Invisibility.** As *mass invisibility*, but the subjects of the spell can attack and remain invisible.
- Mess **Delayed Dream.** As *dream*, but waits for trigger.
- Shad **Alter Reality.** Creates area where all illusions are 80% real.
- Terr **Weird.** As *phantasmal killer*, but affects all within 30 ft.
- True **Perfect Image.** An programmed illusion, except extremely hard to disbelieve or dispel.

							
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Terr	•	•	•	•	•	•	
True	•	•	•		•		
Avoid	•	•	•				
Decep	•	•					
Disg	•	•	•		•		
Fasc	•					•	
Invis	•						
Mess	•	•				•	
Shad	•	•	•	•	•		•
Terr	•					•	•
True	•	•	•		•		

SPELLS

The spells herein are presented in alphabetical order.

ALTER REALITY

Illusion (Shadow)
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 full action
Range: Special
Area: 1-mile radius centered on you
Duration: 5 minutes/level (D)
Saving Throw: None
Spell Resistance: No

Upon casting, a ripple of silvery light spreads out from you, leaving behind a slight shimmer that surrounds you to a radius of 1 mile. Within this area, the DC to disbelieve all illusions is increased by 4 (as everything takes on a slightly unreal appearance and the minute mistakes in an illusion are harder to identify). Further, all illusions are imbued with energy from the Plane of Shadow, granting them the shadow descriptor and causing them to become eight-tenths (80%) real (as if created by an improved version of either the *shadow evocation* or *shadow conjuration* spells. See these spells for details on partial reality). This includes illusions already in existence when the spell is cast, and those cast within its confines. Illusions that already have the shadow descriptor are only enhanced to 80% real, no matter how real they were to begin with.

Phantasms within this area become fully visible to all. The difficulty to dispel any illusion within this region is based on your caster level if higher than the original caster's level. This region moves with you for the duration of the spell unless you move to a different plane of existence, in which case the spell ends.

APOCALYPSE

Illusion (Pattern, Terror) [Fear, Mind-Affecting]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. +10 ft./level)
Area: Two 10 ft. cubes/level (S)
Duration: 1 minute (see text)
Saving Throw: Will half (see text)
Spell Resistance: Yes

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 Will save 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.

Material Component: A scrap of a page torn from a religious text.

AREA INVISIBILITY

Illusion (Glamer, Invisibility)
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 60-ft. radius spread
Duration: 1 hour/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

As *invisibility*, except that 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 who attack negate the invisibility, but only for themselves.

AWAKENED FEARS

Illusion (Phantasm, Terror) [Fear, Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell subjects the target to phantasmal images drawn from its latent or suppressed fears. The fears within the target's subconscious mind are transformed into terrifying and frightful images that its conscious mind can visualize. The target experiences a horde of phantasmal images swirling around its body, tearing and clawing at it. The target may make a Will save to disbelieve the phantasmal images, otherwise the target suffers 3d6 points of damage from the fear effect and is shaken. A shaken creature suffers a -2 morale penalty to all attack rolls, weapon damage rolls, and saving throws.

If the target of an *awakened fears* spell succeeds in disbelieving the images and is wearing a *helm of telepathy*, the phantasmal images can be turned upon the caster. The caster must then disbelieve the images or suffer 1d6 points of damage from the fear effect.

BURST OF MAGIC

Illusion (Glamer, Deception)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: 100 ft. + 10 ft./level

Area: 5 ft. wide to 50 ft. + 5ft./level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this cantrip, the caster creates a harmless surge of dazzling magical energy that does absolutely nothing. This burst takes the form of an offensive bolt or burst, similar to that of a *lightning bolt* or a *fireball*, even though the burst causes no actual damage. However, the burst can be detected at great range as a powerful spell by other wizards, sorcerers, and magic-sensitive creatures. The burst itself appears as a faint bluish light, just visible to all creatures within 50 ft. of the spell. In addition to this, all spellcasters and creatures with innate magical abilities within 1,000 ft. of the burst automatically become aware that some form of magic has just been cast, although neither the nature nor the actual purpose of that magic will be known. A *detect magic* spell cast within 1d10+10 rounds of the burst falsely reveals that the spell level of the burst is equivalent to a 6th–9th level spell (1d4+5), and that the caster level is equivalent to the caster's actual level + 2d6. Also, a *detect magic* spell can detect the effects of a burst at double its normal maximum range.

Should the burst strike another object,

it leaves a faintly glowing residue on the target for 1d2 hours. During this time, the items detect as magical. Casting an *identify* spell on an object affected by the burst detects a false +2 enchantment on that object—an ordinary longsword would appear to be a *longsword* +2, while a *longsword* +2 would appear to be a *longsword* +4. Beyond this, further scrutiny from magical spells will not provide specific details for these affected items. For example, a ring affected by a burst would appear to be a magical ring with charges, but identifying the exact purpose of that ring (whether it is a *ring of jumping* or a *ring of invisibility*) is not possible.

CLOAK OF FEARS

Illusion (Pattern, Terror) [Fear, Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target is enshrouded with shifting, shadowy energies that make him appear more threatening and imposing to others. He gains an insight bonus to all Intimidate checks equal to +1 per caster level (maximum +10). This bonus lasts for the duration of the spell.

CONCEAL

Illusion (Glamer, Invisibility)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell causes one item you are carrying that is one size category smaller than you (or smaller) to become invisible. The object remains invisible until you use the item to activate a spell or other magical effect, to open a door, to strike an opponent, drop it, or in any way use it to affect the world around you. This spell is most effective for sneaking items past guards or otherwise making you appear less prepared than you are. The item still creates a noticeable

bulge in clothing or packs, but you receive a +10 circumstance bonus to Hide checks made to conceal the item on your person from anyone searching for it.

Material Component: A drop of honey placed on the object being concealed.

CRAWLING SKIN

Illusion (Figment, Terror) [Fear, Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (see text)

Saving Throw: Will negates

Spell Resistance: Yes

This spell instills a false jittery sensation within the target's mind making him more sensitive to fear effects. The target's body often responds with tightened skin, hairs on end, increased perspiration, and an accelerated pulse rate. The subject suffers a -2 morale penalty to his next save versus a fear effect. The spell lasts for one minute per caster level or until the target encounters a fear effect that requires a save.

DEADLY DARKNESS

Illusion (Shadow) [Darkness]

Level: Brd 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 full action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 5 ft. / caster level radius

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast, all lights are extinguished as per the *darkness* spell within the area of effect. Further, one shadow (see MM) 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, such as by use of *daylight* in the affected area.

DEADLY MARK, THE

Illusion (Pattern, Fascination) [Mind-Affecting]

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)



Target: One living creature

Duration: See text (D)

Saving Throw: Will negates

Spell Resistance: No

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 Will save, he will instantly be killed the next time he sees that specific object or an image of the object. A successful Will 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 a king's royal crown, the target would die if he saw the king's crown or a portrait of the king wearing that same exact crown. The spell lasts until the 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

Illusion (Pattern, Fascination) [Mind-Affecting]

Level: Sor/Wiz 9

Components: (V), S, M, F (see text)

Casting Time: 1 action

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

Effect: Colorful lights with a 25-ft. radius spread

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

As the spell *rainbow pattern*, except the *deadly pattern* can produce lethal results. *Deadly pattern* enthralls 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.

Verbal Component: Only required for bards, who must sing, play music, or speak a rhyme as part of the verbal component.

Material Component: A pinch of phosphorus and a drop of snake venom.

Focus: A prism, made from a diamond of at least 100 gp in value.

DECAY

Illusion (Glamer, Deception)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 hour

Range: Touch

Target: One doll

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell allows the caster to create a magical doll that takes the place of the caster, should any sort of magical detection spells or devices be used to hunt down the caster. The caster can no longer be detected by magical means—as far as all magic is concerned, the doll-like decoy is the caster. The doll can be any distance from the caster, even in other planes of existence—all magical detection or seeking spells will still always search for the decoy, and not the actual caster of the spell.

Visual scrying spells and devices such as a *crystal ball* do not show the enchanted doll when attempting to find the caster—instead, they always show an image of the caster. In addition to this, magical weapons, enchantments, or creatures specifically designed to find and cause specific harm to the caster of the decoy spell cannot find or cause harm to the caster—for all practical purposes, the caster does not exist to these things. They will, however, be able to locate and possibly destroy the decoy, as they all detect the doll to be the actual caster.

The decoy has an effective AC of 10 and 8 hp. Should the decoy be destroyed by anyone besides the original caster, the negative feedback of magical energy automatically causes 2d6 points of damage to the caster. The decoy can be dispelled if the original caster physically touches the doll and mentally wills the spell to end, or if the caster physically destroys the doll himself.

DELAYED DREAM

Illusion (Phantasm, Message) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 9

Components: V, S, M

Casting Time: 1 minute or longer

Range: Unlimited

Target: Self, or one living creature touched

Duration: Permanent until triggered

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, prepare a message to be sent to another in the form of a dream. This works as the *dream* spell, except that the message composer is not placed into a trance while composing the message. This typically takes 1 minute to compose the dream, and the composer controls 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 for the compos-

er). The message will not be delivered until the first time the recipient sleeps after a trigger of your choosing has taken place (recipient's 18th birthday or the death of the composer, for example). This effect cannot be dispelled.

Creatures who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

DIM

Illusion (Shadow) [Darkness]

Level: Brd 0, Sor/Wiz 0

Components: S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One object

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Target one source of illumination, such as a torch or lantern. The target source's area of illumination is reduced by 10 ft. If this reduces its area of illumination to 0 ft., then the light source is extinguished. For instance, a torch that illuminates a 20 ft. radius would illuminate only a 10 ft. radius while affected by this spell.

DISGUISE TRAP

Illusion (Glamer, Disguise)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Trap touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

You make an existing trap appear as though it were not there—an open pit appears like the surrounding stone work, a trip-line disappears in the surrounding foliage, a flame jet looks like mortar grooves between the brickwork, and so on. As a result of casting this spell, the trap becomes more difficult to spot. The Search DC to find the trap becomes equal to your caster level + the save DC for this spell.

If spotted, the opponent sees through the illusion and is not tricked by it again. In addition, he can point it out to others. The DC to disable the trap is not affected by this spell.

Material Components: The eyes and claws of a mole.

DISTANT IMAGE

Illusion (Shadow)

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Unlimited

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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 (see PHB, Chapter 11, Teleport). 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.



Material Components: A small replica of the caster (a doll) and a gold ring worth at least 10 gp.

DISTRACT

Illusion (Figment, Avoidance) [Mind-Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature/ two levels, no two of which can be more than 20 ft. apart.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to experience the false sensation of a fast moving object or a loud sound that momentarily diverts the target's attention. While the target turns its attention from the caster, he can attempt a Hide check if he is within 10 ft. of a hiding place of some kind.

FACE IN THE CROWD

Illusion (Glamer, Disguise)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell creates a subtle illusion over your form that makes you appear like an indescript member of your race. Your features become subdued and your general mannerisms are similar to those around you. There must be at least 16 members of your race around you for this spell to take effect. In essence, you become like those around you (town guards, guests at a party, etc.). The effective bonus of this spell is either a +1/caster level (maximum +5) bonus to Disguise checks to pass for one of the crowd or a +1/caster level (maximum +5) bonus to Hide checks to "disappear" into the crowd.

Material Components: The feather from a flightless bird and a bit of cloth.

FACELESS

Illusion (Glamer, Disguise)

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

All of your distinguishing characteristics melt away, making you appear utterly mundane and mediocre. Those who see you are unable to recognize you later and all descriptions of you are vague and useless. You do not draw any unwarranted attention while affected by the spell, and gain a +10 bonus to all Disguise or Hide checks related to sneaking passed sentries, innkeepers, and the like.

If you perform an action while disguised that attracts attention (such as breaking into a home, killing someone, etc.), all those within 60 ft. (30 ft. in poorly light situations) are allowed a Will save to peer through the illusion. Success indicates that you are recognized for who you are.

FALSE APPRAISAL

Illusion (Glamer, Disguise)

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None (see text)

Spell Resistance: No

You make any item (magical or otherwise) appear either more or less valuable than it truly is. You can make an ordinary brass ring appear priceless or make a powerful magical item look like a worthless trinket. The apparent new value of the item is determined at the time of casting. An Appraise check reveals the item to be worth whatever value was set when the spell was cast.

If an object bearing *false appraisal* has *identify* cast on it, the examiner is allowed a Will save to determine that the appraisal is false. Failure indicates that he believes the item to be truly valuable (or invaluable) and no amount of testing reveals what the true value is.

If the targeted item's own aura detects as "overwhelming", then *false appraisal* won't work on it. The object's magic shows through the illusion. This spell will not fool spells of 2nd level or higher, such as *locate object* or *legend lore*.

Material Focus: A small square of fine silk or soiled cloth that must be passed over the object.

FALSE LORE

Illusion (Glamer, Deception)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: One creature or object

Duration: Permanent (D)

Saving Throw: See text

Spell Resistance: No

With this spell, the caster can provide a false history for a person, place or object. This false history is then revealed when spells or other abilities intended to determine the history of that object are used. If another spellcaster or creature attempts to use *legend lore*, *contact other plane*, or similar magical spells or devices on the affected object, the false history created by the caster of this spell is revealed instead of the object's actual history. The *false lore* for an object is permanent until the caster touches the object once more and wills the spell to end.

The false history created by this spell may not necessarily be trusted by those who learn of it. The caster of the spell must give the false history as much detail as possible when creating it. While those casting *legend lore* and similar spells on an object affected by *false lore* may not have any reason to doubt the efficacy of their magic, they may notice discrepancies between the details of the *false lore* and other true sources of information. A character with 1 or more ranks in an appropriate Knowledge skill (local history, etc.) can make a skill check (DC equal to this spell's save DC + the caster level) to check the history against known facts. Success exposes it as a fraud.

FALSE THOUGHTS

Illusion (Glamer, Deception)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell provides either the caster or a willing creature touched by the caster with a mental defense against attempts to read his thoughts. If a spellcaster or creature attempts to read the thoughts of an individual protected by a *false*



thoughts spell, that individual can mask his thoughts completely with a “wall” of false thoughts. This set of thoughts can be either a jumble of nonsense, a prepared “message” (such as “don’t try to read my thoughts”), or a specific set of fictitious thoughts designed to mislead a mind reader. However, these thoughts must be prepared before the casting of the spell. Once the mind of an individual being protected by a *false thoughts* spell is being read, the actual thoughts chosen to protect the individual’s mind may not be altered unless the spell is recast.

Material Component: An iron helm.

GREATER MADNESS

Illusion (Phantasm, Terror) [Chaotic, Mind-Affecting]

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Touched creature

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

As *madness*, except as follows. The spell immediately inflicts 1d3+3 points of temporary Wisdom damage. 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 table below.

1d20 Insanity

- 1-2 *Insomnia*: See description under *madness* spell.
- 3-4 *Compulsive Lying*: See description under *madness* spell.
- 5-7 *Phobia (Creature)*: See description under *madness* spell.
- 8-10 *Phobia (Substance)*: See description under *madness* spell.
- 11-13 *Phobia (Environment)*: See description under *madness* 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 1 point of self-induced damage unless he is physically restrained from doing so.
- 19 *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 Will save (DC 14 + caster's Intelligence modifier) to determine that the new creature is real.
- 20 *Multiple Disorders*: Target suffers from more than one form of tem-

porary 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.

GREATER VENTRILOQUISM

Illusion (Glamer, Avoidance)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Target: One creature/3 levels

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell mutes the target and obscures its mouth with an illusory mouth that speaks words chosen by the caster.

The words spoken by the illusory mouth are chosen by the caster and can be in any language that the caster knows. The illusory mouth moves in accordance with any words chosen by the caster, but it cannot speak verbal (V) components, use command words, or activate magical effects.

While subject to this spell, the target is unable to produce audible sounds from its mouth, although it may produce sound with its hands or other parts of his body. Thus, the target cannot cast spells with verbal (V) components nor speak command words while subject to this spell.

ILLUSORY WHISPER

Illusion (Figment, Message)

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell creates the illusory sound of one word, whispered in the ear of one creature or object within range. This word must be in a language known to the caster and can be used to trigger magic items that have single word command words.

IMPERSONATE

Illusion (Disguise)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

By touching a target (living or dead), you assume all aspects of his form, including mannerisms, speech, and body language. 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.

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, krenshar, mind flayer, minotaur, salamander, worg, or even a Medium-size demon.

If anyone suspects that you are not who you claim to be, you gain a +30 bonus to any opposed Disguise checks to maintain your facade, but others are not allowed a check merely for interacting with you.

In addition, the tactile and audible properties of your equipment are altered to appear like those worn or owned by the target.

Material Component: A piece of chalk or charcoal, crushed in the hand touched to the target.

IMPROVED INVISIBILITY SPHERE

Illusion (Glamer, Invisibility)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Area: 10-ft.-radius sphere around the creature or object touched.

Duration: 1 minute/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

As *invisibility sphere*, except the spell doesn't end if the subject or those affected by the spell attack.



INDEPENDENT ILLUSION

Illusion (Figment, True Illusion)

Level: Sor/Wiz 8

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.

Material Component: A bit of fleece and jade dust worth 100 gp.

INVISIBLE DWELLING

Illusion (Glamer, Invisibility)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 10 minutes

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

Area: One 30-ft. cube/level.

Duration: Permanent (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make a single building permanently invisible except to those you specify. You may add or subtract people from the list of those who can see the building at whim. The building can be no larger than the area of the spell and the spell cannot be used to make only a portion of a building invisible. If cast on a temporary structure (*secure shelter*, etc.), the spell must be recast each time the temporary structure returns.

If the building is destroyed or reduced to half its hit points, the effect of the spell ends.

Material Components: A jar filled with sun rays trapped at noon on summer solstice and an unblemished pumice stone.

LESSER SIMULACRUM

Illusion (Shadow)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 hour

Range: Touch

Effect: One duplicate creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As *simulacrum*, except as follows. The illusory duplicate formed has only 21% to 32% (20%+1d12%) of the hit points, knowledge (including level, skills, and speech), and personality of the real creature. The illusory duplicate cannot be repaired. In addition, the illusory duplicate lasts only 1 hour per caster level. After that time, the duplicate immediately dissolves with a babble of nonsense words.

Material Components: The spell is cast over a rough snow or ice form of the creature to be duplicated, and some piece of the creature to be duplicated (hair, nail, etc.) must be placed inside the snow or ice. Additionally the spell requires powdered ruby worth 50 gp.

LIMITED INVISIBILITY

Illusion (Glamer, Invisibility)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or creature or object weighing no more than 100 lb./level.

Duration: 1 minute/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

As *invisibility*, except this spell only lasts so long as the target does not move or is not touched by another creature. The effect ends immediately once one of these conditions are met.

Note that attempting a Reflex save involves moving.

Material Components: An eyelash dipped in grain alcohol.

LIVING KNOWLEDGE

Illusion (Pattern, Message) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 full action

Range: Touch

Target: One touched object

Duration: 1 Day/level

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

You may enchant an item to transfer some of your knowledge to anyone who touches it. Choose one of your Int-based skills. The item is enchanted with a number of ranks in that skill equal to 1/2 your caster level (but not to exceed your own ranks in the skill).

Once per day, the first intelligent creature with fewer ranks in the skill than those placed in the item who touches the item must make a Will save (which may be willingly failed). If the save is failed, the creature gains total ranks in the skill equal to those placed in the item or the creature's HD+3 (whichever is lower). These ranks last for a number of hours equal to twice the touching creature's Intelligence score.

Material Component: A special lead-based ink (costing not less than 50 gp).

LIVING WORDS

Illusion (Pattern, Message) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object

Duration: 1 year/level

Saving Throw: Will Negates (harmless)

Spell Resistance: Yes (harmless)

As the *write* spell (see page 51), except that the information is stored within the target item magically instead of as text. Any intelligent creature that touches the enchanted item must

make a Will save (which may be willingly failed). If the save is failed, the creature has the contents of the text transferred directly into its memory as if it had just read the material from a book. The creature must be able to read the language in which the text was originally written or spoken in order to understand the stored information, but any images are received as is.

This spell may be cast on an item already enchanted with this spell, extending the duration to 1 year/level at the time of casting (if greater than the existing duration). This may be done without additional material components or text.

Material Component: A special lead-based ink (costing not less than 50 gp). Additionally, the pages originally containing the stored information are erased during casting.

LURE

Illusion (Figment, Fascination) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates an illusion of something extremely attractive—and mobile—to the target of the spell. Unless the target of the spell makes a successful Will save, that target is compelled to follow the illusion, which always seems to stay just a few steps ahead of him. The affected target must follow the illusion until the spell expires, or until the caster mentally wills the spell to end. Typically, these illusions are of something highly desirable, such as a cart laden with gold, or a comely figure beckoning the affected target. Only the affected target of the spell can see the illusion. A successful saving throw completely negates the effects of the illusion.

The caster of the *lure* spell must determine the specific path that the illusion must take. This path cannot lead into any obviously dangerous areas—should the path taken by the illusion do so, the target immediately receives a second Will save to escape the effect. If the affected target of the *lure* spell is restrained from following the illusion, that target will still struggle and attempt to follow the illusion, and may not take any other action apart from trying to follow the lure for the duration of the spell.

Material Component: Rose petals.



MADNESS

Illusion (Phantasm, Terror) [Fear, Mind-Affecting]

Level: Brd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Touched creature

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

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 temporary 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 temporary Wisdom damage remains until it is removed through rest or by other magical means, such as *lesser restoration*.

- 1d10 Insanity**
- 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.

MAELSTROM OF COLOR

Illusion (Pattern, Factination) [Mind-Affecting]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Long (400 ft. +40 ft./level)
Area: Cone
Duration: Instantaneous (see text)
Saving Throw: Will negates
Spell Resistance: Yes

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*.

Material Component: Three whole gemstones—one red, one blue, and one yellow. Each gemstone must have a minimum value of at least 50 gp.

MAGICAL BLINDNESS

Illusion (Glamer, Deception)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Medium (100 ft. + 10 ft./level)

Range: Touch

Area: 10 ft./level radius

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As per *magical deafness*, except the spell provides protection from magical spells and devices that rely on visual scrying. In addition, creatures relying on magically enhanced sight or creatures created by magic, such as golems, are unable to see anything within the affected area. Normal sight (including darkvision) is not blocked by this spell.

Material Component: The eyes of an eagle, and a blindfold.

MAGICAL DEAFNESS

Illusion (Glamer, Deception)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: 10 ft./level radius
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

By casting *magical deafness*, the caster is able to block out all magical listening spells or devices with an auditory component in a selected area. This includes such spells as *scrying* or the vocal component of *comprehend languages*, as well as enchanted devices such as a *horn of blasting*. Normal sound is not blocked by this spell.

Material Component: The ears of a fox, and a pint of water taken from a waterfall.

MASS CHANGE

Illusion (Glamer, Disguise)
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 10 minutes
Range: Long (400 ft. + 40 ft./level)
Area: 1 mile radius
Duration: Concentration + 2 hours/level
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

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.

Material Components: A piece of the thing being changed (hair of dog, a scrap of wood from a spear, etc.) and a piece of the thing it is being changed into (a flake of crust, a fingernail from an elf, etc.).

MASS IMPROVED INVISIBILITY

Illusion (Glamer, Invisibility)
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/level, no two of which can be more than 30 ft. apart.
Duration: 1 minute/level (D)
Saving Throw: None or Will negates (harmless, object)
Spell Resistance: No or Yes (harmless, object)

As *mass invisibility*, except the spell doesn't end if the subjects of the spell attack.

MASSIVE IMAGE

Illusion (Figment, True Illusion)
Level: Sor/Wiz 7
Effect: Visual figment that cannot extend beyond four 100-ft. cubes + one 100-ft. cube/level (S)

As *persistant image*, except the size of the figment can be much larger, allowing the caster to create illusions of dragons, entire buildings, etc.

MISLEADING IMAGES

Illusion (Figment, Glamer, Avoidance)
Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Target/Effect: Caster/2d6 illusory doubles
Duration: 1 round/level (D)
Saving Throw: None/Will disbelief (if interacted with)
Spell Resistance: No

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. A duplicate's AC is 10 + size modifier + Dexterity modifier. Duplicates seem to react normally to area spells (such as looking like they're burned or dead after being struck by a *fireball*).

NIGHT HORRORS

Illusion (Phantasm, Terror) [Fear, Mind-Affecting, Evil]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 hour
Range: 5 miles/level
Target: One living creature
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes



As *nightmare*, except as follows. The phantasmal vision created by this spell is so terrifying that the target must succeed at a Will 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 drain.

OBSESSiON

Illusion (Pattern, Fascination) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: See text (D)

Saving Throw: Will negates

Spell Resistance: No

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 Will 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.

Material Component: A gold coin and a drop of human blood.

OBSCURED SCRIPT

Illusion (Glamer, Message)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object weighing no more than 10 lb.

Duration: 1 year/level

Saving Throw: None

Spell Resistance: None

You write instructions or other information on parchment, paper, or any suitable writing material. The written text is only visible under one type of light chosen at the time of casting. This can be natural sunlight, moonlight, starlight, total darkness (requiring darkvision to read the script), firelight, magical light, etc. If the correct light is not available, the object appears blank. The hidden message can also be read with the *true seeing* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute.

Material Component: A special silver-based ink (costing not less than 25 gp).

PERFECT ILLUSiON

Illusion (Figment, True Illusion)

Level: Sor/Wiz 9

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

As *persistant 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.

Material Component: A bit of fleece and diamond dust worth 500 gp.

PERFECT IMPERSONATION

Illusion (Glamer, Disguise)

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

As *impersonate*, 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 minute/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.

PERMANENT INVISIBILITY

Illusion (Glamer, Invisibility)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Area: You or a creature or object weighing no more than 100 lb./level

Duration: Permanent (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

As *invisibility*, except the effect is permanent or until dispelled.

PHANTASMAL HUNTER

Illusion (Phantasm, Terror) [Fear, Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. +5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

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 Will save 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 make a Will disbelief save or die. The target receives a -1 penalty to the save for every minute it has spent fleeing from the phantasmal hunter (maximum -10). The phantasmal creature has a speed of 30 ft. and a base attack bonus equal to your caster level.

Arcane Focus: A hound's tooth.

PHANTASMAL SWARM

Illusion (Phantasm, Terror) [Fear, Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Will disbelief partial

Spell Resistance: Yes

The target believes that it is suddenly covered by a swarm of thousands of insects. It experiences the insects biting and stinging it and burrowing underneath its skin, driving it into a panicked state. The target may make a Will save to disbelieve the existence of the phantasmal swarm, but the residual images of the swarm leave the target shaken.

If the target of a *phantasmal swarm* spell



succeeds in disbelieving the images and is wearing a *helm of telepathy*, the phantasmal images can be turned upon the caster. The caster must then disbelieve the images or suffer 2d6 points of damage from the fear effect.

SELECTIVE INVISIBILITY

Illusion (Glamer, Invisibility)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or creature or object weighing no more than 100 lb./level

Duration: 1 minute/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

As *invisibility*, except you may allow certain creatures to see you. These creatures must be chosen at the time of casting.

SERIAL DREAM

Illusion (Phantasm, Message) [Mind-Affecting]

Level: Brd 6, Sor/Wiz 7



Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Unlimited

Target: One living creature

Duration: Permanent or 1 week/level (see text)

Saving Throw: None

Spell Resistance: Yes

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 minute 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 (such as "wait where you are" or "defend the prince until he turns 18") 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 subdual damage, which cannot be cured through normal or magical means. This subdual 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 who don't sleep or dream (such as elves, but not half-elves) are immune to this spell.

Material Component: A special diamond-based ink (costing not less than 100 gp).

SHADOW CLAWS

Illusion (Shadow)

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

For the duration of this spell, a nimbus of shadows surrounds your hands, giving them the appearance of monstrous black claws. You may make melee touch attacks to channel the chill power of shadow into a target. If the attack is successful, the target must make a Fort save or suffer 1d4 temporary Strength damage. A creature reduced to 0 Strength by this effect is paralyzed. At the end of this spell's duration, you suffer 1 point of temporary Strength damage. All Strength damage inflicted by this spell is recovered at the rate of 1 point per day.



SHADOWFORM

Illusion (Shadow)

Level: Brd 6, Sor/Wiz 8

Components: V, S

Casting Time: 1 full action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You become a shadow (as per the MM) 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 supernatural abilities. Your type changes to undead (incorporeal), and you may be turned or rebuked, but not destroyed or commanded. You never suffer from disorientation in your new form, and you retain your own Dexterity if greater than 14. Finally, while in shadow form you may travel as if under the effects of the *shadow walk* spell.

SHADOWSKIN

Illusion (Glamer, Shadow)

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Your skin takes on the dark and indistinct tones of shadow. You receive a +2 circumstance bonus per caster level to Hide checks (+20 bonus maximum). You must have the equivalent of at least one-quarter concealment from lack of light to gain this bonus.

SONNOLENT PATTERN

Level: Bard 6, Sor/Wiz 6

Components: (V), S, M

Casting Time: 1 action

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

Area: Colorful lights in a 25-ft. radius spread

Duration: Concentration +4 rounds

Saving Throw: Will negates

Spell Resistance: Yes

As *hypnotic pattern*, except that a somnolent pattern renders its targets unconscious. The bright, shifting pattern of lights created by a somnolent 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.

Verbal Component: Only required for bards, who must sing, play music, or speak a rhyme as part of the verbal component.

Material Component: A pinch of sand and a lit stick of incense.

STOLEN SIGHT

Illusion (Phantasm, Message)

Level: Brd 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

For the duration of the spell, you may see and hear what the target sees and hears. You may make Spot and Listen checks as if you were at the target's location, but must use the target's skill bonus if it's lower than yours when making such checks. You may not make Search checks, but may observe the results if the target does so. Focusing on the target's senses in this fashion requires concentration and causes you to become flat-footed. These impressions are slightly distracting, and you suffer a -1 to all skill checks, saves, and attack rolls while not concentrating on the target's senses (until the spell expires or is dispelled). A full round Concentration check (DC 18) negates this penalty for 1 minute.

When this spell is cast, you must target another living being within the range listed above, but after the spell is cast, the target may move any distance away from you and the spell will be maintained. The spell functions

only on the plane of existence you are currently occupying, and if the target leaves that plane, the spell automatically ends.

TORRENT OF COLOR

Illusion (Pattern, Fascination)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

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*.

Material Component: A pinch of three crushed gemstones—one red, one blue, and one yellow. Each gemstone must have a minimum value of at least 10 gp.

UNNATURAL CHARM

Illusion (Glamer, Fascination) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: One creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

By casting this spell, you can greatly enhance either your charm or the natural charm of another creature. This spell gives a bonus to all the Cha-based skills of the affected target equal to +1 for every 2 levels of the caster. (maximum +10).

The effects of this spell can be dispelled by the caster prior to its normal duration with a touch.

Material Component: A piece of silver wrought in the shape of a tongue.

Visitation

Illusion (Figment, Message)

Level: Brd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full action

Range: Unlimited

Target: Self plus one creature

Duration: 1 minute/level (D)

Saving Throw: Special (see text)

Spell Resistance: No

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 then receives a telepathic announcement that someone is trying to contact him (the caster is not identified). If the target declines to accept the contact, the spell immediately fails. If the target accepts the contact, an illusionary image of the caster appears before the target, and a similar image of the target appears before you. This figure is life-sized, and replicates the appearance and movements of its original precisely. These images can be seen and heard by others, but do not include the figure's surroundings or other living beings in the area. The images move with the caster and target, always remaining within an unoccupied adjacent square. For the duration of the spell, both characters may converse and observe the other freely. This includes using Cha- and Wis-based skills targeting the other (such as Bluff, Diplomacy, or Sense Motive). Either you or the target may end the spell at any time as a free action.

The spell functions only on the plane of existence you are currently occupying, and if the target leaves that plane, the spell automatically ends.

Material Component: A special diamond-based ink (cost of not less than 100 gp).

Write

Illusion (Glamer, Message)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute or longer (see text)

Range: Touch

Target: One touched object weighing no more than 10 lb. or a single touched surface not larger than 1 ft. sq. per caster level.

Duration: 1 day/level (D)

Saving Throw: None

Spell Resistance: None

This spell allows you to create magical writings, filling up to 1 page/caster level. These can either be dictated or copied from something you can see, and can include text or pictures. This text and/or images are illusory and vanish at the end of the spell's duration, or when dispelled. 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.

The casting time depends on the length of the text that you wish to write/copy (with the spell writing or copying up to 2 pages per minute), but it is always at least 1 minute.

Material Component: A special slate-based ink (costing not less than 10 gp).

NEW EQUIPMENT

Illusionists are shapers of dream. They can weave light and air into terrifyingly real visions, and they can conjure lethal enchantments out of shadow and mist. Even so, the fact that, at its heart, their magic is only as powerful as their ability to deceive weighs heavily on the mind of every practitioner. Anything that can enhance the deception, anything that can cause the wisest to be utterly taken in is of interest to the intelligent illusionist—even if it is something with no intrinsic magic whatsoever.

A NOTE ON SPELL FOCI

A number of items in this section are termed “spell foci.” A spell focus can be thought of as a sort of auxiliary material component, something that can be held in hand as the spell is cast to amplify it in some way. Spell foci are not magical on their own.

Because spell foci are hand-held, no spell prepared or cast with the Still Spell feat may use them.

Whether or not spell foci can be used untrained is up to the DM. The advantages that they grant are generally minor, but even a minor edge can be exploited by a cunning player. If a DM feels spell foci should be more controlled, the following feat is recommended as a requirement.

USE SPELL FOCI

The character may use items to enhance spellcasting.

Prerequisite: Ability to cast arcane spells, Dex 13+

Benefit: The user may use spell foci items, which are small objects of various sorts that enhance spells in specific, limited ways.

Normal: Spell foci may not be used.

Special: Optionally, spell foci may be used without this feat, but the caster must make a Concentration check at a DC of 15 + spell level. Use Dexterity rather than Constitution as the ability modifier to the Concentration skill for this purpose.

FIREWORKS

There are many varieties of fireworks, each with unique effects. The harmless flare of a small explosion can lend reality to an illusory fireball, as well as doing a small bit of harm all by itself, should the illusion be

penetrated.

Using fireworks: Fireworks can be lit as a standard action. A bit of flint and steel is all that is needed to strike a spark. Under optimal conditions, this is a DC 5 Wilderness Lore check. If it is raining, or if the firework fuse is itself damp, this becomes a DC 15 check.

By default, a firework has an 18 second fuse, meaning it will go off three rounds after being lit. The fuse can be cut shorter, to a minimum of 1 second, which is needed if the firework is being used to enhance a spell.

Of course, the technology of explosives is not very advanced in the timeframe of most d20 fantasy campaigns. To reflect this, roll a d20 when a fuse is lit. On a 20, the fuse burns twice as long as expected, and on a 1, the fuse burns half as long as expected.

Masterwork Fireworks: Masterwork fireworks cost five times what normal fireworks do. Their fuses are always accurate. There may be additional benefits to masterwork fireworks, which are noted in the individual descriptions.

Fireworks may be thrown. They have a range increment of 10 feet.

The following are types of fireworks a spellcaster might carry on him. All are considered to be Fine items.

Sparkler Flare: A small sphere, usually colored red, which contains a variety of special powders and minerals. When triggered, it produces an explosion of small, brightly colored particles that glisten in the air for a few seconds before fading out. This item has the following two uses.

First, it can *daze* someone (as per the spell) who is within 5 feet of the explosion. The save for this is a DC 11 Fort save (DC 13 for a masterwork sparkler flare).

Second, if a *dancing lights* spell is cast concurrent with the firework going off, the Will save's DC is increased by 2. This is a spell foci effect.

Sparkler flares require an Alchemy check (DC 20) and 5 gp worth of material to create. They sell for 10 gold pieces and 20 of them weigh 1 lb.

Smoke Bomb: Similar in shape to the sparkler flare, the smoke bomb is usually colored black. It contains a mix of powders that are designed to disperse rapidly in the air, filling a small area with thick smoke. While normally this smoke dissipates quickly, it is designed to bind with other smokes, including magical mists, and increase their effectiveness.

This item can be used as follows.

By itself, it will produce a cloud of thick smoke that will fill a 10 ft. by 10 ft. cube for one round. This smoke acts as a *fog cloud* spell, but only within the limited area given, and it disperses in 1d4 rounds (1d6 for masterwork smoke bombs), dispersing instantly if there is a strong breeze.

Additionally, if a spell that creates a fog or cloud is cast at the same time that the smoke bomb is detonated, the spell is treated as if the caster were 1 level higher. This is a spell foci effect.

Smoke bombs require an Alchemy check (DC 23), and 15 gp worth of material to create. They sell for 30 gold pieces and 20 of them weigh 1 lb.

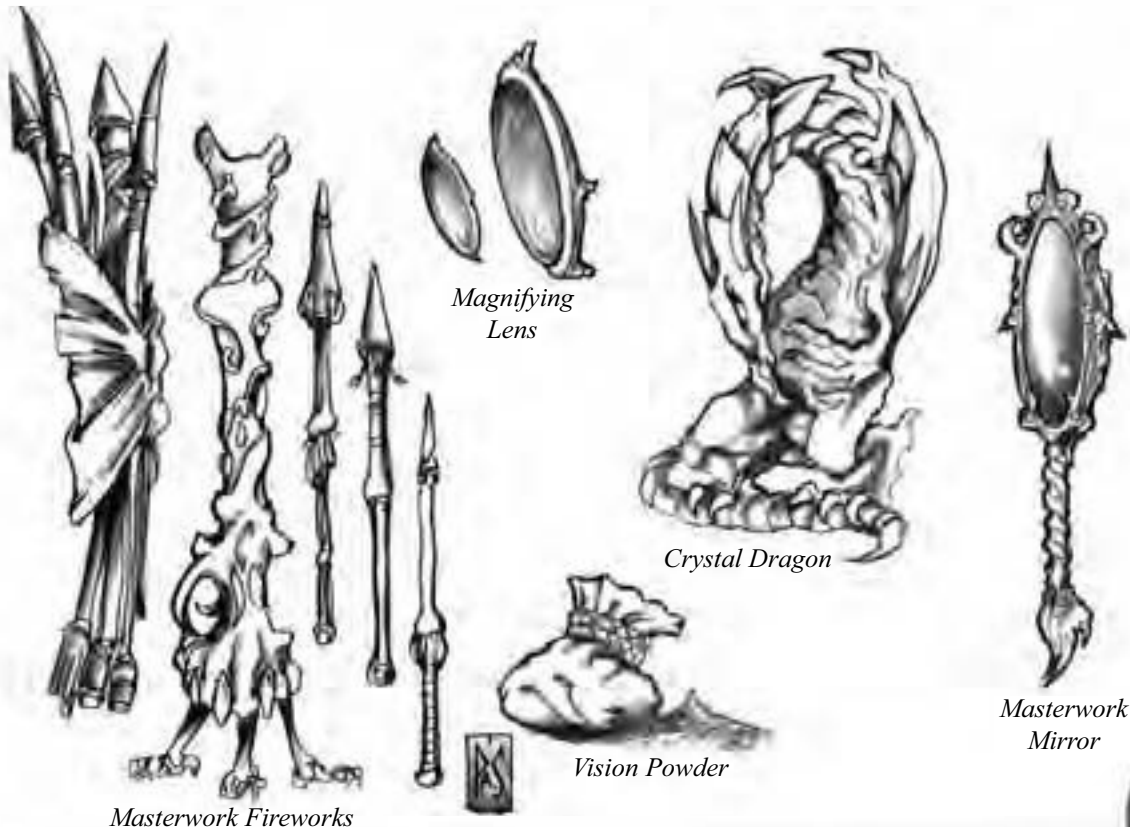
Boomers: A boomer is a small parchment cylinder filled with odd powders. When detonated, it produces a very loud boom. Anyone within 10 ft. who was not expecting the noise and taking precautions (such as covering their ears) will be deafened for 1d4 rounds. In addition to this, if a *shadow evocation* or *greater shadow evocation* version of a spell with sonic effects is cast concurrent with its detonation, the DC of the Will save to disbelieve the spell is increased by 2. This is a spell foci effect.

Boomers require an Alchemy check (DC 23), and 15 gp worth of material to create. They sell for 30 gp and 20 of them weigh 1 lb.

Tin Shriekers: Shriekers use a shell of thin, cheap, metal (usually tin) and a mix of powders and liquids that expand rapidly when triggered. The expanding gas rushes out thin vents in the shell, producing a loud, piercing noise, not unlike that emitted by the shrieker fungus. The effect will last for 1d4 rounds (1d6 for masterwork tin shriekers), and the wailing noise causes all within 10 ft. of the shrieker to suffer a -2 penalty to Concentration checks. Casting any spell with verbal (V) components within this 10-ft. radius will require a Concentration check at DC 11 (DC 13 for masterwork tin shriekers) when a shrieker is active. This item is favored by those who learned the Silent Spell metamagic feat. Manufacturing a tin shrieker requires an Alchemy check (DC 18), and requires 10 gp worth of materials to create. They sell for 20 gp and 10 of them weigh 1 lb.

Throwing Rockets: One of the few fireworks that are potentially damaging in themselves, throwing rockets are used primarily for entertainment purposes, launched into the air to explode in a harmless shower of sparks and noise high overhead. Nonetheless, they can be used as a crude weapon, or as an aid to illusion magic.

A throwing rocket is a small cylinder filled with explosive powder. It has a tapered nose and small fins, and is usually diminutive in size. It is designed so that the user can light



the fuse and then fling the rocket—much like a dart—in the direction of its target. If all goes well, the rocket will ignite and fly rapidly in the desired direction. The rocket is considered a thrown weapon with a range increment of 5 ft. (10 ft. for a masterwork throwing rocket). Anyone using it as a weapon without an Exotic Weapon Proficiency will suffer the usual -4 non-proficiency penalty. A “natural 1” on the attack roll means the rocket has detonated in the user’s hand.

If the rocket strikes a target, it will detonate, doing 1d3 points of damage. If a *shadow evocation* or *greater shadow evocation* that does damage is cast concurrent with the rocket launch, and if the target of the rocket is also the target of the spell, the Will save is made at -4. This is a spell foci effect.

Throwing rockets require an Alchemy check (DC 26) to manufacture, and require 30 gp in materials to create. They sell for 60 gp and 5 of them weigh 1 lb.

BALDON’S CREATURE FOCI

The great gnome illusionist Baldon was first credited with creating these items, whose use has since become widespread. Each foci is a Fine statue of extraordinary workmanship, crafted of a single element and carved so as to capture a certain iconic essence. The statues are not magical, but must still be created according to exacting specifications that owe as much to metaphysics as aesthetics.

Each statue represents a broad type of creature. As a spell foci effect, the caster may add 2 to his effective caster level when casting a spell of the appropriate type (i.e., a figment, phantasm, or shadow that creates an image of the type of creature that is represented by the statue.)

Each statue costs 300 gold pieces, and weighs 1/2 lb.

Crystal Dragon: This statue of a dragon (usually a silver dragon, though any dragon species will do) enhances the casting of any spells that create the image of any dragon (including dragon turtles, drakes and wyverns, as well as true dragons).

Copper Orc: This statue of an orc enhances any spell that creates an image of a humanoid or humanoids.

Onyx Beholder: A well-carved, but disturbingly well done, model of a beholder, with a clear quartz crystal in the place of the central eye. It enhances any spell that creates the image of an aberration.

Brass Horse: Usually carved in a pose rearing to attack, the brass horse will enhance any spell creating the image of an animal.

Wooden Golem: Unlike all the other creature foci, the wooden golem is not a solid mass, but a well-carved puppet representing an iron golem. It enhances any spell creating the image of a construct.

Clay Elemental: Usually shaped from dark red clay into the form of a fire elemental, this figurine enhances any spell that creates the image of an elemental.

Granite Giant: The largest of all the icons, though still Fine in size, the granite giant shows a hill giant wielding a club. It enhances any spell that creates the image of a giant.

Silver Unicorn: The graceful and elegant figure seems to be made more of air than of silver. It enhances any spell that creates the image of a magical beast.

Marble Minotaur: Despite its small size, the marble minotaur seems to radiate ferocious strength. It enhances any spell that creates the image of a monstrous humanoid.

Jade Slime: While some would consider this the easiest of the foci to craft, it is in many ways the hardest. Not just any blob of jade will do—the carving must meet exacting specifications. Sadly, most look at the result of hours of labor and just see a green blob. The jade slime enhances any spell that creates the image of an ooze.

Amber Vrock: The amber vrock is perhaps the most hideous of the foci, with its translucent form seeming to distort the light passing through it, casting disturbing yellow shadows. An amber vrock will enhance any spell that creates the image of an outsider.

Glass Rose: The most fragile of the foci, the glass rose is made of various thin pieces of carefully tinted glass. The item enhances any spell that creates the image of a plant.

Bone Lich: Usually carved from cow or deer bone, the leering figure of the bone lich is usually kept shrouded until needed. When used, it enhances any spell that creates an image of undead.

Jet Spider: The smallest of the figures, about the size of a human thumb, the jet spider will enhance any spell creating the image of vermin.

Mirrors: Mirrors often show more than a mere reflection. Some say that mirrors show a truth beyond that which the viewer wishes to acknowledge; others claim the opposite, that mirrors distort and lie. Either way, mirrors and

illusion magic are closely related.

Creating a mirror requires a Craft (Glassworking) check at a DC of 15 for a simple, small, mirror with progressively higher DCs for larger and higher-quality mirrors. Masterwork mirrors are exceptionally precise, and are the most useful as an aid to magical work. Masterwork mirrors cost five times what their mundane counterparts do.

Mirrors are easily broken—if one is used as a spell focus, and the caster is hit while casting the spell, the caster must make a Reflex save at a DC of 10 + the amount of damage the blow dealt, or the mirror has been struck and broken. Masterwork mirrors get a +2 bonus to this save.

Mirrors have many uses as spell foci. A typical hand mirror (a Fine object) can be used for any of the following purposes. All are considered spell foci effects except for the Reflex save bonus.

First, if the caster casts *mirror image*, 1 additional duplicate is produced.

Second, if the mirror is masterwork, light-based spells are cast at +1 caster level.

Next, the *misdirection* spell is more effective—the save DC increases by 2 and the duration increases by 1 hour.

Finally, if the mirror is a masterwork item, the wielder of the mirror gains a +1 bonus to any Reflex saves against rays. However, if the wielder rolls exactly what he needs to make the save, the mirror is shattered.

Hypnotic Pendant: This is a small bauble—usually made of gold and small gemstones—which is set on a chain in such a way as to spin and catch the light when held up. While it is useless in total darkness, even a small amount of light, such as that from a single candle, will cause it to cast sparkling reflections around the room.

The pendant can be used as a spell focus when casting any fascination spells. The target or targets of the spell must be able to see the pendant. Anyone who chooses not to look at it may avoid doing so—however, if they also wish to attack the holder of the pendant, they suffer a 20% miss chance.

When used as a spell foci, the pendant increases the save DC of the fascination spell by 4 for those beings who can see it. However, using it requires a bit more time, as the caster must swing it, call attention to it, etc. Spells that require a standard action take a full round, full round spells require two rounds, and spells that could be cast as free actions require a stan-

dard action.

A Craft (Jeweler) skill check (DC 23) is needed to make an effective hypnotic pendant, and 75 gold pieces worth of materials are consumed to create it. The retail price is 150 gold.

Magnifying Lens: A common alchemist's or scribe's tool, a well-made magnifying lens can also assist an illusionist. A masterwork magnifying glass may be used as a spell focus. When used in this way, the lens can increase the area that an illusion covers. Any figment spell that creates an image and whose total area or number of targets is determined by level is considered to be cast at 2 levels higher for purposes of area only.

Prismatic Lens: This lens, carved from pure crystal to exacting specifications and incorporating some additional alchemical materials derived from magical beings, is of great use to casters of pattern magic. The lens is not rounded, but composed of angled segments, though the divisions are so fine and the angles so slight that the lens appears smooth unless closely studied. When used as a spell focus, it enhances the casting of any pattern spell, adding 1 to the caster's effective level and adding 1 to the save DC. Creating a prismatic lens requires a Craft (Glassworking) check (DC 25), consumes 25 gp worth of materials to create, and sells for 50 gp.

Distorted Spectacles: One of the more unusual devices in a well-equipped illusionist's bag of tricks, distorted spectacles are similar to normal eyeglasses in design. However, the lens are very precisely misshapen. There are odd bulges in them, and hairline cracks cause the view through them to be fragmented and warped. Anyone wearing such lenses suffers a -4 penalty to any task requiring vision, including combat (-8 when using ranged weapons). While it might seem the only use for this item would be to try and trick an opponent into wearing them, their precise pattern of flaws and cracks causes visual illusions to appear more unreal. Anyone wearing the spectacles gains a +4 equipment bonus on Will saves against any visual illusion, and a +1 equipment bonus on Will saves against shadow spells. Most often, the spectacles are put on when an illusion is suspected, rather than being continuously worn. Creating these lenses requires a Craft (Jeweler) check (DC 30), and 5 gp worth of material to create. However, due to the extreme precision with which the lenses must be shaped, the retail cost is 50 gp, and all such items are considered masterwork quality.

Scented Oils: While few illusionists consider the manipulation of smell to be important, there are times when changing odor is more important than changing image. A collection of scented oils, combined with powders and additives, can create a base odor that can be greatly enhanced by illusion magic. Any figment or glamer which creates a false or distorted smell will have its save DC increased by 4 if this item is utilized as a spell focus in the casting.

DRUGS

It is easier to fool the senses magically when they've already been dulled chemically. An illusionist who has had the time to prepare ahead will often slip one of the following chemicals to his target. It is important to note that, once a victim has been drugged, he is susceptible to spells regardless of who casts them. These drugs are not spell foci—they affect the victim directly and are not used by the caster of the spell.

Displacer Blood: As the name implies, this drug is manufactured from the blood of a displacer beast. A single such creature provides enough blood for 20 doses, and manufacturing it requires aAlchemy check (DC 25) and 20 gp in other ingredients per dose. The drug can be ingested or delivered via a blade. If the recipient of the drug fails a Fort save (DC 16), he becomes far more susceptible to illusion magic from the avoidance or invisibility disciplines. All saves against such spells are at -4. Any illusion spell that imposes a penalty to hit doubles that penalty for the victim of the drug. Any illusion spell that creates a miss chance likewise doubles that chance (to a maximum of 90%) for the victim of the drug. A single dose lasts 1 hour. The commercial price of the drug is 75 gp per dose.

Destrachan Wax: Again, the name correctly identifies the origin of the drug; this substance is made from the rendered flesh of the destrachan. Each beast provides 10 doses of the drug, and the alchemical DC is 23, with an additional 10 gp of materials needed. The drug must be delivered via food or drink (a goblet smeared with the wax will do the trick). Once consumed, the victim is much more easily fooled by sound-related illusions; any saves against figments that produce sound are made at -4. Furthermore, saves against *shadow evocations* of spells with sonic or sound based effects likewise receive a penalty of -4, and the victim suffers a -4 penalty to all Listen checks. If the victim relies on sound for tar-

geting, it has a 20% miss chance. A dose will last for an hour, and costs 60 gold pieces.

Vision Powder: This drug resembles a fine white powder to casual inspection, but a closer look shows that it displays many colors, each grain shifting through the spectrum as light plays across it. Even in the dark, the powder has a very faint glow—a sort of subliminal shimmer. It is composed of the essences of a wide variety of plants, many of which are known to tribal shamans as holy or sacred. There are two primary uses for it.

First, if mixed with food or drink and fed to someone who fails their Fort save (DC 18), vision powder causes a -2 penalty on saves against all phantasm spells for the next hour.

Second, if tossed into the air just prior (within 1 round) to casting a phantasm spell, all saves against that spell are made at a -2 penalty, assuming those in the area of the powder fail a Fort save (DC 16). A single dose of the powder will cover a 10 ft. by 10 ft. area.

Manufacturing vision powder requires an Alchemy check (DC 26), and 50 gp worth of ingredients. A single dose usually sells for 100 gp.

Distillation of Dreams: A potent hallucinogen that does require some spellcasting in its creation, the distillation of dreams is considered one of the pinnacles of the blending of alchemy and illusion magic. A cocktail of potent psychotropic herbs is the basis for the drug, which takes the form of a thin amber liquid. At the last stage of the creation process, a *minor image* spell is cast into and around the liquid. In an instant, the spell is absorbed by the brew. When the liquid is drunk or introduced into the bloodstream via a poisoned weapon, the victim must make a Will save (DC 16) or see the image that the liquid absorbed, as if the illusion spell had just been cast. No one but the consumer of the drug can see the image, however, and his mind will attempt to “map” the image onto reality. If the image was of a group of angry orcs, for example, the victim of the drug will see the orcs entering the room and attacking him.

The creation of this item requires an Alchemy check (DC 30), and the presence of a caster (who may be the alchemist himself) to cast *minor image*. The process requires 100 gp of material, and usually retails for 200 gp. The drug's effects last 3d4 rounds.

ILLUSIONIST'S ROBE

Upon casual inspection, this robe is a standard wizard's robe, albeit slightly bulkier. This bulk is itself an illusion, as the robe is designed to allow the maximum possible mobility of the arms, with the added weight being spread out in such a way as to leave spellcasting completely unhindered. An illusionist's robe provides a spellcaster with easy access to spell components and other items, and is furthermore designed to aid the illusionist in his work.

Each such robe is a unique creation, and is considered to be a masterwork item. The robe is precisely fitted to the wearer, resulting in no Dex penalty or risk of arcane spell failure. The base cost of the robe is 500 gp. The robe includes several normal pockets, which can hold most material components and five features from the following list. Some features may be chosen multiple times—this is noted in the feature description.

Inner Pocket: A small pocket on the inside of the robe. It is not hidden, but it is virtually impossible to pick-pocket—any such attempts suffer a -10 penalty. The pocket can hold 1 Diminutive item or 25 coins. Up to three of these pockets may be selected.

Shielded Pocket: A shielded pocket is well padded and reinforced with thin strips of boiled leather. The pocket, which can hold a single Fine item or two Diminutive items, grants those items a +4 equipment bonus on all saves against damage, if a save is required, or an effective +2 hardness if a save is not permitted. Two shielded pockets may be placed in the robe.

Sleeve Pocket: Located just inside the sleeve of the robe, this small pocket allows the wearer to put a Diminutive item into his hand, or hide such an item, as a free action. This can be done surreptitiously as well—the caster must make a Pick Pocket check, the result of which is the DC of any Spot checks to notice the action. Up to two of these pockets may be selected.

Fireproof Pocket: Ideal for storing fireworks, oil, parchment, or any other item that might be subject to flame. This pocket can hold a Diminutive object, and grants objects within it a +8 equipment bonus to all saves against fire damage. Up to three of these may be selected.

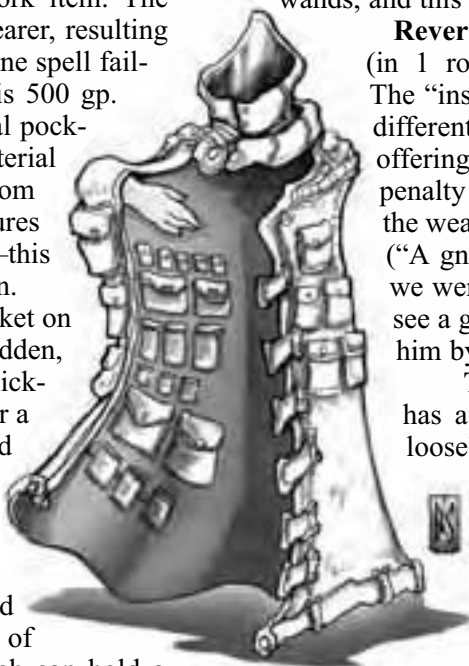
Vanishing Sigil: The personal sign or mark of the caster can be woven into the robe in such a way as to appear or disappear at the caster's mental whim—this requires that either the caster or the robe maker be able to cast *arcane mark*. Making the sigil show or fade is a free action.

Wand Loops: A set of small loops at waist level, designed to hold wands. Each loop has a distinctive pattern embroidered on it, allowing the wearer to quickly identify it in the dark, thus assuring that he does not grab the wrong wand. A set of wand loops can hold five wands, and this option may be chosen twice.

Reversible: The robe can be quickly (in 1 round) removed and reversed. The "inside" robe will usually be of a different color than the "outside" robe, offering a small but sometimes vital penalty to attempts to track or follow the wearer in a crowded environment. ("A gnome in a green robe? No sir, we were on the lookout for that. Did see a gnome in a red robe, but we let him by...")

Tearaway Layer: The robe has a thin outer layer that is only loosely attached. By twisting and pulling at precisely the right time, the caster can cause this layer to tear loose. The primary use of this is when being grappled—a robe with a tearaway layer grants a +6 circumstance bonus to escape from a grapple. This can only be used once until the robe has been repaired. This takes 1 hour and a Craft (Sewing) (DC 20) check.

Clashing colors: The robe is patterned in an explosion of bright and contrasting colors. While this makes hiding difficult (-4 penalty, unless the robe is reversible and the other side is less gaudy), the magically discordant pattern increases the save DC of any *color spray*, *torrent of color*, or *maelstrom of color* spells cast by the wearer by 1.





NEW MAGIC ITEMS

This section describes new magical items.

WEAPONS

Axe of Deceit. This +1 *dancing battleaxe* forms two illusory doubles of itself when loosed. A target struck by an *axe of deceit* must make a successful Will disbelief save (DC 13) or suffer 3d8 points of damage. If the target succeeds, the axe instead deals the usual 1d8 points of damage. After four rounds or when grasped by its wielder, the two illusory doubles disappear. If the axe is not being held at the end of four rounds, it drops.

Caster level: 15th; *Prerequisites:* Craft Arms and Armor, *animate objects*, and *mirror image*; *Market Price:* 110,320 gp; *Cost to Create:* 55,160 gp + 4,413 XP.

Bolt of Madness: This unusual +2 *bolt* is painted in a variety of swirling colors and has multi-colored fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into a magical energy that deals subdual damage (equal to its normal damage) and forces the target to make a Will save (DC 16) or suffer a form of temporary insanity as the spell, *madness*.

The effects of a *greater bolt of madness* functions just like a normal *bolt of madness*, but the target suffers a form of temporary

insanity as the spell, *greater madness* and the DC is 19.

Caster level: 7th (*bolt of madness*) or 11th (*greater bolt of madness*); *Prerequisites:* Craft Arms and Armor, *madness (bolt of madness)* or *greater madness (greater bolt of madness)*; *Market Price:* 1,287 gp (*bolt of madness*) or 2,807 gp (*greater bolt of madness*); *Cost to Create:* 644 gp + 51 XP (*bolt of madness*) or 1,404 gp + 112 XP (*greater bolt of madness*).

Bolt of True Seeking: Once fired, this +1 *bolt* seeks out its target and automatically ignores any illusory doubles. However, to do so, the real target must be within the user's line of sight when the bolt is launched and within the bolt's range. If these conditions are not met, the bolt shatters when fired. The bolt instantly shatters upon successfully striking a target.

Caster level: 12th; *Prerequisites:* Craft Arms and Armor, *animate objects*, and *true seeing*; *Market Price:* 230 gp; *Cost to Create:* 115 gp + 9 XP.

Dagger of Gruesome Deaths: This cruel-looking dagger is not capable of causing any actual damage. However, it creates the realistic appearance of a painful death. When a creature of Large size or smaller is struck in combat by this dagger, that creature takes no actual damage, but instead must make a Will save (DC 20) or be rendered into a deep slumber as per a *sleep* spell. The creature must have 4 HD or less for the *sleep* effect to work. Regardless of whether or not the *sleep* spell is successful, the dagger also creates the illusory appearance of vast amounts of blood spurting forth from the struck target. To observers of the dagger's strike, it appears as if it has struck a mortal wound to its victim.

Caster level: 11th; *Prerequisites:* Craft Wondrous Item, *sleep*, *minor image*; *Market Price:* 4,000 gp; *Weight:* 1 lb.

Rapier of Misdirection: This magic weapon is a favorite among illusionists with decidedly roguish tendencies. When this +3 *dancing rapier* is loosed, an illusory double of the rapier appears. At the same time, the original rapier turns invisible. When the illusory rapier engages a target, the actual *rapier of misdirection* moves behind the target and makes a flanking attack. The target may make a Will disbelief save (DC 19) to realize that the illusory double is a fake. However, the illusory double remains invisible. After four rounds or when grasped by its wielder, the illusory double disappears and the rapier once again becomes visible. If it is not being held at that time, it drops.

Caster level: 15th; *Prerequisites:* Craft Arms and Armor, *animate objects* and *mislead*; *Market Price:* 230,320 gp; *Cost to Create:* 115,160 gp + 9,213 XP.

POTIONS

Potion of Perfect Placement: This potion gives its wearer a greater innate familiarity with any location of which he has at least a reliable description. When attempting a spell that requires familiarity with a location, such as when casting the spells *distant image* or *teleport*, the user rolls d%-10 to determine whether the user is on target. This effect lasts for one hour.

Caster level: 13th; *Prerequisites:* Brew Potion, *locate object* and *project image*; *Market Price:* 6,500 gp; *Cost to Create:* 3,250 gp + 250 XP.

Potion of Revulsion: Upon drinking this concoction, the drinker of the potion must make a Will save (DC 18) or become horribly repulsed by the first thing he sees after drinking it. This object takes on the illusory appearance of the drinker's worst fears. (Determining exactly what—or who—this object is should ultimately be decided by the DM.) For one hour, the drinker of the potion believes this object to be utterly loathsome and vile, and wants nothing more than to get as far away from the object as possible. The drinker becomes panicked every time the object appearing as his worst fear comes within 30 ft. of him.

Caster level: 11th; *Prerequisites:* Brew Potion, spellcaster level 6+, *major image*; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

RINGS

Ring of Fear Reflection: The *ring of fear reflection* contains a small red ruby held in place with a weave of iron prongs. Any fear effect that the wearer would be subject to is automatically turned upon the caster or creature that produced the effect. For instance, if the wearer were standing in a cone of fear created by the *fear* spell, the caster of the spell would have to make a Will save or become panicked. This ring does not protect others affected by reflected spells. Anyone else in the *fear* spell's cone would be affected normally.

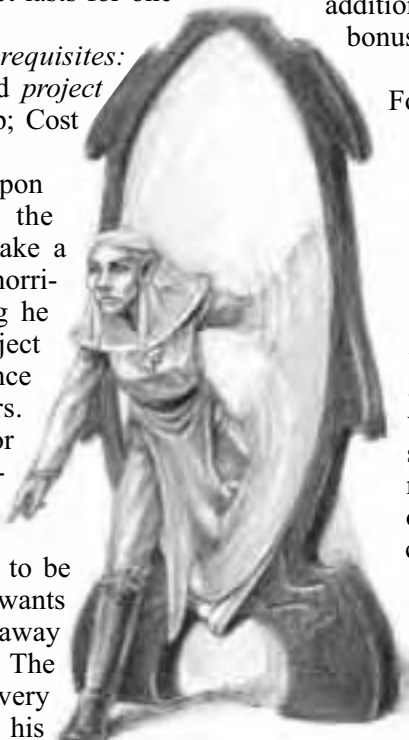
Caster level: 13th; *Prerequisites:* Forge Ring, *awakened fears*, and *spell turning*; *Market Price:* 135,000 gp; *Cost to Create:* 67,500 gp + 5,400 XP.

Ring of Ice and Blood: The *ring of ice and blood* is made of entwined gold that has small droplet-shaped rubies embedded within it. It allows a caster to maximize the strength of his simulacrum creations. The spells *lesser simulacrum* and *simulacrum* are maximized when cast by an individual wearing this ring. Thus, a *simulacrum* created by a wearer always has 60% of the hit points, knowledge, and personality of the real creature that it copies. In addition, the wearer gains a +10 insight bonus to Disguise checks.

Caster level: 15th; *Prerequisites:* Forge Ring, *cone of cold*, *simulacrum*, creator must have 5 ranks of the Disguise skill; *Market Price:* 75,000 gp; *Cost to Create:* 37,500 gp + 3,000 XP.

Ring of Mesmerization: This silver band with a tiger's-eye jewel can create an obsessive desire in those gazing upon the ring. When activated, the ring makes individuals want to stare at the ring to the exclusion of all else. The wearer of the ring is capable of triggering this state of catatonia in any creature that comes within 10 ft. of the ring. Only one creature at a time may be affected, and only one attempt per round may be made. If the target does not make a successful Will save (DC 16), the creature is affected as if by a *hypnotic pattern* spell as if cast by a 12th-level sorcerer. This effect lasts as long as the ring remains in sight of the target, or until it is disrupted as described in the *hypnotism* spell.

Caster level: 9th; *Prerequisites:* Craft Wondrous Item, *hypnotic pattern*; *Market Price:* 4,000 gp; *Cost to Create:* 2,000 gp + 160 XP.





STAFFS

The Staff of the Illusionist: The *staff of the illusionist* is one of the most potent magic items available to illusionists, though its powers are largely defensive in nature. Its decorated shaft is usually topped with a clear crystal that contains a flickering wisp of shadow. It has the following powers:

- *Change self* (1 charge)
- *Color spray* (heightened to 5th level) (1 charge)
- *Invisibility* (1 charge)
- *Mirror image* (1 charge)
- *Major image* (heightened to 5th level) (1 charge)
- *Displacement* (1 charge)
- *Phantasmal killer* (2 charges)
- *Greater shadow conjuration* (2 charges)
- *Shadow evocation* (2 charges)
- *Project image* (2 charges)

The wielder of a *staff of the illusionist* is continuously affected by *misdirection*, *false vision*, and *false thoughts* while holding the staff. Furthermore, if the wielder is aware of an attempt to scry, he may expend 2 charges to cast a *phantasmal killer* spell on the individual scrying, regardless of distance. The staff is also a +1 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double dam-

age (x3 on a critical hit) for 1 round.

A *staff of the illusionist* can be broken for a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All charges currently in the staff are instantly released in a 30-ft.-radius globe as a stream of howling shadows that drive those they touch mad. All within 10 ft. of the broken staff suffer Wisdom drain equal to the number of charges in the staff, those between 11 ft. and 20 ft. away suffer Wisdom drain equal to one half the number of charges, and those 21 ft. to 30 ft. distant suffer one quarter the number of charges in Wisdom drain. Successful Will saving throws (DC 17) negate the drain.

The character breaking the staff has a 50% chance of traveling to the Plane of Shadow, but if he does not, the explosive release of shadow energy permanently reduces his Wisdom to 0. This is not curable through any means short of a *wish* or *miracle*.

After all charges are used up from the staff, it remains a +1 *quarterstaff*. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 15th; *Prerequisites:* Craft Staff, Craft Magic Arms and Armor, *change self*, heightened *color spray*, *invisibility*, heightened *mirror image*, *displacement*, *phantasmal killer*, *greater shadow conjuration*, *shadow evocation*, *project image*, *misdirection*, *false vision*, *false thoughts*; *Market Price:* 200,000 gp.

Staff of Terror: The *staff of terror* appears as a skeletal hand mounted upon an ornately carved wooden staff. However, when in use, an illusory image of a skull with glowing eyes appears within the skeletal hand. The image of the skull resembles that of the target of the staff's spells. Thus, if a human were subject to the effects of the staff, the image in the skeletal hand would be that of a human skull. This staff allows the use of the following spells:

- *Awakened fears* (1 charge, DC 13)
- *Madness* (1 charge, DC 16)
- *Phantasmal killer* (1 charge, DC 16)
- *Apocalypse* (2 charges, DC 22)

Caster level: 15th; *Prerequisites:* Craft Staff, *awakened fears*, *madness*, *phantasmal killer* and *apocalypse*; *Market Price:* 112,500 gp; *Cost to Create:* 56,250 gp + 4,500 XP.

WONDROUS ITEMS

Boots of Diversion: These seemingly ordinary black boots allow their wearer to distract opponents while being observed so that he can get to a secure hiding place. With a click of the heels, all living creatures within 30 ft. of the wearer become distracted as the spell *distract*. In addition, the wearer gains a +10 insight bonus to Hide checks.

Caster level: 3rd; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks of the Hide skill, *distract*; *Market Price:* 3,320 gp; *Cost to Create:* 1,660 gp + 133 XP.

Circlet of Intimidation: This bronze headband has a crimson trim. When worn by a character, it grants a +10 competence bonus to Intimidate checks.

Caster level: 5th; *Prerequisites:* Craft Wondrous Item, *cloak of fears*; *Market Price:* 2,000 gp; *Cost to Create:* 1,000 gp + 80 XP.

Coin of Multiplying: Appearing to be just a simple, ordinary-looking gold coin, this magical item can cause the illusory appearance of a small fortune. Once per day, by rubbing the face of the coin and uttering the command word "grow," the owner of the coin can cause this magical item to rapidly create duplicates of itself, making 3d6 x 100 new "coins" appear within a single round. These new coins look identical to the original, and can be handled and exchanged just like real coins. However, their existence is temporary, lasting for only

2d4 minutes, or until the owner rubs the face of the coin once more and utters the word "cease." At this point, all the other coins vanish.

Caster level: 4th; *Prerequisites:* Craft Wondrous Item, reality-infused *silent image*; *Market Price:* 2,800 gp; *Cost to Create:* 1,400 gp + 112 XP.

Dust of Worthlessness: This fine powder appears to be dull, coarse, black dust. By sprinkling this substance on a non-magical item, it transforms the appearance of that item into something that appears utterly worthless. Shiny items appear rusty, new items appear worn and frayed—whatever the item might be, the enchanted dust makes it appear to have no value. Any creature attempting to use the Appraise skill on an item affected by the dust automatically determines its value to be only 1d4 gp, no matter what the true value of the object may be.

The illusory appearance caused by the dust lasts for 1d6 hours.

Caster level: 4th; *Prerequisites:* Craft Wondrous Item, *false appraisal*; *Market Price:* 2,800 gp; *Cost to Create:* 1,400 gp + 112 XP.

Key of Attraction: By inserting this magical key into a locked chest or door, the user of the key creates the illusion that whatever lies behind the lock is something exceedingly valuable and important. All creatures

that come within 10 ft. of the affected lock must make a successful Will save (DC 16) or be compelled to attempt to immediately open the chest or door by any means possible. For this reason, a *key of attraction* is often used on trapped chests as a method of protecting against thieves. A *key of attraction* may only be used on one lock at a time, though the user of the key can mentally dispel the key's effects at any time. Otherwise, the effect of the key is permanent.

Caster level: 11th; *Prerequisites:* Craft Wondrous Item, *hypnotism*; *Market Price:* 2,500 gp; *Cost to Create:* 1,250 gp + 100 XP.

Key of Vanishing: This magical key fits any lock. Although it is not capable of opening anything, the key is instead quite good at hiding things. By placing the key into a lock and turning it, the magical item is able to make the lock—and whatever is attached to it—completely vanish. Doors affected





by the key blend into walls, while chests, jewelry boxes, and other items simply become invisible. A *key of vanishing* is only capable of making one locked item at a time remain hidden; however, any object caused to vanish by the key remains in its vanished state until the owner of the key wills the illusion to end.

Caster level: 11th; *Prerequisites:* Craft Wondrous Item, *improved invisibility*; *Market Price:* 4,500 gp; *Cost to Create:* 2,250 gp + 180 XP.

Peasant's Robe: This simple garment looks unremarkable and contains no obvious magical aura. However, once donned, the effect is obvious. Any obvious or noticeable characteristics about the wearer are instantly erased and he appears common and unremarkable. When standing in a crowd of at least 16 people, the robe confers a +10 bonus to all Disguise or Hide checks made by the wearer for the purposes of blending into the crowd. For this reason, the robe is most useful for sneaking soldiers into an enemy city undetected.

Caster Level: 6th; Craft Wondrous Item, *face in the crowd*, *undetectable aura*; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

Reflective Marbles: These small silver spheres have a shiny, mirror-like surface. When cast upon the ground, the marbles spread out in a 30-ft. radius. Upon command, each marble turns invisible and produces an illusory duplicate of its user. The duplicates mimic

the actions of the creature. The user may walk through a duplicate. When the user and duplicate separate, observers cannot use vision or hearing to tell which image is the user and which is a duplicate. Otherwise the duplicates mimic the actions of the user. The duplicate and its accompanying marble move 5 ft. in a random direction each round. The duplicates last until the marble is picked up or destroyed. To locate a marble requires interacting with a duplicate and making a successful Will disbelief save (DC 16). Once a reflective marble has been cast and picked up, it loses its magical properties and becomes an ordinary object. A bag of *reflective marbles* contains 10 marbles. A *reflective marble* has a Hardness of 3, 1 hp, and an AC of 18.

Caster level: 9th; *Prerequisites:* Craft Wondrous Item; maximized *mirror image*; *Market Price:* 1,850 gp (10 marbles); *Cost to Create:* 925 gp + 74 XP (10 marbles).

Tome of Shadows: The cover of this heavy book is a deep black and the ends of its pages are charcoal in color as if they have been singed in a fire. Any creature that opens the book without uttering the appropriate command word is besieged by a horde of phantasmal shadows that spring forth from the pages of the book. The phantasmal shadows surround and claw at the target creature. The targeted creature must make a Will disbelief save (DC 15) or suffer 1d3 points of Wisdom drain. Once a tome of the shadows has inflicted Wisdom drain, it cannot ever do so again. The stolen Wisdom is stored within the tome until an individual utters the command word and finishes reading the tome. Reading the tome takes 48 hours over a minimum of 6 days. Once an individual has finished reading the book, he gains an inherent bonus to his Wisdom score equal to the amount of Wisdom stolen from the target. Once the book has been read, the magic disappears from the pages and it becomes a normal book.

Caster level: 20th; *Prerequisites:* Craft Wondrous Item, *phantasmal swarm*, *greater madness*, and *legend lore*; *Market Price:* 88,500 gp; *Cost to Create:* 44,250 gp + 3,540 XP.

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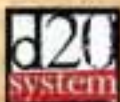
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