

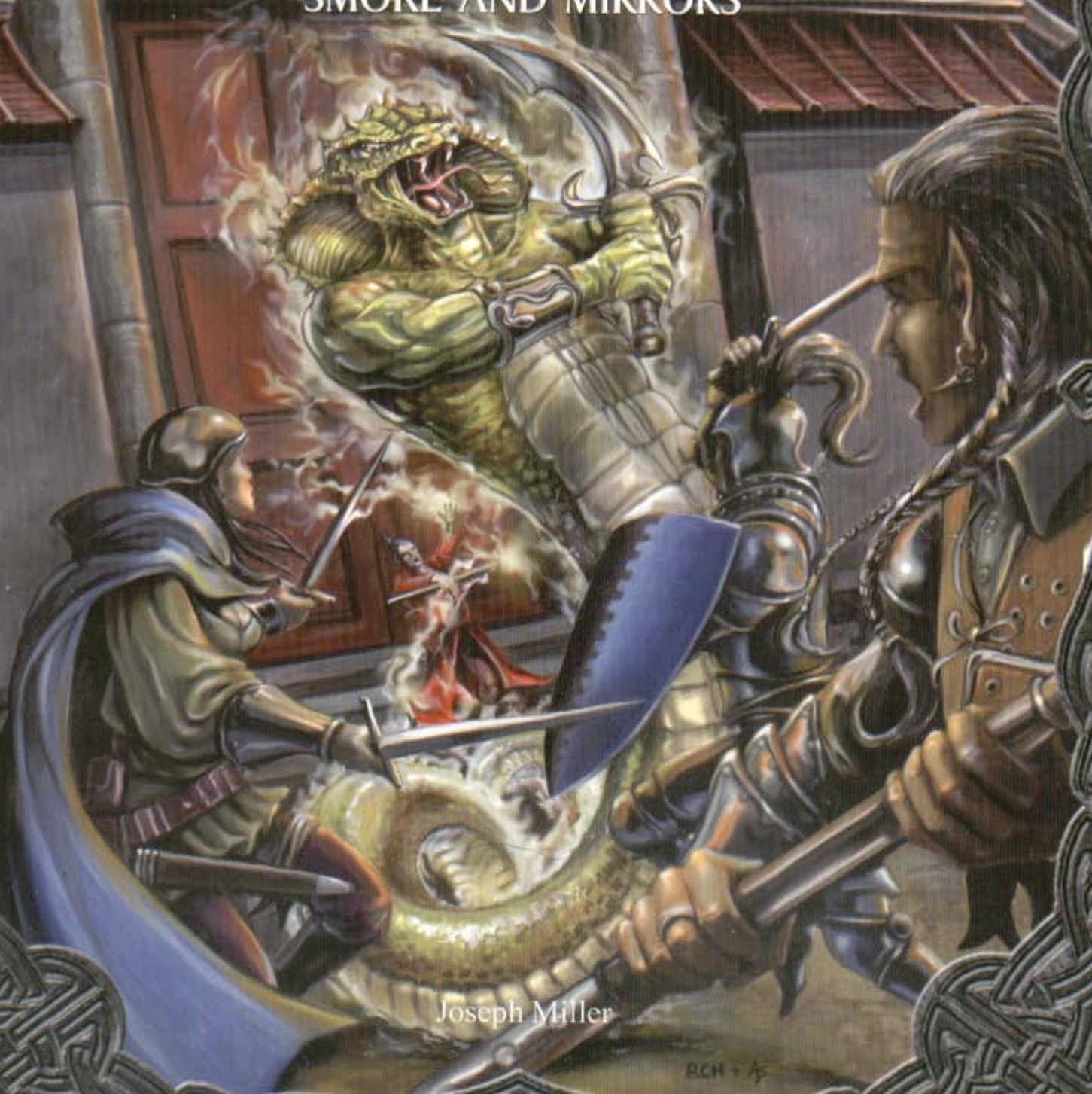
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ENCYCLOPEDIA
ARCANE

ILLUSIONISM

SMOKE AND MIRRORS



Joseph Miller

BCH + AF



AD

Encyclopaedia Arcane Illusionism

Joseph Miller

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INTRODUCTION

Illusionism has always been seen as a weaker form of magic, a school to be ridiculed rather than studied by most self-respecting mages. However, this tome shall reveal that illusionism is neither to be scoffed at nor to be trifled with. In fact, illusionism can be quite potent in the hands of those who delve into its deepest secrets. At its roots, illusionism deals with the age-old conundrum of perception versus reality, and it is this mystery that an illusionist bends his mind towards understanding. *Illusionism – Behind the Smoke and Mirrors* will bring the enigma of illusion to the fore and provide a new perception of the magic that so many underestimate and ignore.

At its heart, illusionism is the art of deception, be it benign or malicious in nature. It alters another's perceptions and tricks their senses. Those affected by illusions see, hear, smell, taste and feel things that are not there. Some illusionists also explore the realm of shadow magic, which allows them to create quasi-real things to be seen, heard, smelt, tasted and felt. It is hoped that this tome shall enlighten its readers in both the art of orthodox illusionism – that of figments, glamours, patterns and phantasms – and the secrets of shadow magic, also known as unorthodox illusionism.

Illusionism is perhaps the most artistic school of magic. To be a successful illusionist, one must have an understanding of how to craft illusions into believable and engaging images. Over the course of their studies many illusionists make a point to examine their surroundings and to note how the world interacts. They note how the lighting of the room affects the appearance of others. They scrutinise how shadows dance upon the ground under a flickering light. They study the subtle hues of color that although rarely noticed add immensely to the believability of an illusion. Illusionists also analyse the structure and movement of everything from humanoids to insects to plants. They note the effects of sight, sound, aroma, taste and touch on all these things.

One might ask why do they do this? Most illusionists would respond that it is done so that they might better mimic all these things with their magic, and rightly so.

Another difference between orthodox illusionism and many of the other forms of magic is the element of credence that is inherently necessary for most illusions to fulfil their purpose. Illusions are not just meant to be seen, heard, smelt, tasted and felt by others, but must be also be believed. In fact, most illusions depend upon the belief of a witness in order to achieve their purpose. It is because of this that most illusionists do not simply create illusions, but instead craft them with an eye towards realism.

There are, however, non-traditional ways of using illusionism in such a manner that it becomes possible to create quasi-real objects and effects that can affect even disbelievers. This area of study is known as unorthodox illusionism, but more can be done with shadows than most mages know or care to admit – a fact that we will delve into later in this book.

ENCYCLOPAEDIA ARCANE

Illusionism – Behind the Smoke and Mirrors is the 10th book in the *Encyclopedia Arcane* series. It presents a new school of magic for Games Masters and players. Designed for easy integration with any fantasy-based D20 game system, the *Encyclopedia Arcane* series presents a fresh way of looking at magical effects. These books contain all of the rules players and Games Masters alike need to integrate this new school into their existing game worlds.

ILLUSIONISM – SMOKE AND MIRRORS

This sourcebook is meant to give both players and Games Masters insight into the world of illusionism, its benefits, and its dangers. Within this tome you will find chapters dedicated to an overview of illusionism. The pages within also include an in-depth look at dementia magic, its mechanics, and effects. New prestige classes, feats of illusion, illusory spells and magical items are also held within the bounds of this book. Finally, there is a chapter dedicated to help Games Masters deal with illusionism in their own campaigns.

'Profio!'

Profio snapped to attention as his sergeant entered the barracks. 'Yes, sir!'

Sergeant Frumentii glazed at his newest recruit like he was a maggot on a piece of dung. 'So private Profio, I have been looking at your recommendations. Quite impressive for a wet behind the ear, piece of puss. So it says here that you want to become a mind reaver. Is that so private Profio?'

Profio nodded, 'Yes, sir.'

'And why perchance would a spoon feed, porridge face, book worm like yourself want to do that?'

Profio felt his breakfast try to climb out of his stomach and out onto the floor. His head swam for a moment and he thought he might join his breakfast there, but the moment passed and Profio still had his breakfast and still stood before his sergeant.

'Did you hear me private Profio?' asked the sergeant with a growl.

'Yes, sir!' answered Profio.

'Then spit it out, boy!'

'Sir,' Profio said, the knot in his throat loosing. 'I am the grandson of Thurgus Flint and I figured the best way to learn about my grandfather was to following in his footsteps.'

Sergeant Frumentii cocked an eyebrow at Profio, 'Damn boy, there are easier ways to learn about your grandfather! Plenty of musty books back at that college of yours!'

'But sir,' replied Profio. 'I do not care about what the scholars have to say about him, I care about the man behind those musty pages. I care about the man who gave me this!'

Profio bent down and lifted a scabbard from his bed. He drew a sword from it and along the sword's steely length phantasmal images curled. Profio felt his palms sweat as he held the sword.

The grizzled sergeant's eyes narrowed and he said, 'Follow me, private Profio. I'll show you what your grandfather was, but I do not promise that you will like what you find!'



ILLUSIONISM – AN OVERVIEW

There are two prevalent schools of influence in the discipline of illusionism, orthodox illusionism and shadow magic, referred to hereafter as unorthodox illusionism. Though these schools are not mutually exclusive, most illusionists are inclined towards one or the other. Those apt to practice orthodox illusionism are frequently more interested in the artistic aspect of illusions and seek to create an artful fiction, while those who favour unorthodox illusions are usually enthralled with the philosophic facet of illusionism and seek to make a sensible and quasi-real phenomenon. It should be noted, however, that no matter which school of thought one belongs to, all illusionists draw upon the same source for their magic, shadow energy.

Illusionism is an art, a philosophy and a tool.

The Book of Illusions

SHADOW ENERGY

Shadow energy is latent by its very nature. It requires an outside force – oft times an illusionist – to actualise its potential, or in other words to motivate and shape it. Though wizards and sorcerers have access to shadow energy, most prefer to use positive energy, for its creative qualities, or negative energy due to its destructive disposition. Some others favour the elemental energies. This preference for the positive, negative and elemental energies over shadow energy is primarily because these forces are less resistant to manipulation due to their intrinsically active natures.

This is not to say that positive, negative, or elemental energy are superior to shadow energy, but that they are intrinsically different to each other. While all a mage has to do is nudge positive, negative, or elemental energies into the right direction – a deliberate oversimplification, but one that must suffice for this work – shadow energy must be motivated, guided and given purpose by the one who wields it. This is both the boon and curse of shadow magic. It is unbounded by the rules that govern positive and negative energy, but it requires – at least from those that wish to wield it properly – the devotion and skill of a true craftsman.

ILLUSIONISM – THE FIVE FORMS

There are five forms that an illusionist can give to shadow energy. The initial four of these forms fall under the study of orthodox illusionism. The first of these is known as the figment, which creates a counterfeit and independent sensation. The second is known as the glamour, which alters how a subject is perceived. The third form is called the pattern; it creates an external image that affects the minds of those viewing it. The fourth is given the name phantasm, and produces an internal mental image that affects the minds of those perceiving it. The final mode of illusionism falls under the auspices of what is known as unorthodox illusionism. This method uses shadow energy to create a phenomenon that can have real effects.

SIGHT AND SOUND AND THE LACK THEREOF

It should be noted that many of the illusionist's spells (particularly those of the orthodox school) depend upon fooling the senses, primarily sight and sound. Thus, when an illusionist comes upon a subject that lacks these senses, he may be at a loss as to how to bring about the desired effect. External visual and auditory effects such as figments, glammers and patterns that depend primarily upon sight or sound to be sensed rarely have an effect on those who are blind or deaf. This however, is not the case with phantasms, which evoke an internal image in the subject's mind and therefore do not depend upon the external senses, but internal concepts.

MYTHS OF ILLUSIONISM

In spite of its seemingly unsophisticated exterior, illusionism is the result of centuries of detailed study of the many facets that make up a successful and believable illusion. In truth, many of the spells in these areas have been so refined that the caster of the spell need not have any understanding of the visual, audible, or other effects that are necessary for an illusion to be convincing.

It is these spells that most other mages are familiar with and is perhaps one of the reasons why little respect is given to the practitioners of illusionism. It seems to mages outside the school that there is little skill involved in the casting of an illusion, but what they do not see are the intricate mechanisms that

have, over the centuries, been built into each of these 'lay-mage spells'.

LAY-MAGE SPELLS

It is necessary to include a partial listing of those spells that are considered lay-mage spells, so that those who are not of an illusionist background may know to what the term refers to.

The following are considered to be lay-mage spells: *ghost sound, change self, color spray, nystal's magic aura, nystal's undetectable magic aura, silent image, ventriloquism, blur, hypnotic pattern, invisibility, leomand's trap, magic mouth, minor image, mirror image, misdirection, displacement, illusory script, invisibility sphere, major image, hallucinatory terrain, illusory wall, improved invisibility, phantasmal killer, rainbow pattern, shadow conjuration, dream, false vision, greater shadow conjuration, mirage arcana, nightmare, persistent image, seeming, shadow evocation, greater shadow evocation, mislead, permanent image, programmed image, project image, shades, veil, mass invisibility, shadow walk, simulacrum, screen and weird.*

Although other lay-mage spells exist, these are the most commonly known and used. They were first developed using the Nystal-Leomand (N-L) method of spell formulation, which allows the maximum amount of flexibility in an illusion spell with the least amount of skill required to use it. This breakthrough has been both a boon and a curse for the school of illusionism. On the one hand it has broadened the appeal and utility of these spells, but on the other it gives the false impression that anyone who can cast a spell can form a good illusion.

This could not be further from the truth...

ORTHODOX ILLUSIONISTS – THE MASTERS OF ART

Orthodox illusionists are often loath to use lay-mage spells, due to their stigma as uncreative and unoriginal. Instead they prefer to use shadow energy in an improvisational manner. They choose to craft each illusion with their experiences and skill, rather than depend on the lay-mage spell's pre-programmed, if more reliable response.

It is a matter of honour for many orthodox illusionists not to use lay-mage spells. Instead they use the much more fluid and malleable figments, glamours, patterns and phantasms that are found later in this book. It is through the use of these spells that orthodox illusionists can, and oft times do, show off their talent.

UNORTHODOX ILLUSIONISTS – THE MASTERS OF SHADOW

Of course not all illusionists feel this way towards lay-mage spells. There has always been a faction of the school of illusionism that has supported the Nystal-Leomand method and it is from the ranks of these supporters that those known as unorthodox illusionists come. It is the belief of these illusionists that it is not the aesthetic dimension of illusionism that should be studied, but instead the cognitive and philosophic. It is not how imaginative or original one can be with an illusion that is of import to the unorthodox illusionist, instead it is what can be created, how it can be created and why it can be created at all. These are the questions that unorthodox illusionists ask themselves, the same questions Nystal asked before meeting Leomand.

UNALIGNED ILLUSIONISTS – THE MIDDLE GROUND

Most illusionists choose one of the above schools of thought over the other. This is not required, however, as there are some illusionists who seek the middle ground, specialising in neither orthodox nor unorthodox illusionism. They instead pick and choose what they wish to learn from either school and leave the rest. This has its own advantages and disadvantages, as will be detailed later in this book.

Optional Rule: Familiarity

As an optional rule, Games Masters may choose to apply a –2 to –5 modifier to an illusion spell's DC if the concept being mimicked is foreign to the caster. For example, an illusionist who has never seen snow before might suffer a –5 modifier to his illusion's DC because of his lack of familiarity. If the illusionist should come to see an illustration of snow, the penalty might drop to –2. Finally, if the illusionist experiences snowfall he suffers no further penalty.



ILLUSIONIST PATHS

The following paths are available to those who have become specialised wizards known as illusionists. The choice of either of these paths excludes the other. Note that Games Masters should feel free to ignore this chapter if they wish to make all the skills, feats and spells presented hereafter less specialised in nature.

Orthodox Illusionist Path

An illusionist that chooses the following path gains access to everything presented in the Orthodox Illusionism chapter as well as the following traits:

Special Qualities: *Orthodox Background (Ex):* You cast figments, glamours, patterns and phantasms at +1 caster level. Your shadow spells, however, are cast at -2 caster levels (minimum of 1).

Saves: Orthodox illusionists gain +1 to the Will disbelief saves versus figments, glamours, patterns and phantasms. They also suffer a -2 inherent penalty to Will disbelief saves versus shadows.

Skills: Orthodox illusionists gain one extra skill point at each level (4 points at 1st level).

Spells: Illusionists that chose this path may only use their additional spell per spell level for illusions of the figment, glamour, pattern, or phantasm types.

There are three well-travelled paths in illusionism: orthodox, unorthodox and unaligned. They are, in truth, a choice between specialisation and generalisation. By choosing the orthodox or unorthodox schools, you take the narrow path that often leads to small-mindedness. To choose to be unaligned is to take the wide path that can lead to mediocrity. Why do I put such negative terms to each of these schools? Am I not a proud member of the unorthodox? It is to serve as a warning of the pitfalls that await you no matter what school you choose or do not choose. It is to remind you that small-minded men rarely think great thoughts, and mediocre ones seldom do great things.

An excerpt from Professor Nystal's 'Speech to the Novices'

Unorthodox Illusionist Path

An illusionist that chooses the following path gains access to everything presented in the Unorthodox Illusionism chapter as well as the following traits:

Special Qualities: *Unorthodox Background (Ex):* You cast shadow spells at +2 caster levels. Your figments, glamours, patterns and phantasms however are cast at -1 caster level (minimum of 1).

Saves: Unorthodox illusionists gain +1 to the Will disbelief saves versus shadows. They also suffer a -1 inherent penalty to Will disbelief saves versus figments, glamours, patterns and phantasms.

Feats: Unorthodox illusionists gain one extra unorthodox illusionism feat at first level. If this path is taken after 1st level there is no benefit.

Spells: Illusionists that choose this path may only use their additional spell per spell level for illusions of the shadow type.

Unaligned Illusionists, Non-Illusionist Mages and Bards

An illusionist that does not choose either of the above paths gains access to everything presented in the Unaligned Illusionism chapter, as do non-illusionist mages and bards. As for orthodox and unorthodox illusionists, they must have at least 8 ranks in Knowledge (illusionism) before gaining access to the material provided in the Unaligned Illusionist chapter.

Ex-Orthodox or Unorthodox Illusionists

If during the course of the illusionist's career he wishes to drop the path he has in favour of becoming unaligned (he may not choose to change directly from orthodox to unorthodox or vice versa) then he loses enough experience to put him at the minimum total experience needed for his current level and suffers the penalties listed for his former path, but none of the ebenefits, until he gains a level. At that point he officially becomes unaligned.

Ex-Unaligned Illusionists

If during the course of the unaligned illusionist's career he wishes to gain one of these paths (orthodox or unorthodox) then he loses enough amount of experience to put him at the minimum total experience needed for his current level. Once he gains a level he officially becomes either orthodox or unorthodox as indicated before he began this process.

ORTHODOX ILLUSIONISM

Shadow energy is akin to a blank canvas. Before the artist touches it with brush and paint it is not worth a fig, but once the artist applies his craft, the canvas is transformed into something of significance.

Micel Donsby, Headmaster of the Ancient Order of Orthodox Illusionism

As Micel Donsby points out in the above quote, significance is what an orthodox illusionist strives for with his art, and it is this search that drives their every consideration. It is said that the devil is in the details, and this could not be truer. Lighting, shading, contours, proportions... all these things must be crafted with an attention to the illusion's attributes that borders on the obsession. The compulsion to construct an illusion down to the smallest detail drives many orthodox illusionists in their search for the perfect piece.

Art, however, does not come without a cost, and that cost is time. To create illusions from the ground up is no simple task and requires a patience and persistence that many might find quite preposterous. This is perhaps why many orthodox illusionists still memorise lay-mage spells – though they may well deny it – when they are out in the field and beyond the comfortable confines of their study rooms and libraries.

SKILLS

It is not good enough to be talented at illusionism; one must also be skilful.

Josline Marks, Master of the Illusory Arts Academy

Skill is of the utmost importance to the orthodox illusionist. It is one's skills that determine how great a piece one can make. A novice rarely exceeds his master by talent alone; it is instead by study and hard work that the novice becomes the equal or superior of his master. This is not to diminish the role that aptitude plays in the art of illusionism, but rather to put it in its proper place, as a raw material. In truth, talent is quite similar to shadow energy – it has much potential but needs to be honed and fashioned by skilful hands so that it might be made into something more than the sum of its parts.

OLD SKILLS, ORTHODOX USES

Upon choosing the orthodox path or taking the Orthodox Access feat, an illusionist gains the following uses for their skills when utilised in conjunction with certain illusory effects.*

Alchemy (Int; Trained Only)

Knowledge of alchemy allows an illusionist to better mimic the effects of alchemical items.

*Note:

- † This list of skills must be used in conjunction with an appropriate illusionary spell. (See this chapter's list of spells and the skills that can be used in combination with them for more details.)
- † The use of these skills in conjunction with the spells listed later in this chapter increase the casting time needed to a full round. In the case of a spell that already has a casting time of a full round or greater then double the casting time for that spell.
- † There are no retries on these skill checks when used in conjunction with an illusion spell, unless that spell states otherwise.
- † Finally, if any of the following skill checks fail by 5 or more, the DC for the Will disbelief save of the spell affected is lowered by 2.



ORTHODOX ILLUSIONISM

Check: Upon a successful Alchemy check versus the normal DC for creating an alchemical item (see *Core Rulebook I* for details), you can create phantasms of those items that have a +2 DC to their Will disbelief saves.

Appraise (Int)

An illusionist with knowledge of appraisal can make items appear more or less valuable.

Check: Upon a successful Appraise check versus the normal DC for determining the value of an item (see *Core Rulebook I* for details), you can create glammers that make an item seem to be more or less valuable. The glammers created in conjunction with this skill have a +2 DC to their Will disbelief saves.

Bluff (Cha)

In the art of illusionism, bluff is but another tool of the trade.

Check: A Bluff check is opposed by the target or targets' Sense Motive check, with favourable and unfavourable circumstances affecting the opponents' rolls (see *Core Rulebook I* for details). With a successful Bluff check an illusionist can make certain figments, glammers and phantasms more believable, thus postponing the target's Will disbelief save for one round.

Note: You must be able to see both the illusion you are trying to make more believable and the subject who is scrutinising it in order to use this skill.

Special: This particular use of this skill can be attempted once per round as a free action. For each use of this skill upon the same person they gain a cumulative +2 to their Sense Motive check. Note that spells with permanent or instantaneous duration cannot be affected by the use of this skill.

Craft – Illusion (Int)

With this skill an illusionist can become a master craftsman of illusions.

Check: An illusionist may use this skill to attempt to make a masterwork illusion in conjunction with any of the listed *crafted* spells (figment, glamour, pattern and phantasm). The DC for this check is 20 + the illusion's spell level. A successful check grants the spell a +2 DC to its Will disbelief saves. This bonus stacks with any other skill bonuses that may apply.

Special: This skill can only be used in conjunction with the *crafted image* spells. When determining the market price to purchase or create a masterwork illusion through the use of any of the *crafted image* spells, add 50 gp per caster level to the normal cost of the spell.

Craft (locksmithing) (Int)

Understanding how locks are made can better allow an illusionist to create illusory locks.

Check: A successful Craft (locksmithing) check versus the normal DC for creating a lock (see *Core Rulebook I* for details) allows you to create figments or phantasms of locks that have a +2 DC to their Will disbelief saves.

You may also create glammers that disguise or confuse a real lock's mechanisms and thus increase the DC for any Open Lock check made against the lock by +5 if the target fails his Will disbelief saving throw.

Craft (trapmaking) (Int)

Knowledge of trapmaking allows an illusionist to better mimic the mechanisms of a trap and other devices.

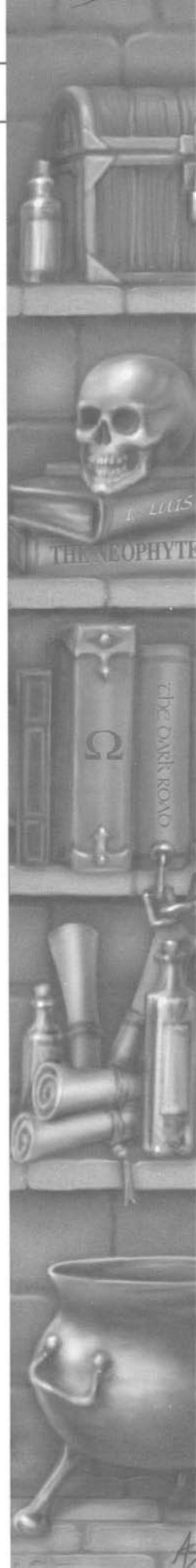
Check: Upon a successful Craft (trapmaking) check versus the normal DC for creating a trap (see *Core Rulebook I* for details), you can create figments or phantasms of traps that have a +2 DC to their Will disbelief saves.

You may also create glammers that disguise or confuse a real trap's mechanisms and thus increase the DC for any Disable Device check made against the trap by +5 if the target fails his Will disbelief saving throw.

Craft (armorsmithing/leatherworking)

An illusionist with an understanding of armorsmithing can make illusory armours that provide substantial defence against attack.

Check: A successful Craft (armorsmithing) check versus the normal DC for creating armour (see *Core Rulebook I* for details), you can create phantasms of different types of armours that have a +2 DC to their Will disbelief saves.



Craft (weaponsmithing)

Illusionists with an understanding of weaponsmithing can make illusory weapons that can be used to harm their enemies.

Check: With a successful Craft (weaponsmithing) check versus the normal DC for creating a weapon (see *Core Rulebook I* for details), you can create phantasms of weapons that have a +2 DC to their Will disbelief saves.

Craft – Other

There are many other craft skills that are useful to illusionists and can be used similarly to those describe beforehand.

Check: With a successful Craft check versus the normal DC for creating an item (see *Core Rulebook I* for details), you can create phantasms of that item that have a +2 DC to their Will disbelief saves.

Disguise (Cha)

Having a familiarity with how disguises work allows an illusionist to better mask himself and others with glammers.

Check: A Disguise check is opposed by the opponent's Spot check with favourable and unfavourable circumstances affecting the opponent's roll (see *Core Rulebook I* for details). With a successful Disguise check an illusionist can make glammers more believable, thus adding a +2 to the DC of the opponent's Will disbelieve save.

Forgery (Int)

Those illusionists that have an understanding of forgery can create false documents out of thin air.

Check: A Forgery check is opposed by the opponent's Forgery check with favourable and unfavourable circumstances affecting the opponent's roll (see *Core Rulebook I* for details). With a successful Forgery check an illusionist can make glammers and phantasms of a document more believable, thus adding a +2 to the DC of the opponent's Will disbelieve save when they interact with the illusory document.



Knowledge – Any (Int; Trained Only)

Knowledge is a powerful tool and one that is used by illusionists to improve their spells. Among the most common areas of interest for illusionists are: arcana, anatomy, architecture/engineering, art theory, creature lore, geography, hypnosis, illusionism, nature, planes, performance arts and religion.

Checks: When using information from within your field of study to create an illusion make a Knowledge check versus the appropriate DC. If only using very simple knowledge (DC 10), then add a +1 to the DC of any Will checks made against the illusion. If the check is made using basic knowledge (DC 15), then add +2 to the DC. If the check uses advanced knowledge (DC 20), then add +3 to the DC. Finally, if obscure knowledge is used (DC 30), then add +4 to the DC.

Profession – Hypnotist (Wis; Trained Only)

You have working knowledge of how to hypnotise others and this helps you to create more effective patterns.

Check: You may attempt to fascinate all creatures that are within a 15-foot long cone emanating from your mouth. The creatures must be able to hear the hypnotist in order to be affected by his voice (deafened creatures are unaffected). Mindless creatures are also unaffected. In order to fascinate the targeted creatures, the hypnotist must make a successful Profession (hypnotist) check opposed by each creature's Sense Motive skill. If the creature is successful in their Sense Motive check, then they gain a +4 insight modifier to their Will save (DC 10 + 1/2 the character's levels in hypnotist + the hypnotist's Charisma modifier) to avoid fascination. If a creature fails their Will save the hypnotist has fascinated the creature in question for one round plus as many rounds as the hypnotist wishes to maintain the fascination. Note that if at any time the hypnotist loses voice contact with the creature being affected, the fascination is broken. A fascinated creature is unable to take actions and suffers a -4 penalty to Spot and Listen checks. Any potential threat (such as an armed party member moving behind the fascinated creature) allows the creature another saving throw at -2 to the DC of the Will save. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the fascination, as does shaking or slapping the creature. A fascinated creature's ally may shake

it free of the spell as a standard action. Using fascinating voice is a full round action that provokes an attack of opportunity, as is maintaining the fascination.

Once you have 8 ranks in this skill you gain the ability to hypnotise one creature within 15 feet with your eyes and voice. This ability has all the effects and parameters of the fascinate voice ability, but with the following additional restrictions and effects:

Hypnotising a creature requires not only auditory but also visual contact; thus if a creature is blinded or otherwise concealed they are unaffected by this skill. In order to hypnotise the targeted creature the hypnotist must make a successful Profession (hypnotist) check opposed by the creature's Sense Motive skill. If the creature is successful in their Sense Motive check, then they gain a +4 insight modifier to their Will save (DC 10 + 1/2 the character's levels in hypnotist + the hypnotist's Charisma modifier) to avoid being hypnotised.

While the creature is hypnotised, the hypnotist can make a suggestion or request (provided the hypnotist can communicate with it). The suggestion must be brief and reasonable. The affected creature reacts as though it were two steps more friendly in attitude. Even once the hypnotist ends his hypnotic voice ability, the creature retains its new attitude toward the hypnotist, but only with respect to that particular suggestion. A creature who fails its saving throw does not remember that it has been hypnotised.



Finally, when using information based on this skill to create a pattern make a Profession (hypnotist) check versus the appropriate DC. If only using very simple knowledge (DC 10), then add a +1 to the DC of any Will disbelief checks made against the illusion. If the check is made using basic knowledge (DC 15), then add +2 to the DC. If the check uses advanced knowledge (DC 20), then add +3 to the DC. Finally,

if obscure knowledge is used (DC 30), then add +4 to the DC.

Special: Having 5 ranks in Profession (hypnotist) grants you a +2 synergy bonus to your Craft (illusion) and Knowledge (hypnotism) checks when making patterns. If you have 5 ranks in Knowledge (hypnotism) than you gain a +2 synergy bonus to Profession (hypnotist) checks.

Profession – Other (Wis; Trained Only)

Having intimate knowledge of a profession sometimes comes in handy for an illusionist.

Check: When using information based on a chosen occupation to create an illusion make a Profession check versus the appropriate DC. If only using very simple knowledge (DC 10), then add a +1 to the DC of any Will disbelief checks made against the illusion. If the check is made using basic knowledge (DC 15), then add +2 to the DC. If the check uses advanced knowledge (DC 20), then add +3 to the DC. Finally, if obscure knowledge is used (DC 30), then add +4 to the DC.

Spellcraft (Int; Trained Only)

Spellcraft is always useful, but even more so when an illusionist wishes to cast illusionary facsimiles of known spells.

Check: A successful Spellcraft check (DC 12 + level of spell being mimicked + spell level of the illusion being cast) grants a +2 DC to the illusion's Will disbelief saves.

FEATS

Orthodox illusionists can perform many feats with illusions. Some have the ability to form figments that you would think real. Others can make glamours that fool all the senses, even that most elusive sense of touch. Still more can create patterns that affect even the most magically resistant of creatures. Also among their exploits can be counted the ability to command phantasms and other types of illusions, the ability to imbue illusions with spells and to concentrate upon multiple spells at once. Of course, there are many more feats of illusion, but detailing them all would take its own tome.

New Feats

The following list of feats are gained and used in the same way as those listed in *Core Rulebook I*. Those marked as (Orthodox) may not be taken by unorthodox illusionists, though unaligned illusionists with the Orthodox Access feat may take them.

Augment Illusion (Metamagic)

You have the ability to add sensual qualities to spells that usually don't have them.

Prerequisites: Spell Focus (illusion)

Benefit: This feat allows you to add one or more of the following sensual qualities to an illusion: audible, olfactory (which includes taste), heat (restricted to mimicking between 40 to 90 degrees F), or visual. An augmented illusion uses up a spell slot one level higher than the spell's actual level for each sensual quality added.

Command Illusions (Orthodox)

You have the ability to command illusions of a certain type.

Prerequisites: Orthodox Illusion Focus (any)

Benefit: You may take over an illusion of the type indicated in your Orthodox Illusion Focus with a successful command check. The command check is 1d20 + 1 per your caster level (maximum +10) versus a Difficulty Class of 11 + spell casters level. If successful, you gain control of the targeted illusion for the rest of its duration. If, however, you are unsuccessful you may not attempt to command the targeted illusion for one day. You may use this ability a number of times per day equal to 3 + your Intelligence modifier. The use of this ability requires a standard action.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new type of illusion. Having command

A true master of the illusory arts can sustain a half dozen or more spells at one time. Note that as I am speaking to you, I have an undisclosed number of illusions running inside this room, all of which require some concentration. You have one minute to discover them. They will count as ten percent of your grade for the semester. You may begin...

Worford Jinks, Professor of Meditation Techniques





over an illusion allows you to dismiss the illusion even if the spell is not usually dismissible.

Illusion Focus (Orthodox)

You have gained mastery over the use of one form of illusionism.

Prerequisites: Spell Focus (illusion)

Benefit: You add +5 to the Difficulty Class for all saving throws against spells versus one kind of the following types of illusion: figment, glamour, pattern, or phantasm.

Note: The Difficulty Class bonus does not stack with Spell Focus (illusion).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new type of illusion.

Illusory Insight (Orthodox)

You have gained the ability to see through illusions with greater ease.

Prerequisites: Spell Focus (illusion)

Benefit: You add a +2 insight bonus to all saving throws and disbelief checks versus illusion spells and spell-like effects of the following types: figment, glamour, patterns and phantasms.

Imbue Illusion (Metamagic)

You can grant illusions you create the ability to cast spells.

Prerequisites: Spell Focus (illusion)

Benefit: You can transfer some of your currently prepared spells, and the ability to cast them, to a figment, glamour, pattern, or phantasm you are creating. You must actively direct the illusion to cast the spell (free action) or set a trigger condition on the illusion (which may be a special word) when casting the spell. The event that triggers the illusion can be general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger may not be based on some quality that is not normally obvious to the senses, such as alignment. An imbued illusion uses up a spell slot equal to the base level of the spell being affected plus the total level of the spells imbued into the illusion.

Note: Only spells from the following schools can be used by illusions: Abjuration, Conjunction and Evocation.

Improved Concentration (General)

You can maintain concentration more effectively than most.

Prerequisites: Skill Focus (concentration)

Benefit: You gain a +5 bonus on all your concentration checks, this does not stack with your skill focus.

Improved Illusory Insight (Orthodox)

You have gained the ability to see through illusions of a particular type with greater ease.

Prerequisites: Illusory Insight (orthodox), Illusion Focus (orthodox)

Benefit: You add a +5 insight bonus to all saving throws and disbelief checks versus illusion spells and spell-like effects of a given type (figment, glamour, pattern, or phantasm) that corresponds to the type indicated by your Illusion Focus (orthodox) feat.

Note: This does not stack with Illusory Insight (orthodox).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new type of illusion.

Penetrating Patterns (Orthodox)

You have the ability to break through spell resistance with patterns.

Prerequisites: Illusion Focus (patterns), Spell Penetration

Benefit: You get a +6 bonus to caster level checks (1d20 + caster level) when using patterns to beat a creature's spell resistance. This does not stack with the Spell Penetration feat.

Special: A spell penetration check is only necessary if the spell directly attacks a creature with spell-resistance.

Penetrating Phantasms (Orthodox)

You have the ability to break through spell resistance with phantasms.

Prerequisites: Illusion Focus (phantasms), Spell Penetration

Benefit: You get a +6 bonus to caster level checks (1d20 + caster level) when using phantasms to beat a creature's spell resistance. This does not stack with the Spell Penetration feat.

Special: A spell penetration check is only necessary if the spell directly attacks a creature with spell-resistance.

Phantasmal Feats (Orthodox)

You are able to instil your phantasms with your own feats.

Prerequisites: Illusion Focus (phantasms)

Benefit: You may instil any applicable feats that you have into a phantasm that you create or control. Doing this is part of the casting of the spell and requires a Spellcraft check versus a DC of 10 plus the number of feats to be instilled plus the number of requirements that each of the added feats has listed under their prerequisites section. Thus adding Weapon Focus (rapier) to a rapier wielding phantasm would require a Spellcraft check DC 13 (10 +1 for adding Weapon Focus (rapier) + 2 for the two prerequisites listed under the skill).

Split Concentration (General)

You can maintain multiple independent illusions at the same time.

Prerequisites: Improved Concentration



Benefit: You gain the ability to concentrate on more than one spell at a time and to cast other spells while maintaining your concentration on those spells that need it.

Effect	DC
Maintain concentration on multiple spells as a standard action.	10 + the total level of spells you are concentrating on.
Maintain concentration as a move equivalent action.	10 + the total level of spells you are concentrating on + the number of rounds the character has maintained concentration using move equivalent actions.
Maintain concentration while casting another spell.	10 + the level of the spell you are casting + the total level of spells currently being concentrated on.

Retry: No, failure results in the loss of all the spells involved in the check.

Special: Normally it takes a standard action to maintain a single concentration spell.

Spell Mimicry (General)

You have a superior ability to mimic the effects of spells from a certain school with your illusions.

Prerequisites: Spell Focus (any, other than Illusion)

Benefit: You gain +5 to your Spellcraft check when attempting to mimic a spell from the school indicated by your Spell Focus feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a new school indicated by the character's Spell Focus feat.

Superior Craft (illusions)

You have honed the skills necessary to craft illusions.

Prerequisites: Skill Focus (craft-illusions)

Benefit: You gain +5 bonus on all your Craft (illusion) checks.

Tactile Illusion (Metamagic)

Your illusions have tactile sensations.

Prerequisites: Augment Illusion

Benefit: You can create illusions that give the false sensation of being tactile. This means that a creature that fails their Will disbelief save can not walk through the illusion because the body's nervous system invokes a tactile feeling that stops them. The illusion being affected must have a visual component in order to benefit from this feat. A tactile illusion uses up a spell slot three levels higher than normal.

ORTHODOX SPELLS

The spells you study here are perhaps some of the most unforgiving you will ever learn, but they are also the most rewarding. With these spells you will have control over every aspect of the illusions you create. It is my hope that your patience and my expertise will help you attain the highest honor that any artist can achieve: the creation of a work of art that both sparks the imagination and suspends the disbelief of the viewer.

Micel Donsby, Headmaster of the Ancient Order of Orthodox Illusionism

Now, it is time to speak about those unique spells that the orthodox illusionists have spent centuries creating and which by my hand will receive some attention in this chapter. It should be remembered that the following spells are in truth quite different from those of most other schools. They require both imagination and skill. These are the foundations upon which all orthodox spells are based. It is skill that gives an illusion its bones and imagination that gives it flesh, and the most successful illusionist will have need of both. So as I speak upon these spells do not be surprised that many of them require some modicum of skill and inkling of imagination to produce the most effective results.*

NEW SPELLS

Upon choosing the orthodox path or taking the Orthodox Access feat, an illusionist gains access to the following spells. Sorcerers, bards and non-illusionist wizards can have access to these spells, but only if they take the Orthodox Access feat.

Bewildering Aura

Illusion (Pattern) (Mind-Affecting)

Level: Brd 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

Range: Close (50 ft. + 5 ft./level)

Target: One creature or object.

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

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates

*Important Note: Skills used to enhance the following spells must have some reasonable relationship to warrant giving them any bonus to their DC. This is left up to the Games Master's discretion.



Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism).

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

Up to 3: Stunned for 3d4 rounds, dazed for 2d4 rounds and then confused for 1d4 rounds.

4-6: Stunned for 2d4 rounds, dazed for 1d4 rounds and then confused for 1 round.

7-9: Stunned for 1d4 rounds, dazed for 1 round.

10 or more: No effect.

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

Material component: A kaleidoscope.

Blinding/Deafening Pattern

Illusion (Pattern) (Mind-Affecting)

Level: Brd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

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

Area: 30 ft. radius spread

Duration: Concentration + 1round/level

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

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

Material component (blinding): A pair of eyeglasses that have the lenses painted over.

Material component (deafening): A chain with a half dozen bells of differing sizes.

Cone of Nausea

Illusion (Pattern) (Mind-Affecting)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

This pattern uses a mixture of visual, audio and olfactory elements to nauseate all creatures in its area of effect for 1d4 rounds + 1 round/level.

Material Component: Dried skunk bladder.

Cone of Paralysis

Illusion (Pattern) (Mind-Affecting)

Level: Brd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

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

Area: Cone

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

This pattern paralyzes all creatures in its area of effect for 1d4 rounds + 1 round/level

Material Component: One dose of carrion crawler brain juice.

Crafted Image (Figment) I-IX

Illusion (Figment)

Level: Varies

Components: V, S, M, XP

Casting Time: See text

Range: Long (400 ft. + 40 ft./level)

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Conjunction Skills: Craft, Profession, Knowledge

You can create enduring figments with this spell. The casting time is usually an hour of uninterrupted work per size category of the figment being created. However, if the illusionist is attempting to create a masterwork figment, then it takes twice as long. This spell can be cast at a variety of levels, from 1st to 9th level. Each level of the spell can create an



illusion of up to a certain size category from Fine to Colossal and beyond. The following table gives you a guideline for each level of the spell and how large of an illusion it can create:

Level	Size of Figment
1 st	Fine
2 nd	Diminutive
3 rd	Tiny
4 th	Small
5 th	Medium
6 th	Large
7 th	Huge
8 th	Gargantuan
9 th	Colossal

At the time of casting the illusionist chooses one of the following types to link to the figment: static, recurring, or dynamic.

Static figments do not move from where they are placed and do not require as much craft as the other types listed. To successfully create a static illusion the caster has to make a Craft (illusions) check (DC 10 + spell level).

Dynamic figments have a triggering condition (which may be a special word) that is set at the

casting of the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality that is not normally obvious to the senses, such as alignment.

Triggers react to whatever appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeat audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Note that actions can serve as triggers if they are visible or audible. A dynamic figment cannot distinguish invisible creatures, alignments, level, HD, or class except by external garb.

The range limit of a trigger is 40 feet per caster level, so a 6th-level caster can command a dynamic illusion to respond to triggers up to 240 feet away. Regardless of range, the illusion can respond only to triggers and actions in line of sight, within hearing distance, or within scent distance (see the Scent ability in *core rulebook II* for more details).

To successfully create a dynamic figment the caster has to make a Craft (illusions) check (DC 15 + spell level).

Recurring figments follow a predetermined pattern decided upon by the caster. The illusion follows that script without the caster having to concentrate on it and repeats it after a predetermined amount of time (maximum of 10 minutes per caster level) or upon a specific triggering condition (see above for more details on how triggers work). The illusion created can include intelligible speech if the character wishes. For instance, the character could create the recurring illusion of several orcs playing cards and arguing, culminating in a fistfight. It then repeats this scene from beginning to end at the predetermined time or trigger. To successfully create a recurring illusion the caster has to make a Craft (illusions) check (DC 18 + spell level).

Note that all the above types may include visual, auditory, olfactory and thermal elements. Failure on the Craft (illusions) check means that the spell suffers a -2 penalty to the Difficulty Class of its Will disbelief save. Failure by 5 or more causes the spell to fail.

Finally if the caster wishes to use other skills in conjunction with this spell he may do so, including a second use of the Craft (illusions) skill to improve the quality of the illusion to masterwork and thus enhance the DC of the Will disbelief save by +2.

Material Component: A sketch and/or instructions on how to create the illusion.

XP Cost: Same XP cost as if scribing a scroll of the spell's level (plus 2 XP per caster level, if the spell is masterwork quality).

Crafted Image (Glamour) I-IX

Illusion (Glamour)

Level: Varies

Components: V, S, M, XP

Casting Time: See text

Range: Touch

Targets: One creature or item touched

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes, if a creature or object with spell resistance is the target of the spell's effects.

Conjunction Skills: Appraise, Craft, Disguise, Forgery, Profession and Knowledge

Similar to *crafted image (figment)*, except that an enduring glamour is created with the following qualities:

The casting time is usually an hour of uninterrupted work per size category of the glamour being created, however if the illusionist is attempting to create a masterwork glamour, then it takes twice as long. This spell can be cast at a variety of levels, from 1st to 9th level. Each level of the spell can create a glamour of up to a certain size category from Fine to Colossal and beyond. The following table gives you a guideline for each level of the spell and how large of an illusion it can create:

Level	Size of Glamour
1 st	Fine
2 nd	Diminutive
3 rd	Tiny
4 th	Small
5 th	Medium
6 th	Large
7 th	Huge
8 th	Gargantuan
9 th	Colossal

At the time of casting the illusionist chooses whether the glamour will be static, dynamic, or leaping.

Static glammers are unchanging and linked to a particular creature or object and require a successful Craft (illusions) check (DC 10 + spell level) to create.

Dynamic glammers are also linked to a particular creature, but unlike static glammers they change if a certain triggering condition is met (see *crafted image (figment)* for more details on triggers). To successfully create a dynamic glamour the caster has to make a Craft (illusions) check (DC 15 + spell level).

Leaping glammers are placed upon a particular creature or object. However, if a certain triggering condition is met (see *crafted image (figment)* for more details on triggers), then the glamour leaps from that creature or object to another subject of the same type and general qualities. Thus a leaping glamour cannot be placed upon a human and then leap to a giant or dragon. The glamour could, however, leap to humanoids, monstrous humanoids and any other generally human-shaped bipedal creature. Note that glammers of this kind can only affect a particular creature or item once and never again. To successfully create a leaping figment the caster has to make a Craft (illusions) check (DC 20 + spell level).

Note that all the above types may include visual, auditory, olfactory and thermal elements. Failure on the Craft (illusions) check means that the spell suffers a -2 penalty to the Difficulty Class of its Will disbelief save. Failure by 5 or more causes the spell to fail.

Finally if the caster wishes to use other skills in conjunction with this spell he may do so, including a second use of the Craft (illusions) skill to improve the quality of the illusion to masterwork and thus enhance the DC of the Will disbelief save by +2.

Material Component: A sketch and/or instructions on how to create the illusion.

XP Cost: Same XP cost as if scribing a scroll of the spell's level (plus 2 XP per caster level, if the spell is masterwork quality).



Crafted Image (Pattern) I-IX

Illusion (Pattern) (Mind-Affecting)

Level: Varies

Components: V, S, M, XP

Casting Time: See text

Range: Close (30 ft. + 5 ft./2 levels)

Area: Cone

Duration: Permanent until discharged

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Craft, Profession, Knowledge

Similar to *crafted image (figment)*, except that an enduring pattern is created with the following qualities:

At the time of casting the illusionist chooses whether the pattern will be static, dynamic or layered.

Static patterns are unchanging and linked to a particular place. They require a successful Craft (illusions) check (DC 10 + spell level + effect modifier) to create.

Dynamic patterns are also linked to a particular place, but unlike static patterns they change effects if a certain triggering condition is met (see *crafted image (figment)* for more details on triggers). To successfully create a dynamic pattern the caster has to make a Craft (illusions) check (DC 15 + spell level + effect modifiers).

Layered patterns are linked to a particular place and have multiple effects linked to them. These effects are usually triggered at certain points within the pattern's range. For example a layered pattern might dazzle viewers at a range of 60 feet, blind them at 30 feet and at 10 feet knock them unconscious. To successfully create a layered pattern the caster has to make a Craft (illusions) check (DC 10 + spell level + effect modifiers).

When creating a pattern the caster chooses one (or more) of the following adverse effects (see *core rulebook II* for details on each of these conditions):

Effect	Effect Modifier	Minimum Caster Level
Blinded	+2	4th
Confused	+4	8th
Dazed	+2	4th
Dazzled	+0	1 st
Deafened	+2	4th
Distracting	+0	1 st

A distracted creature suffers a -2 penalty to any skill checks (with the exception of Concentration) they make while distracted. This effect forces spellcasters that are attempting to cast a spell to make a Concentration check against the DC of the pattern plus the level of spell they are casting in order to successfully cast the spell.

Effect	Effect Modifier	Minimum Caster Level
Fascination	+0	1 st

A fascinated creature is unable to take actions and suffers a -4 penalty to Spot and Listen checks. Any potential threat (such as an armed party member moving behind the fascinated creature) allows the creature another saving throw at -2 to the DC of the Will save. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the fascination, as does shaking or slapping the creature. A fascinated creature's ally may shake it free of the spell as a standard action.

Effect	Effect Modifier	Minimum Caster Level
Nauseated	+2	4th
Paralysed	+5	10th
Stunned	+4	8th
Unbalanced	+1	2 nd

An unbalanced creature suffers a -1 penalty on attack rolls, loses half of his positive Dexterity bonus to AC (rounded up, if any), moves at half speed and suffers -2 to any Strength, Dexterity and Constitution-based skills. Finally, enemies that attack him gain a +1 bonus to their attack rolls.

Effect	Effect Modifier	Minimum Caster Level
Unconscious	+5	10 th

The length of time that the victim is affected by the spell is proportionate to the amount by which he failed his saving throw. If the victim failed critically

(i.e. he rolled a 1), then the effects of the spell last 2d4 + the caster's level rounds. If the victim failed by 5 or more, then the effects of the spell last 1d4 + the caster's level rounds (maximum +10). Finally, if the victim failed by 4 or less, then the effects of the spell last 1d4 rounds.

Note that most patterns are visual only, however some do use auditory (usually associated with deafen and confused effects) and olfactory (usually linked to nausea effects) elements. Each level of the spell can affect up to a certain number of HD worth of creatures. The following table gives you a guideline for each level of the spell and how many HD it can affect:

Level	Number of HD affected
0th	1
1 st	1d4 + caster level*
2 nd	1d6 + caster level*
3 rd	2d4 + caster level*
4 th	2d6 + caster level*
5 th	2d8 + caster level*
6 th	3d6 + caster level*
7 th	3d8 + caster level*
8 th	4d8 + caster level*
9 th	5d8 + caster level*
	*(Maximum +10)

Determine the maximum number of HD that the pattern can affect (this is usually done by the GM, secretly). The pattern then stays in place until it has affected or has attempted to affect that number of HD worth of creatures. Note that the pattern can only affect creatures that have equal to or less than twice the caster's level in HD (although in the case of the 0th level spell it can only affect a creature with one or less HD). Once the limit is reached, the pattern is discharged and disappears. All patterns affect creatures with fewer HD before those with more HD.

Failure on the Craft (illusions) check means that the spell suffers a -2 penalty to the Difficulty Class of its Will save. Failure by 5 or more causes the spell to fail. Due to the special qualities of patterns the caster of the spell still needs to save versus the spell if he enters the predetermined area of effect. The caster does however gain a +2 insight bonus to his Will save.

Finally if the caster wishes to use other skills in conjunction with this spell he may do so, including a second use of the Craft (illusions) skill to improve

the quality of the illusion to masterwork and thus enhance the DC of the Will save by +2.

Material Component: A sketch and/or instructions on how to create the illusion.

XP Cost: Same XP cost as if scribing a scroll of the spell's level (plus 2 XP per caster level, if the spell is masterwork quality).

Crafted Image (Phantasm) I-IX

Illusion (Phantasm) (Fear, Mind-Affecting)

Level: Varies

Components: V, S, M, XP

Casting Time: See text

Range: Close (30 ft. + 5 ft. per level)

Duration: Permanent until discharged

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Craft, Profession, Knowledge

Similar to *crafted image (figment)*, except that an enduring phantasm is created with the following qualities:

At the time of casting the illusionist chooses whether the phantasm will be static, dynamic, or wandering.

Static phantasms do not move from where they are placed and are automatically triggered when someone enters the area designated. They require a



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successful Craft (illusions) check (DC 10 + spell level + effect modifier) to create.

Dynamic phantasms are linked to one place, but have a specific condition that must be met before they can be triggered (see *crafted image (figment)* for more details on triggers). To successfully create a dynamic phantasm the caster has to make a Craft (illusions) check (DC 15 + spell level + effect modifiers).

Wandering phantasms are not linked to any one place, instead they are linked to a general area and can appear anywhere in that area when a particular triggering condition is met (see *crafted image (figment)* for more details on triggers). To successfully create a wandering phantasm the caster has to make a Craft (illusions) check (DC 20 + spell level + effect modifiers).

When this spell is cast the caster determines the area of effect which can be up to 5 ft. cube + 5 ft./level for static and dynamic phantasms and 20 ft. cube + 5 ft./level for wandering phantasms.

When creating a phantasm the caster chooses one (or more) of the following adverse effects or one of the effects listed under the *crafted image (pattern)* spell (see *core rulebook II* for details on each of these conditions):

† Continuous Damage (Effect Modifier +4/Minimum caster level: 8th): Those affected by this phantasm suffer 1d6 hit points of continuous damage for a duration equal to half of the spell caster's level.

† Covering (Effect Modifier +4/Minimum caster level: 8th): The length of time that the victim is affected by this phantasm is proportionate to the amount by which he failed his saving throw. If the victim failed critically (i.e. he rolled a 1), then the effects of the spell last 2d4 + the caster's level rounds. If the victim failed by 5 or more, then the effects of the spell last 1d4 + the caster's level rounds (maximum +10). Finally, if the victim failed by 4 or less, then the effects of the spell last 1d4 rounds.

† Dead (Effect Modifier +5/Minimum caster level: 10th): Those that save versus this effect still

suffer 1d6 points of damage per spell level. In the case of a 0th level spell no ill effects are suffered.

† Disable (Effect Modifier +5/Minimum caster level: 10th): Those that save versus this effect still suffer 1d6 points of subdual damage per spell level. In the case of a 0th level spell no ill effects are suffered.

† Effective Ability Decrease (Effect Modifier +4/Minimum caster level: 8th): Those affected by this phantasm suffer 1 + 1d4 per spell level of effective ability damage for a duration equal to half of the spell caster's level. Note that this effect may cause death, if the phantasm targets the victim's Constitution (and lowers it to 0).

† Exhausted (Effect Modifier +4/Minimum caster level: 8th): See covering for details on duration.

† Fatigued (Effect Modifier +3/Minimum caster level: 6th): See covering for details on duration.

† Frightened (Effect Modifier +1/Minimum caster level: 2nd): See covering for details on duration.

† Normal Damage (Effect Modifier +3/Minimum caster level: 6th): With this effect the phantasm deals 1d6 points of damage per spell level to those who fail their Will disbelief saving throw.

† Panicked (Effect Modifier +2/Minimum caster level: 4th): See covering for details on duration.

† Shaken (Effect Modifier +0/Minimum caster level: 1st): See covering for details on duration.

† Subdual Damage (Effect Modifier +1/Minimum caster level: 2nd): With this effect the phantasm deals 1d6 points of subdual damage per spell level to those who fail their Will disbelief saving throw.

Each level of the spell can affect up to a certain number of HD worth of creatures. The following

table gives you a guideline for each level of the spell and how many HD it can effect:

Level	Number of HD Effected
0th	1
1 st	1d4 + caster level*
2 nd	1d6 + caster level*
3 rd	2d4 + caster level*
4 th	2d6 + caster level*
5 th	2d8 + caster level*
6 th	3d6 + caster level*
7 th	3d8 + caster level*
8 th	4d8 + caster level*
9 th	5d8 + caster level*
	*(Maximum +10)

Determine the maximum number of HD that the phantasm can affect (this is usually done by the GM, secretly). The phantasm then stays in place until it has affected or has attempted to affect that number of HD worth of creatures. Note that the phantasm can only affect creatures that have equal to or less than twice the caster's level in HD (although in the case of the 0th level spell it can only affect a creature with one or less HD). Once this limit is reached, the phantasm is discharged and disappears.

Failure on the Craft (illusions) check means that the spell suffers a -2 penalty to the Difficulty Class of its Will disbelief save. Failure by 5 or more causes the spell to fail.

Finally if the caster wishes to use other skills in conjunction with this spell he may do so, including a second use of the Craft (illusions) skill to improve the quality of the illusion to masterwork and thus enhance the DC of the Will disbelief save by +2.

Material Component: A sketch and/or instructions on how to create the illusion.

XP Cost: Same XP cost as if scribing a scroll of the spell's level (plus 2 XP per caster level, if the spell is masterwork quality).

Dazzling Lights

Illusion (Pattern) (Mind-Affecting)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

Range: 10 ft.

Area: Semi-circle burst of light 10 ft. long, centred on your hands.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

This pattern dazzles all creatures (of 1 or less HD) in its area of effect for one round. This spell has no effect on creatures of higher HD.

Material Component: A piece of flash paper.

Distracting Pattern

Illusion (Pattern) (Mind-Affecting)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

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

Area: 15 ft. radius spread

Duration: Concentration + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

This pattern distracts (see *crafted image (pattern)* spell for more details on the effects of distraction) all creatures in its area of effect. Those who move out of the area of effect are no longer distracted by the pattern and may perform skills and cast spells normally.

Material component: Finely ground glass.

False Visage I-IX

Illusion (Glamour)

Level: Varies

Components: V, S

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

Range: Touch

Targets: One creature or item touched

Duration: See text (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes, if a creature or object with spell resistance is the target of the spell's effects.

Conjunction Skills: Appraise, Bluff, Craft (any except Illusions), Disguise, Forgery, Profession, Knowledge

You create glammers that mask the real appearance of the subject. This spell can be cast at a variety of



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levels, from 1st to 9th level. Each level of the spell can affect up to a certain size category of creature or object from Fine to Colossal and beyond (such as a castle). The following table gives you a guideline for each level of the spell and how large of a subject it can effect:

Level	Size of Subject
1 st	Fine
2 nd	Diminutive
3 rd	Tiny
4 th	Small
5 th	Medium
6 th	Large
7 th	Huge
8 th	Gargantuan
9 th	Colossal

You can make creatures affected by this spell seem shorter or taller (within one size increment of their actual size), thin, fat, or anything in between. You cannot change the subject's body type. For example, a human subject could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or make the subject look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the subject.



Items affected by this spell can be made to look more or less valuable depending on the level at which the spell is cast. The following table gives you a guideline for each level of the spell and by how much its value can be changed:

Level	Percent Change In the Apparent Value
1 st	10%
2 nd	20%
3 rd	35%
4 th	50%
5 th	75%
6 th	100%
7 th	250%
8 th	500%
9 th	1000%

Items may also be made to appear larger or smaller (within two size categories of their actual size). This spell can even make them appear as any item within the size range given, although a battleaxe made to look like a dagger still functions as a battleaxe.

If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check.

Note: Creatures get Will saves to recognise the glamour as an illusion if they interact with it (such as by touching the character and having that not match what they see, in this case of this spell).

1st to 3rd level false visages created with this spell have a duration of concentration plus 10 minutes/level. Those created with 4th to 6th level spells have a duration of concentration plus 1 hour/level. Finally, false visages created with 7th through 9th level spells have a duration of concentration plus 1 day/level.

Improved Figment I-IX

Illusion (Figment)

Level: Varies

Components: V, S

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

Range: Medium (100 ft. + 10 ft./level)
Duration: Concentration
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No
Conjunction Skills: Bluff, Craft (any except Illusions), Profession, Knowledge

As *crafted figment* except the casting time is lessened, the range is decreased and the duration is concentration instead of permanent. As long as the caster maintains concentration he can move the figment at will providing it does not leave his sight (at which time the spell ends) or the maximum range of the spell.

Phantasmal Conjunction I-IX

Illusion (Phantasm) (Mind-Affecting)

Level: Varies
Components: See text
Casting Time: See text
Range: See text
Effect: See text
Duration: See text
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: Yes, if a creature or object with spell resistance is the target of the spell's effects.
Conjunction Skills: Knowledge (Arcana), Bluff, Spellcraft
Restrictions: Cannot be used by an illusionist who has chosen Conjunction as an opposition school

With this spell you can mimic spells from the wizard school of Conjunction. This spell can only mimic conjunction spells of the *phantasmal conjunction's* level or lower. Note that all effects created via this spell occur in the minds of those affected and thus nothing in truth is conjured. This spell has the components, casting time, range, effects, area of effect and duration of the original spell. If the

subject of the spell makes his Will disbelief saving throw then the phantasm has no effect. Regardless of the result of the save to disbelieve, the affected creature is also allowed any save the spell being simulated would normally allow, but the save DC is set according to the *phantasmal conjunction's* level rather than the spell's normal level. Those who fail their saving throws suffer the same effects as listed under the mimicked spell.

Phantasmal Evocation I-IX

Illusion (Phantasm) (Mind-Affecting)

Level: Varies
Components: See text
Casting Time: See text
Range: See text
Effect: See text
Duration: See text
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: Yes, if the creature or object with spell resistance is the target of the spell's effects.
Conjunction Skills: Knowledge (Arcana), Bluff, Spellcraft
Restrictions: Cannot be used by an illusionist who has chosen Evocation as an opposition school

As *phantasmal conjunction* only this spell mimics spells from the wizard school of Evocation.

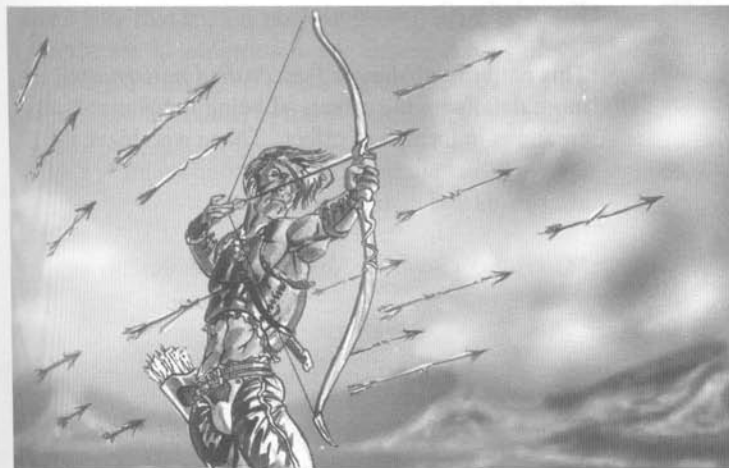
Phantasmal Item I-IX

Illusion (Phantasm) (Mind-Affecting)

Level: Varies
Components: V, S
Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.
Range: 0 ft.
Area: 25 ft. +5 ft./2 levels
Duration: See text (D)

Saving Throw: Will disbelief (each interaction)
Spell Resistance: Yes (each interaction)
Conjunction Skills: Alchemy, Bluff, Craft (any except illusions), Forgery, Knowledge, Profession

You create a phantasmal image of an item in the minds of all within visual range of the material component (see below for more details). You can cast this spell at a variety of levels, from 1st to 9th level. The following table gives you a guideline for each level of the spell and how expensive an item it can mimic:



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Level	Max Item Price (gp)
0th	1
1st	25
2nd	50
3rd	100
4th	250
5th	500
6th	1,500
7th	2,500
8th	5,000
9th	15,000

A weapon created via this spell is not real in any way, however those who fail their Will disbelief saves do suffer normal damage from the weapon until they disbelieve.

Armour or shields created in this way provide half the normal armour bonus to AC (rounded down, minimum of +1) against enemies that fail their Will disbelief saves. This is due to the attacker attempting to work around the character's 'armour' and thus not taking full advantage of the weaknesses in the character's real armour. Note that the armour bonus of the real armour and phantasmal armour do not stack, though a phantasmal shield would stack with real armour and vice versa. Once a creature successfully disbelieves the phantasmal armour or shield it no longer provides any armour class bonus to the wearer and the wearer uses their normal AC.

Finally, any other items created via this spell have their normal qualities against those who fail their Will disbelief saving throws, such as a phantasmal alchemist's fire. Note, however, that phantasmal items do not count towards having real items of that type, for example phantasmal thieves' tools do not help thieves pick locks (in fact, a thief would probably realise that the thieves' tools were not real once he tried to use them) and neither would a phantasmal alchemist's lab help an alchemist in his creation of items.

Phantasmal items created using 0th to 3rd level spells have a duration of concentration plus 1 minutes/level. Those created with 4th to 6th level spells have a duration of concentration plus 10 minutes/level. Finally, phantasmal items created with 7th through 9th level spells have a duration of concentration plus 1 hour/level.

Stream of Unconsciousness

Illusion (Pattern) (Mind-Affecting)

Level: Brd 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

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

Area: 5 ft. by 5 ft. stream that stretches out from the caster's hands to the end of the spell's range.

Duration: Instantaneous (see text)

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

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

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

Material Component: Nightshade root.

Unbalanced Pattern

Illusion (Pattern) (Mind-Affecting)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

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

Area: 15 ft. radius spread

Duration: Concentration + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Profession (hypnotist), Knowledge (hypnotism)

This pattern unbalances (see *crafted pattern* spell for more details on the effects of being unbalanced) all creatures in its area of effect. Those who leave the area of effect are unbalanced for one round afterwards and then return to normal.

Material component: An unbalanced weight.

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What lies beneath the Shadow? That is the question which beats at the heart of our studies. It is what drives us past the appearance of things and to the very matter of the subject. Our esteemed colleagues of the orthodox school deal with the outer layers of shadow magic; they see only the glamour and care not a fig for the canvas. Yet without the tools, without the matter, without the canvas, where would their art find shape, form, or place? Thus, my unorthodox friends, it falls to us to look deeper into the shadows and find the reality that exists beneath.

Kergan Graffer, Headmaster of the Unorthodox Order and Professor of Metaphysics

As can be seen from the above quote from the esteemed writer, philosopher and illusionist Kergan Graffer, the purpose of unorthodox illusionism is to discover the metaphysical principles that govern shadow energy. Of course what does not appear in the above quote – for it is well beyond the scope of my humble work – is Kergan's in-depth exploration into being and non-being. Needless to say however Kergan has indeed brought many illusionists into the Unorthodox Order with his persuasive and logical arguments.

SKILLS

Though there may be those in the orthodox school that do not recognise the skill that is involved with the pursuit of unorthodox illusionism, it should be noted here that such is not the case. Skill and practice are as important to the unorthodox as they are to the orthodox. It is just that the unorthodox are much more interested in the more practical aspects

*Important Notes:

- 1) The above list of skills must be used in conjunction with an appropriate illusionary spell. (See this chapter's list of spells and the skills that can be used in combination with them for more details.)
- 2) There are no retries on these skill checks when used in conjunction with an illusion spell, unless that spell states otherwise.
- 3) If any of the above skill checks fail by 5 or more, the DC for the Will disbelief save of the spell affected is lowered by 2.

of creation, as opposed to the more aesthetic dimension espoused by the orthodox.

OLD SKILLS, UNORTHODOX USES

Upon choosing the unorthodox path or taking the Unorthodox Access feat, an illusionist gains the following uses for their skills when utilised in conjunction with certain illusory effects.*

Alchemy (Int; Trained Only)

Knowledge of alchemy allows an illusionist to better mimic the effects of alchemical items.

Check: Upon a successful Alchemy check versus the normal DC for creating an alchemical item (see *Core Rulebook I* for details), you can create shadows of those items that have a +2 DC to their Will disbelief saves.

Bluff (Cha)

In the art of illusionism, bluff is but another tool of the trade.

Check: A Bluff check is opposed by the target or targets' Sense Motive check with favourable and unfavourable circumstances affecting the opponents' rolls (see *Core Rulebook I* for details). With a successful Bluff check an illusionist can make his shadow creations more believable, thus postponing the target's Will disbelief save for one round. Note: You must be able to see both the illusion you are trying to make more believable and the subject who is scrutinising it in order to use this skill.

Special: This particular use of this skill can be attempted once per round as a free action. For each use of this skill upon the same person they gain a cumulative +2 to their Sense Motive check. Note that spells with permanent or instantaneous durations cannot be affected by the use of this skill.



Craft (illusion) (Int)

With this skill an illusionist can become a master craftsman of illusions.

Check: An illusionist may use this skill to attempt to make a masterwork shadow in conjunction with any of the *crafted shadow* spells. The DC for this check is 20 + the illusion's spell level. A successful check grants the spell a +2 DC to its Will disbelief saves. This bonus stacks with any other skill bonuses that may apply.

Special: This skill can only be used in conjunction with the *crafted shadow* spells. When determining the market price to purchase or create a masterwork illusion through the use of any of the *crafted shadow* spells, add 50 gp per caster level to the normal cost of the spell.

Craft (locksmithing) (Int)

Understanding how locks are made can better allow an illusionist to make illusory locks.

Check: A successful Craft (locksmithing) check versus the normal DC for creating a lock (see *Core Rulebook I* for details) allows you to create shadows of locks that have a +2 DC to their Will disbelief saves.

Craft (trapmaking) (Int)

Knowledge of trapmaking allows an illusionist to better mimic the mechanisms of a trap and other devices.

Check: Upon a successful Craft (trapmaking) check versus the normal DC for creating a trap (see *Core*

Rulebook I for details), you can create shadows of traps that have a +2 DC to their Will disbelief saves.

Craft (armorsmithing/leatherworking)

An illusionist with an understanding of armorsmithing can make illusory armours that provide substantial defence against attack.

Check: A successful Craft (Armorsmithing) check versus the normal DC for creating armour (see *Core Rulebook I* for details), you can create shadows of different types of armours that have a +2 DC to their Will disbelief saves.

Craft (weaponsmithing)

Illusionists with an understanding of weaponsmithing can make illusory weapons that can be used to harm their enemies.

Check: With a successful Craft (Weaponsmithing) check versus the normal DC for creating a weapon (see *Core Rulebook I* for details), you can create shadows of weapons that have a +2 DC to their Will disbelief saves.

Craft (other)

There are many other craft skills that are useful to illusionists and can be used similarly to those describe beforehand.

Check: With a successful Craft check versus the normal DC for creating an item (see *Core Rulebook I* for details), you can create shadows of that item that have a +2 DC to their Will disbelief saves.

Forgery (Int)

Those illusionists that have an understanding of forgery can create false documents out of thin air.

Check: A Forgery check is opposed by the opponent's Forgery check with favourable and unfavourable circumstances affecting the opponent's roll (see *Core Rulebook I* for details). With a successful Forgery check an



illusionist can make shadows of a document more believable, thus adding a +2 to the DC of the opponent's Will disbelief save when they interact with the illusory document.

Knowledge (any) (Int; Trained Only)

Knowledge is a powerful tool and one that is used by illusionists to improve their spells. Among the most common areas of interest for unorthodox illusionists are: arcana, anatomy, architecture/engineering, creature lore, geography, illusionism, nature, planes and religion.

Checks: When using information from within your field of study to create an illusion make a Knowledge check versus the appropriate DC. If only using very simple knowledge (DC 10), then add a +1 to the DC of any Will checks made against the illusion. If the check is made using basic knowledge (DC 15), then add +2 to the DC. If the check uses advanced knowledge (DC 20), then add +3 to the DC. Finally, if obscure knowledge is used (DC 30), then add +4 to the DC.

Profession (Wis; Trained Only)

Having intimate knowledge of a profession sometimes comes in handy for an illusionist.

Check: When using information based on a chosen occupation to create an illusion, make a Profession check versus the appropriate DC. If only using very simple knowledge (DC 10), then add a +1 to the DC of any Will disbelief checks made against the illusion. If the check is made using basic knowledge (DC 15), then add +2 to the DC. If the check uses advanced knowledge (DC 20), then add +3 to the DC. Finally, if obscure knowledge is used (DC 30), then add +4 to the DC.

Read Lips (Int; Trained Only)

Knowing how to read lips helps illusionists mimic speech in their illusions.

Check: With a successful Read Lips check versus the normal DC for reading lips (see *Core Rulebook I* for details), you can create audio-visual shadows that have a +2 DC to their Will disbelief saves.



Spellcraft (Int; Trained Only)

Spellcraft is always useful, but even more so when an illusionist wishes to cast illusory facsimiles of known spells.

Check: A successful Spellcraft check (DC 12 + level of spell being mimicked + spell level of the illusion being cast) grants a +2 DC to the illusion's Will disbelief saves.

FEATS

You can do many things with your shadows, but can you make a shadow love? Can you make a shadow hate? You can give them the semblance of intelligence and common sense, but where are the emotions? In the end your shadows are nothing more than puppets with strings, and only puppets at that!

Harris Golfrey, Member of the Ancient Order of Orthodox Illusionism and Professor of Fine Arts

Like their orthodox cousins the unorthodox can perform many feats with their illusions. They can summon shadows that are so real that even when recognised as an illusion the shadow loses very little of its effect. Illusionists of this school also have the ability to control other shadows, imbue them with spells and even instil in the shadow a primitive intellect.

NEW FEATS

The following list of feats are gained and used in the same way as those listed in *Core Rulebook I*. Those marked as (Unorthodox) may not be taken by





Illusion Focus (Unorthodox)

You have gained mastery over the use of shadows.

Prerequisites: Spell Focus (illusion)

Benefit: You add +5 to the Difficulty Class for all saving throws against spells versus shadows. Note: The Difficulty Class bonus does not stack with Spell Focus (illusion).

Illusory Insight (Unorthodox)

You have gained the ability to see through shadows with greater ease.

Prerequisites: Spell Focus (illusion)

Benefit: You add +2 insight bonus to all saving throws versus illusion spells and spell-like effects of the shadow type.

Imbue Shadow (Metamagic)

You can grant shadows you create the ability to cast spells.

Prerequisites: Spell Focus (illusion)

Benefit: You can transfer some of your currently prepared spells, and the ability to cast them, to a shadow you are creating. You must actively direct the illusion to cast the spell (free action) or set a trigger condition on the illusion (which may be a special word) when casting the spell. The event that triggers the illusion can be general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger may not be based on some quality that is not normally obvious to the senses, such as alignment. An imbued illusion uses up a spell slot equal to the base level of the spell being affected plus the total level of the spells imbued into the illusion. Note: Only spells from the following schools can be used by shadows: Abjuration, Conjunction, Evocation and Transmutation.

Improved Concentration (General)

See Orthodox Illusionism for more details.

orthodox illusionists, though unaligned illusionists with the Unorthodox Access feat may take them.

Augmented Shadows (Metamagic)

You are able to instil more energy into the shadows you summon, thereby granting them more substance.

Prerequisites: Illusion Focus (unorthodox).

Benefit: Whenever this feat is used in conjunction with a shadow spell it grants the shadow created 20% more reality. An augmented shadow uses up a spell slot one level higher than normal.

Command Shadows (Unorthodox)

You have the ability to command shadow illusions.

Prerequisites: Unorthodox Illusion Focus

Benefit: You may take over a shadow type illusion with a successful command check. The command check is 1d20 + 1 per your caster level (maximum +10) versus a Difficulty Class of 11 + spell casters level. The use of this ability requires a standard action.

Special: Having command over an illusion allows you to dismiss the illusion even if the spell is not usually dismissible.

Enhanced Shadows (Metamagic)

You are able to summon more potent shadows and give them even more reality than before.

Prerequisites: Augmented Shadows

Benefit: Whenever this feat is used in conjunction with a shadow spell it grants the shadow 40% more reality. An enhanced shadow uses up a spell slot two levels higher than normal.

Improved Illusory Insight (Unorthodox)

You have gained the ability to see through shadows with even greater ease.

Prerequisites: Illusory Insight (unorthodox), Illusion Focus (unorthodox)

Benefit: You add +5 insight bonus to all saving throws versus illusion spells and spell-like effects of the shadow type. Note: This does not stack with Illusory Insight (unorthodox).

Instil Intellect (Metamagic)

You have the ability to grant the shadows that you create a certain amount of Intelligence.

Prerequisites: Illusion Focus (unorthodox), Intelligence 18+

Benefit: You can grant shadows that you create an inherent bonus of up to half your Intelligence score (rounded down) to their own Intelligence score. This is done as part of the casting of the spell and requires a Spellcraft check of 10 + the amount of Intelligence being instilled into the shadow. Spells with this feat linked to them use up a spell slot one level higher than the spell's actual level.

Special: Failure means that the shadow gains no inherent bonus to Intelligence.

Instil Wisdom (Metamagic)

You have the ability to grant the shadows that you create a certain amount of Wisdom.

Prerequisites: Illusion Focus (unorthodox), Wisdom 18+

Benefit: You can grant shadows that you create an inherent bonus of up to half your Wisdom score (rounded down) to their own Wisdom score. This is done as part of the casting of the spell and requires a Spellcraft check of 10 + the amount of Wisdom being instilled into the shadow. Spells with this feat linked to them use up a spell slot one level higher than the spell's actual level.

Special: Failure means that the shadow gains no inherent bonus to Wisdom.

Instil Charisma (Metamagic)

You have the ability to grant the shadows that you create a certain amount of Charisma.

Prerequisites: Illusion Focus (unorthodox), Charisma 18+

Benefit: You can grant shadows that you create an inherent bonus of up to half your Charisma score (rounded down) to their own Charisma score. This is done as part of the casting of the spell and requires a Spellcraft check of 10 + the amount of Charisma being instilled into the shadow. Spells with this feat linked to them use up a spell slot one level higher than the spell's actual level.

Special: Failure means that the shadow gains no inherent bonus to charisma.

Penetrating Shadows (Unorthodox)

You are able to break through spell resistances with the shadows you create.

Prerequisites: Illusion Focus (unorthodox), Spell Penetration

Benefit: You gain a +6 bonus to caster level checks (1d20 + caster level) when using shadows to beat a creature's spell resistance. This does not stack with the Spell Penetration feat.

Special: A spell penetration check is only necessary if the spell directly attacks a creature with spell resistance.

Shadow Feats (Unorthodox)

You can grant feats that you know to the shadows you create.

Prerequisites: Illusion Focus (unorthodox)

Benefit: You may instil any applicable feats that you have into a shadow that you create or control. Doing this is part of the casting of the spell and requires a Spellcraft check versus a DC of 10 plus the number of feats to be instilled plus the number of requirements that each of the added feats has listed under their prerequisites section. Thus adding Weapon Focus (rapier) to a rapier wielding shadow would require a Spellcraft check DC 13 (10 + 1 for adding Weapon Focus (rapier) + 2 for the two prerequisites listed under the feat).

Special: Failure means that the shadow gains none of the extra feats.

Shadow Skills (Unorthodox)

You can grant skills that you know to the shadows you create.





Prerequisites: Illusion Focus (unorthodox)

Benefit: You may instill any applicable skills that you have into a shadow that you create or control. Doing this is part of the casting of the spell and requires a Spellcraft check versus a DC of 10 plus the number of skills to be instilled. Those skills instilled into the shadow grant the caster's ranks, not his Intelligence modifier or any other modifiers. Thus adding one's ranks in Spot and Listen to shadow would require a Spellcraft check DC 12 (10 +1 for Spot and +1 for Listen).

Special: Failure means that the shadow gains none of the extra skills.

Split Concentration

(See Orthodox Illusionism for more details.)

Spell Mimicry

(See Orthodox Illusionism for more details.)

Superior Craft (illusions)

(See Orthodox Illusionism for more details.)

Superior Shadows (Metamagic)

You are able to summon shadows that are almost entirely real.

Prerequisites: Enhanced Shadows (unorthodox).

Benefit: Whenever this feat is used in conjunction with a shadow spell it grants the shadow 60% more reality. An superior shadow uses up a spell slot three levels higher than normal.

UNORTHODOX SPELLS

We have arrived at the very cusp of being able to create our own realities. We have summoned shadows that look, sound, smell, taste and feel real, but alas even our most promising experiments fail to create something that is wholly real. It is my belief however that one day, hopefully during my lifetime, we shall discover that secret ingredient that eludes us.

Haley Mires, Professor of Shadow Theory

Unorthodox spells are quite a recent invention, having only a couple of generations of practitioners, however, the spells that have been developed are far from primitive. This can be understood when one recognises the talent and scholarship that the unorthodox school has in such minds as Nystal and Kergan. They have, over the years, developed quite a few spells. This is not meant to diminish the contributions of other illusionists, but merely to point out that many of the spells that we shall look at in this portion of the book were either created or influenced by Nystal or Kergan. It may even surprise you that all the spells listed here have one thing in common with their orthodox counterparts, the need to have some skill to produce the most effective results.*

*Important Note: Skills used to enhance the following spells must have some reasonable relationship to warrant giving them any bonus to their DC. This is left up to the Games Master's discretion.

NEW SPELLS

Upon choosing the unorthodox path or taking the Unorthodox Access feat, an illusionist gains access to the following spells.

Animate Shadow

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: Caster's shadow

Duration: Permanent until destroyed (D)

Saving Throw: None

Spell Resistance: No

This spell turns the caster's shadow into a quasi-real creature that follows the character's spoken commands. The shadow created can follow the caster, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The shadow remains animated until it is destroyed.

The shadow only has one-fifth the hit points and knowledge (including level, skills and vocabulary) of the caster.

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

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

Material Component: The caster must have a shadow at the time of casting the spell.

XP Cost: 100 XP.

Crafted Shadow I-IX

Illusion (Shadow)

Level: Varies

Components: V, S, M, XP

Casting Time: See text

Range: Close (30 ft. + 5 ft. per level)

Duration: Permanent until destroyed (D)

Saving Throw: Will negates

Spell Resistance: Yes

Conjunction Skills: Alchemy, Craft, Forgery, Knowledge, Profession, Read Lips

You can create enduring shadows with this spell. The casting time is usually an hour of uninterrupted work per size category of the shadow being created, however if the illusionist is attempting to create a masterwork shadow, then it takes twice as long. This spell can be cast at a variety of levels, from 1st to 9th level. Each level of the spell can create a shadow of up to a certain size category from Fine to beyond Colossal. The following table gives you a guideline for each level of the spell and how large of an illusion it can create:



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Level	Size of Shadow
1 st	Fine
2 nd	Diminutive
3 rd	Tiny
4 th	Small
5 th	Medium
6 th	Large
7 th	Huge
8 th	Gargantuan
9 th	Colossal

At the time of casting the illusionist chooses whether the shadow created will be a type of equipment or creature.

Items created with this spell are considered to be one-third as real and have one-third the normal hardness and hit points of the true object. There are three types of objects that can be created: Weapons, armour and equipment.

Weapons created via this spell are partially real and those who succeed their Will disbelief saves still suffer one-third of the damage that would normally be received from such a weapon (rounded down, minimum one point of damage). Those who fail to disbelieve suffer full damage from shadow weapons. To successfully create a shadow weapon the caster has to make a Craft (illusions) check versus DC 12 for simple weapons, DC 15 for martial weapons and DC 18 for exotic weapons.



Armour or shields created in this way provide the full armour bonus to AC against enemies that fail their Will disbelief saves. For those enemies that make their saving throw, the armour still provides one-third of the mimicked armour's bonus (rounded down, minimum of +1). Note that the armour bonus of the real armour and shadow armour do not stack, though a shadow shield would stack with real armour and vice versa. The wearer also acts as if he had the actual armour on for purposes of determining maximum dexterity bonus, armour check penalty, arcane spell failure and movement, unless he knows the shadow armour is not entirely real, at which point he suffers one-third the normal penalties. To successfully create a shadow armour or shield the caster has to make a Craft (illusions) check versus DC 10 + the armour bonus of the item being created.

Items created via this spell have their normal qualities against those who fail their Will disbelief saving throws, such as a shadow alchemist's fire. Those who make their disbelief checks only suffer one-third the normal effect. Note also that shadow items created by this spell only count towards having real items of that type one-third of the time. For example, if a rogue uses shadow thieves' tools to pick a lock there is a 33% chance that the shadow tools work. To successfully create a shadow item the caster has to make a Craft (illusions) check versus DC 5 for very simple items, DC 10 for typical items, DC 15 for high quality items and DC 20 for superior or complex items.

Creatures shaped via this spell are considered one-third real and have a certain number of HD depending upon the level at which the spell was cast and the creature being mimicked. The following table gives you a guideline for each level of the spell and how many HD creatures made by it can have:

Level	Number of HD
1 st	1
2 nd	2
3 rd	3
4 th	4
5 th	5
6 th	6
7 th	7
8 th	8
9 th	9

Creatures made by this spell have none of the spell-like or supernatural abilities of their real counterparts, however they do have access to the extraordinary abilities of the creatures they mimic. To successfully create a shadow creature, the caster has to make a Craft (illusions) check versus DC 10 + the HD of the creature + the number of extraordinary abilities the creature being mimicked has.

The caster can only have a number of crafted shadows active whose HD do not total more than twice his current caster level. Unlike other crafted illusions, a shadow can be dismissed if its creator does not like the result. Failure on the Craft (illusions) check means that the spell suffers a -2 penalty to the Difficulty Class of its Will disbelief save. Failure by 5 or more causes the spell to fail.

Finally, if the caster wishes to use other skills in conjunction with this spell he may do so, including a second use of the Craft (illusions) skill to improve the quality of the illusion to masterwork and thus enhance the DC of the Will disbelief save by +2.

Material Component: A sketch and/or instructions on how to create the illusion.

XP Cost: Same XP cost as if scribing a scroll of the spell's level (plus 2 XP per caster level, if the spell is masterwork quality).

Greater Umbral Fortification

Illusion (Shadow)

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Touched willing creature

Duration: 1 round + 1 round/level (max +15)

Saving Throw: None

Spell Resistance: No

As *minor umbral fortification*, except that *greater umbral fortification* grants 3d8 temporary hit points or it can be used to grant 2d4 points of temporary Strength, Dexterity, or Constitution to the subject of the spell, at the caster's choice.

Kergan's Shadowy Portal

Illusion (Shadow)

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

When this spell is cast a shadowy portal appears before the caster (it may not exceed a 10 ft. by 10 ft. area) that instantly transfers those who step through it from their current location to another location with a shadowy portal that is both in range and has been created by the caster of the spell. When entering a shadowy portal the caster of the spell may choose to exit from any of his other currently active shadowy portals.

If the caster has not created another shadowy portal, or his other portals have run through their duration, then those that enter the shadowy portal are affected as if by the *wraithform* spell. Unlike the *wraithform* spell, those who enter the shadowy portal do not have to be willing to be affected, however those who are unwillingly affected receive a Fortitude save to negate versus the *wraithform* effect and may apply their spell resistance, if any. Those who succeed in their Fortitude save or spell resistance simply pass through the portal with no effect, however those who fail are *wraithformed*. This secondary effect of the shadowy portal can only affect one creature per three caster levels.

The portal provides concealment for those who hide behind it.

Material Component: An onyx gemstone that has been intricately carved into the shape of a doorway. This is thrown at the ground when casting the spell and is consumed in the casting.

Kergan's Umbral Landscape

Illusion (Shadow)

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 hour

Range: Long (400 ft. + 40 ft./level)

Area: One 30-ft. cube/level

Duration: 1 hour/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

The character makes a partially real mask over a landscape in order to make it look, sound and smell like some other sort of natural terrain. This is an additive process and *kergan's umbral landscape* cannot make terrain features disappear from view. It can, however cover those features up, thus, open



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fields or a road can be made to resemble a hill, or some other difficult or impassable terrain that does not require the spell to attempt to subtract features from the terrain. A pond can be made to seem like a grassy meadow by creating shadows of grass over the pond's surface, a precipice can be made to look like a gentle slope, or a rock-strewn gully can be made to appear as a wide and smooth road, by covering the gully and its rocks with shadows of dirt. Structures, equipment and creatures within the area are not hidden or changed in appearance.

The umbral landscape is considered one-third real and is treated as the terrain being mimicked for purposes of movement. Thus a road made to resemble a hill would be traversed as if it was indeed a hill. Those who make their Will save to disbelieve see through the illusion although, because it is one-third real, movement through the terrain could be changed by as much as one-third up or down, depending on the terrain being modified and the illusion being created. This should be the case for terrain that has been extensively altered by the umbral landscape, such as a road made to look like a hill, but not when only minor and out of the way things have been altered.

Material Component: A masterwork painting of a landscape (worth 100 or more gold pieces).

Minor Umbral Fortification

Illusion (Shadow)

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Touched creature or object

Duration: 1 round + 1 round/level (max +5)

Saving Throw: None

Spell Resistance: No

Conjunction Skills: None

By instilling shadow energy into the subject of this spell, you grant them 1d8 temporary hit points for the duration of the spell. This spell works on both living and non-living creatures.

Nystal's Shadow Conjunction I-IX

Illusion (Shadow)

Level: Varies

Components: See text

Casting Time: See text

Range: See text

Effect: See text

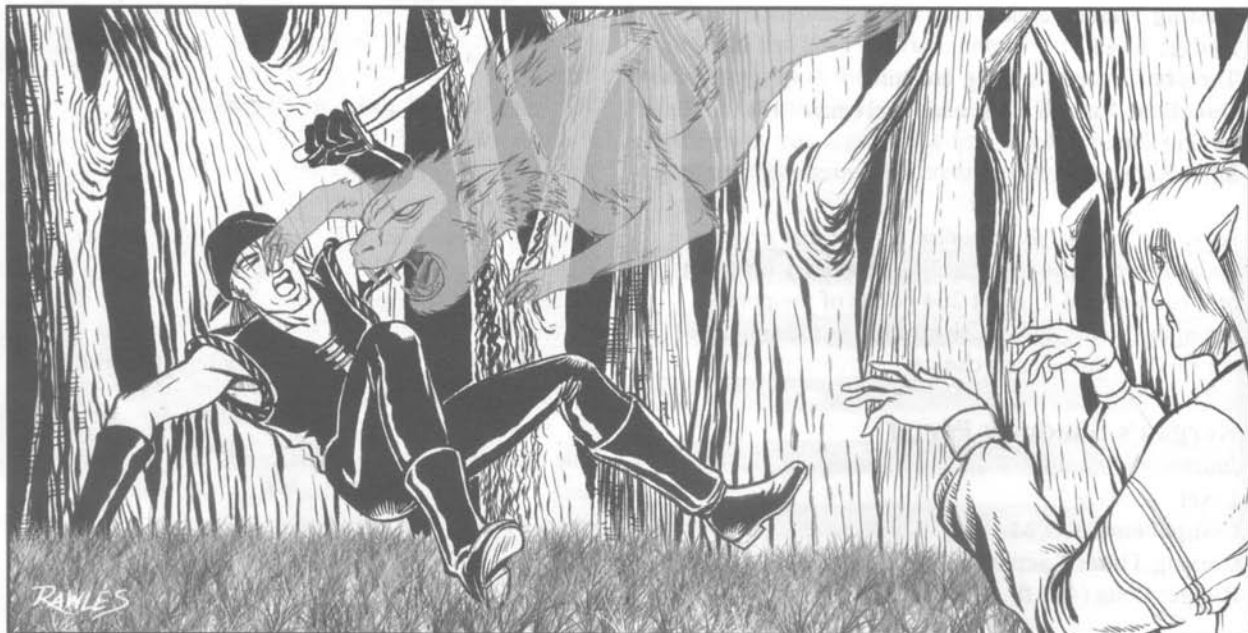
Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes, if a creature or object with spell resistance is the target of the spell's effects.

Conjunction Skills: Knowledge (Arcana), Bluff, Spellcraft

Restrictions: Cannot be used by an illusionist who has chosen Conjunction as an opposition school



With this spell you can mimic spells from the wizard school of Conjunction. This spell can only mimic conjunction spells that are one level or more lower than the *shadow conjuration's* level. Note that all effects created via this spell are one-fifth real. This spell has the components, casting time, range, effects, area of effect and duration of the original spell. If the subject of the spell makes his Will disbelief saving throw then the shadow has only one-fifth the normal effect, regardless of the result of the save to disbelieve the affected creature is also allowed any save the spell being simulated would normally allow, but set the save DC according to the *shadow conjuration's* level rather than the spell's normal level. Those who fail their saving throws suffer the same effects as listed under the mimicked spell.

Nystal's Shadow Evocation I-IX

Illusion (Shadow)

Level: Varies

Components: See text

Casting Time: See text

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes, if the creature or object with spell resistance is the target of the spell's effects.

Conjunction Skills: Knowledge (Arcana), Bluff, Spellcraft

Restrictions: Cannot be used by an illusionist who has chosen Evocation as an opposition school

As *shadow conjuration* only this spell mimics spells from the wizard school of Evocation.

Shadow Cast I-IX

Illusion (Shadow)

Level: Varies

Components: V, S, M

Casting Time: 1 action. If conjunction skills used, then 1 full round action per skill used.

Range: Touch

Targets: One creature or item touched

Duration: See text (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes, if the creature or object with spell resistance is the target of the spell's effects.

Conjunction Skills: Appraise, Bluff, Craft (any except Illusions), Disguise, Forgery, Profession, Knowledge

You create quasi-real shadows that mask the real appearance of the target. The shadows created by this spell are considered one-third real. This spell can be cast at a variety of levels, from 1st to 9th level. Each level of the spell can affect up to a certain size category of creature or object from fine to colossal and beyond (such as a castle). The following table gives you a guideline for each level of the spell and how large a subject it can affect:

Level	Size of Subject
1 st	Fine
2 nd	Diminutive
3 rd	Tiny
4 th	Small
5 th	Medium
6 th	Large
7 th	Huge
8 th	Gargantuan
9 th	Colossal

You can make creatures affected by this spell seem bigger (within one size increment of their actual size), but not smaller. You also cannot change the subject's body type. For example, a human subject could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or make the subject look like an entirely different person.

The spell does not provide any abilities or mannerisms of the chosen creature. It can, however, alter the perceived tactile (touch) or audible (sound) properties of the target. If the character uses this spell to create a disguise, the character gets a +10 bonus on the Disguise check.

Note: Creatures that interact with the target get Will disbelief saves to recognise the *shadow cast* features as an illusion only 67% of the time due to the partial reality of the illusion. Those who successfully save versus this spell only see through 67% of the illusion and thus might not be able to completely recognise what lies beneath the *shadow cast* (+3 DC to Spot checks to recognise subject affected by this spell). If this spell is under the effects of Augmented, Enhanced, or Superior Shadows then increase the DC of the spot check by +1 for every 10% increase in the shadow's reality.



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Items affected by this spell can be made to look more or less valuable depending on the level at which the spell is cast. The following table gives you a guideline for each level of the spell and by how much its value can be changed:

Level	Percent Change in the Apparent Value
1 st	10%
2 nd	20%
3 rd	35%
4 th	50%
5 th	75%
6 th	100%
7 th	250%
8 th	500%
9 th	1000%

Note: Creatures that interact with the target item get a Will disbelief save to recognise the shadow cast features as an illusion only 67% of the time due to the partial reality of the illusion. Those who successfully save versus this spell only see through 67% of the illusion and thus might not be able to completely recognise what lies beneath the shadow cast (+3 DC to Spot checks to recognise the item beneath the *shadow cast*). If this spell is under the



effects of Augmented, Enhanced, or Superior Shadows then increase the DC of the spot check by +1 for every 10% increase in the shadow's reality.

A weapon affected via this spell can be made into any weapon up to one size category larger than the target's size. The new weapon is partially real and those who succeed their Will disbelief saves still suffer one-fourth of the damage that would normally be received from such a weapon (rounded down, minimum one point of damage). Those who fail to disbelieve suffer full damage from shadow cast weapons.

Armour or shields affected by this spell can only be shadow cast into armour or shields that are up to one armour category larger. The shadow cast armour or shield provides its full armour bonus to AC against enemies that fail their Will disbelief saves. For those enemies that make their saving throw, the armour still provides one-third of the mimicked armour's bonus (rounded down, minimum of +1). Note that the armour bonus of the real armour and shadow armour do not stack, though a shadow shield would stack with real armour and vice versa. The wearer also acts as if he had the actual armour on for purposes of determining maximum Dexterity bonus, armour check penalty, arcane spell failure and movement, unless he knows the shadow armour is not entirely real, at which point he suffers one-third the normal penalties.

Finally, any other items created via this spell have their normal qualities against those who fail their Will disbelief saving throws, such as a shadow alchemist's fire. Those who make their disbelief checks only suffer one-third the normal effect. Note also that shadow items created by this spell only count as real items of that type one-third of the time. For example, if a rogue uses shadow thieves' tools to pick a lock there is a 33% chance that the shadow tools work.

1st to 3rd level shadows created with this spell have a duration of concentration plus 10 minutes/level. Those created with 4th to 6th level spells have a duration of concentration plus 1 hour/level. Finally, shadows created with 7th through 9th level spells have a duration of concentration plus 1 day/level.

Shadow Equipment I-IX*Illusion (Shadow)***Level:** Varies**Components:** V, S**Casting Time:** 1 action. If conjunction skills used, then 1 full round action per skill used.**Range:** Close (30 ft. + 5 ft./2 levels)**Duration:** See text (D)**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** Yes (if interacted with)**Conjunction Skills:** Alchemy, Bluff, Craft (any except Illusions), Forgery, Profession, Knowledge

You create a partially real item out of shadow energy. You can cast this spell at a variety of levels, from 1st to 9th level. The following table gives you a guideline for each level of the spell and how expensive an item it can mimic:

Level	Max Item Price (gp)
1 st	25
2 nd	50
3 rd	100
4 th	250
5 th	500
6 th	1,500
7 th	2,500
8 th	5,000
9 th	15,000

A weapon created via this spell is partially real and those who succeed their Will disbelief saves still suffer one-fifth of the damage that would normally be received from such a weapon (rounded down, minimum one point of damage). Those who fail to disbelieve suffer full damage from shadow weapons.

Armour or shields created in this way provide the full armour bonus to AC against enemies that fail their Will disbelief saves. For those enemies that make their saving throw, the armour still provides one-fifth of the mimicked armour's bonus (rounded down, minimum of +1). Note that the armour bonus of the real armour and shadow armour do not stack, though a shadow shield would stack with real armour and vice versa. The wearer also acts as if he had the actual armour on for purposes of determining maximum Dexterity bonus, armour check penalty, arcane spell failure and movement, unless he knows the shadow armour is not entirely real, at which point he suffers one-fifth the normal penalties.

Finally, any other items created via this spell have their normal qualities against those who fail their Will disbelief saving throws, such as a shadow alchemist's fire. Those who make their disbelief checks only suffer one-fifth the normal effect. Note also that shadow items created by this spell only count as real items of that type one-fifth of the time. For example, if a rogue uses shadow thieves' tools to pick a lock there is a 20% chance that the shadow tools work.

Shadow equipment created using 0th spells have a duration of concentration plus one round. 1st to 3rd level shadows created with this spell have a duration of concentration plus 10 minutes/level. Those created with 4th to 6th level spells have a duration of concentration plus 1 hour/level. Finally, shadow equipment created with 7th through 9th level spells have a duration of concentration plus 1 day/level.

Umbral Aura*Illusion (Shadow)***Level:** Sor/Wiz 2**Components:** V, S**Casting Time:** 1 action**Range:** Touch**Targets:** Touched willing creature**Duration:** 1 hour/level or until destroyed (D)**Saving Throw:** None**Spell Resistance:** No

Shadow energies wreath the subject of this spell in a protective aura that stretches one foot from the subject's body. This protective aura grants the subject the following benefits:

While under the affects of an *umbral aura*, the subject of the spell acts as if he has one-quarter cover (due to the quasi-real nature of the aura) and is considered to be under one-quarter concealment (10% miss chance). In addition, the *umbral aura* provides the subject a +4 to Hide checks. The *umbral aura* does not interfere with the subject's sight.

If an opponent's attack misses by two or less, the *umbral aura* is hit instead and takes damage from the weapon used in the attack. Area of effect spells also damage the aura, but as long as the subject succeeds his saving throw by more than one the aura only takes half-damage. When created the *umbral aura* has an amount of hit points equal to the caster's hit points at the time of casting.





Umbral Fortification

Illusion (Shadow)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Touched willing creature

Duration: 1 round + 1 round/level (max +10)

Saving Throw: None

Spell Resistance: No

As *minor umbral fortification*, except that *umbral fortification* grants 2d8 temporary hit points or it can be used to grant 1d4 points of temporary Strength, Dexterity, or Constitution to the subject of the spell, at the caster's choice.

Wraithform I-X

Illusion (Shadow)

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: Touched willing creature and its equipment

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can make the subject of this spell partially insubstantial, in truth making them only one-fifth real.

Being wraithformed has several effects:

† While in wraithform the creature only has one-fifth of their normal hit points, however they only suffer one-fifth the normal damage from non-magical attacks.

† In addition, non-magical attacks suffer a 40% miss chance versus the wraithformed creature, whereas silvered and magical weapons of +1 or better enchantment only have a 20% miss chance.

† Even when hit by magic or a magic weapons, the wraithformed creature has a 20% chance to ignore any damage from a corporeal source. The exceptions to this rule are spells with the force subtype or weapons

with the *ghost touch* special property or other equivalents.

† Individually targeted spells have a 20% chance to fail against the wraithformed creature.

† While in wraithform, the character takes only takes one-fifth the normal damage from area attacks.

† When wraithformed the creature is considered to be one-fifth its normal weight.

† Wraithformed creature suffers only one-fifth the normal damage from falling.

† While in wraithform, the creature can attempt to slip through holes and openings that are three size categories smaller than their normal size. Thus a five-foot tall elf under the *wraithform* spell could pass through a one-foot by one-foot opening without problem.

† Wraithformed creatures have their normal movement rate, can enter water and other liquids and are affected by winds.

† There is only a 20% chance that wraithformed creatures leave behind footprints, their scent, or make a sound while moving.

† Finally, when wraithformed, the creature may not cast spells that have material components.

When Profio had finished sparring with sergeant Frumentii his bones ached and his mind was awash in pain. He had never been ensorcelled before and hoped never to so again. As he crawled into bed bloodied and bruised he briefly thought of abandoning his pursuit, but time and again his mind returned to the sword his grandfather had left him as a child. He recalled the words his father spoke when he told Profio of the sword's origins.

'Remember son, you are Flint, hard and sharp.'

Profio repeated the words to himself, over and over, until finally he fell asleep and dreamed of the sword that lied besides him.

Profio stood over his fallen foes and felt faint in the heat of the sun. He had never killed a man before today. He had sparred with sergeant Frumentii and other mind reavers, but there was a giant chasm between training and the realities of war. Training bruised a man, war could kill him. Profio licked his parched lips and found the salty taste of dried blood, his own blood. He wondered when he had suffered the wound and then remembered that one of the orcs had backhanded him across the face during the battle. He had died moments later when Frumentii extended his hand towards the creature and spoke the word the would end its life in a scream of terror.

'Profio!'

Profio snapped back to the present and turned to sergeant Frumentii, 'Yes, sir.'

'Good to see that you still have a head, boy! Though that lip of yours looks more black then the dragon hide I wear,' with that said sergeant Frumentii laughed and clasped his hand on Profio's shoulder. 'You did well today, I counted three orcs that fell to your blade and a another three that fell to the reaving.'

'How do you keep track of such things in the heat of battle?' asked Profio. 'I can hardly remember how my lip was cut.'

'One must always be vigilant in battle,' replied Frumentii. 'That means not only knowing where you are in the fray, but where your foes and friends are as well. Battle blindness kills more men than swords do. Remember that!'

'Did we lose any, sir?'

'Mallius had his skull cracked open by the chieftain, damn fool broke ranks hoping to gain some glory!' Frumentii spat on the ground.

'Anyone else, sir?'

Frumentii nodded, 'Regis, suffered a wound to his bowels, the clerics are tending to him now.'

'And how many did they lose, sir?'

'Close on to fifty,' replied Frumentii.

'Fifty, sir?' Profio said.

'Six by you, Mallius took four before he died, Regis killed five prior to taking his wound, Jaron fell seven and good old Trajan took out eight.'

Sergeant Frumentii ended his count there and Profio knew better than to ask how many the sergeant had killed. Twenty, Profio thought to himself. More than twice Trajan. More than three times his own count.

'Is there anything else to do here, sir?'

Sergeant Frumentii looked at the corpses on the ground, 'The dead need burying, but that's not a reaver's job.'



UNALIGNED ILLUSIONISM

They call us fence sitters and I must admit that the term has its endearing qualities. After all sitting on a fence allows you to see what is on the other side.

Wergil Proling, Chairman of Interdisciplinary Studies

The above quote is from a most popular speech given by the great personage of Wergil Proling. It was Wergil who, after the growth in popularity of the Unorthodox Order, sought to find a middle ground between the old and new schools of illusionism. Over the course of the years he oft times used humor, wit and common sense to win over his students. It was his plain talk that gave the unaligned a voice and his simple message can be summed up by one of his more famous expressions:

If you have two eyes, why blind the one for the sake of the other?

Excerpt from Wergil's famous 'Eye for an Eye' speech

It was in fact the 'Eye for an Eye' speech that inspired me to undertake this short treatise on the history, philosophy and practicality of the different schools of illusionism. It is my hope that this book shall serve the purpose of bringing our diverse schools together, or at the very least engender some understanding of each other's reasoning and passion.

FEATS

The purpose of interdisciplinary studies is to build beyond tradition, while not getting distracted by the novelties of design. For example, even the most innovative strictures still require a solid foundation if they are to survive the ages.

Wergil Proling, Chairman of Interdisciplinary Studies

Like their orthodox and unorthodox brethren, the unaligned can do many marvellous deeds with their illusions. They too can augment their figments and glamours; imbue their patterns with spell-like

abilities, command phantasms and shadows. What is perhaps most important is that the unaligned have the ability, if they want it, to pick and choose what feats they can perform with their illusions, be they normally in the orthodox or unorthodox school.

New Feats

The following list of feats are gained and used in the same way as those listed in *Core Rulebook I*.

Augment Illusion (Metamagic)

(See Orthodox Illusionism section for more details.)

Command Illusions (Unaligned)

You have the ability to command illusions of all types.

Prerequisites: Illusion Focus (unaligned)

Benefit: You may take over any type of illusion, with a successful command check. The command check is 1d20 + 1 per your caster level (maximum +10) versus a Difficulty Class of 15 + spell casters level. The use of this ability requires a standard action.

Illusion Focus (Unaligned)

You have gained mastery over the use of all types of illusionism.

Prerequisites: Spell Focus (illusion)

Benefit: You add +4 to the Difficulty Class for all saving throws against spells from the school of illusion.

Note: The Difficulty Class bonus does not stack with Spell Focus (illusion).

Illusory Insight (Unaligned)

You have gained the ability to see through illusions with greater ease.

Prerequisites: Spell Focus (illusion)

Benefit: You add a +1 insight bonus to all saving throws versus illusion spells and spell-like effects.

Imbue Illusion (Metamagic)

You can grant illusions you create the ability to cast spells.

Prerequisites: Spell Focus (illusion)

Benefit: You can transfer some of your currently prepared spells, and the ability to cast them, to any illusions you create. You must actively direct the

illusion to cast the spell (free action) or set a trigger condition on the illusion (which may be a special word) when casting the spell. The event that triggers the illusion can be general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger may not be based on some quality that is not normally obvious to the senses, such as alignment. An imbued illusion uses up a spell slot equal to the base level of the spell being affected plus the total level of the spells imbued into the illusion. Note that figments, glamours, patterns and phantasms may only have Abjuration, Conjunction and Evocation spells linked to them, whereas shadows can have Transmutation spells linked to them as well.

Improved Concentration

(See Orthodox Illusionism for more details.)

Improved Illusory Insight (Unaligned)

You have gained the ability to see through all types of illusions with greater ease.

Prerequisites: Illusory Insight (unaligned), Illusion Focus

Benefit: You add a +3 insight bonus to all saving throws versus illusion spells and spell-like effects. Note: This does not stack with Illusory Insight.

Orthodox Access (Special)

You have some familiarity with the teachings of orthodox illusionists.

Prerequisites: The ability to cast 1st level illusion spells and at least 8 ranks in Knowledge (illusionism)

Benefit: You gain access to all the material included in the Orthodox Illusionism chapter.

Penetrating Illusions (Unaligned)

You have the ability to break through spell resistance with all types of illusions.

Prerequisites: Illusion Focus (unaligned), Spell Penetration

Benefit: You get a +4 bonus to caster level checks (1d20 + caster level) when using patterns, phantasms, or shadows to beat a creature's spell resistance. This bonus stacks with the Spell Penetration feat.

Spell Mimicry

(See Orthodox Illusionism for more details.)

Split Concentration

(See Orthodox Illusionism for more details.)

Superior Craft (illusions)

(See Orthodox Illusionism for more details.)

Tactile Illusion (Metamagic)

(See Orthodox Illusionism for more details.)

Unorthodox Access (Special)

You have some familiarity with unorthodox illusionism.

Prerequisites: The ability to cast 1st level illusion spells and at least 8 ranks in Knowledge (illusionism)

Benefit: You gain access to all the material included in the Unorthodox Illusionism chapter.



LAY-MAGE SPELLS

The importance of making illusion spells that are accessible to non-illusionists is threefold. First, it serves to promote cooperation between schools of magic. Secondly, it allows those without the background to taste what illusionism has to offer. Finally, and perhaps most importantly, such spells are much more practical for everyday use.

Excerpt from Nystal's 'Treatise on the Use of Lay-Mage Spells'

The Nystal-Leomand (N-L) method has provided the school of illusionism with a plethora of what some call 'fire and forget' illusion spells. These spells have no need of skill or artistry. One need not know the mechanics behind them. In fact, those who cast lay-mage spells only need to know the proper words, motions and materials. As one anonymous illusionist told me:

Lay-mage spells are in truth an illusion in and of themselves. They delude the caster into thinking that he is the one creating the desired effect, but in fact it is the spell that does all the work. What a travesty! What a mockery of our fine institutions!

Anonymous Member of the Ancient Order of Orthodox Illusionism

New Spells

Eerie

Illusion (Phantasm) (Fear, Mind-Affecting)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

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

Targets: One living creature

Duration: See text

Saving Throw: Will disbelief (if interacted with), then Fortitude partial

Spell Resistance: Yes

When a creature is first affected by this spell it sees an eerie shape in its peripheral vision. The subject then gets a Will disbelief save to recognise the

image as being unreal. If the subject fails, the *eerie* fills its vision with strange and confusing images. At this point the creature must succeed at a Fortitude save or collapse helpless on the ground for 1 round per caster level of the spell. If the creature succeeds at its Fortitude save it is instead mildly confused for 3d6 rounds. Use the following table when determining the character's actions for each round:

1d10	Behaviour
1-4	Wander away for 1 round
5-6	Do nothing for 1 round
7-8	Attack nearest creature for 1 round
9-10	Act normally for 1 round

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

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

Fool's Coin

Illusion (Glamour)

Level: Brd 0, Sor/Wiz 0

Components: V, M

Casting Time: 1 action

Range: Touch

Targets: One metallic disk

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

With this spell you can make a single metallic disk appear to be a precious coin of some type for a short time. The metal affected by this spell takes on all of the properties of the metal being mimicked, including weight. The duration of the spell depends on the metal being mimicked: copper lasts for 2 minutes, silver for 1 minute, gold for 5 rounds and platinum for 1 round. Those who save versus this glamour recognise the metallic disk for what it is.

Material Component: A metallic disk.

Fool's Gold*Illusion (Glamour)***Level:** Brd 2, Sor/Wiz 2**Components:** V, M**Casting Time:** 1 action**Range:** Touch**Targets:** Up to 2 lb. of touched metal/level**Duration:** See text**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** Yes

As *fool's coin* except that the caster can affect metallic objects up to a certain weight. The metal affected by this spell takes on all of the properties of the substance being mimicked, including weight. As with *fool's coin* the spell's duration depends on what metal is being mimicked: copper lasts for 2 minutes/level, silver for 1 minute/level, gold for 5 rounds/level and platinum for 1 round/level. Those who save versus this glamour recognise the metallic item or items for what they are.

Material Component: A metallic object or objects that do not exceed the weight limit.

Fool's Trove*Illusion (Glamour)***Level:** Brd 4, Sor/Wiz 4**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (30 ft.+ 5 ft./level)**Area:** Up to a 20 ft. cube**Duration:** 1 hour/level**Saving Throw:** Will disbelief (if interacted with)**Spell Resistance:** Yes

As *fool's coin* except that the caster can affect all types of objects in a certain locale. The object or objects affected by this spell take on the appearance of extraordinary value to those who behold them. A wooden practice sword could be made to appear as a masterwork or even enchanted blade. A granite pillar could be made to appear encrusted in gems and gilded in silver. Each item in the fool's trove requires its own separate Will disbelief save to recognise what lies beneath. Note that this spell can be reversed to make valuable objects appear almost worthless.



Material Component: A pouch of platinum dust (worth 100 gold pieces).

Frightful Presence*Illusion (Glamour)***Level:** Bard 3, Sor/Wiz 3**Components:** V, S**Casting Time:** 1 action**Range:** Personal**Targets:** Anyone within 30 feet of the caster**Duration:** Instantaneous**Saving Throw:** Will disbelief negates**Spell Resistance:** Yes

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

Greater Phantasmal Force*Illusion (Phantasm) (Fear, Mind-Effecting)***Level:** Brd 5, Sor/Wiz 5**Components:** V, S**Casting Time:** 1 action**Range:** Medium (100 ft. +10 ft./level)

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Targets: One living creature/5 levels
Duration: Concentration + 1 round/2 levels (maximum +10)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: Yes

As *phantasmal force*, but with the following properties: The phantasmal force has the base attack bonus (and any extra attacks from those bonuses) of a fighter of the caster's level and deals 2d6 points of normal damage on each successful attack. Note that because the phantasm is inside the creature's mind the phantasm can always make a full round attack. If disbelieved or if the creature leaves the caster's line of sight the phantasmal force immediately dissipates.

Jinks' Indescribable Creep

Illusion (Phantasm) (Fear, Mind-Affecting)
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Targets: One living creature
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: Yes



This spell creates a creeping sensation over the target's body that can cause it to become panicked for a short amount of time (1d4 rounds). With a successful disbelief check, the target is instead shaken for 1d4 rounds.

Material Component: A piece of vine.

Improved Phantasmal Force

Illusion (Phantasm) (Fear, Mind-Affecting)
Level: Brd 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Targets: One living creature
Duration: Concentration + 1 round/2 levels (maximum +5)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: Yes

As *phantasmal force*, but with the following properties: The phantasmal force has the base attack bonus of a cleric (and any extra attacks from those bonuses) of the caster's level and deals 1d6 points of normal damage on each successful attack. Note that because the phantasm is inside the creature's mind the phantasm can always make a full round attack. If disbelieved or if the creature leaves the caster's line of sight the phantasmal force immediately dissipates.

Lesser Blindness/Deafness

Illusion (Glamour)
Level: Bard 2, Sor/Wiz 2
Components: V
Casting Time: 1 action
Range: Medium (100 ft. +10 ft./level)
Targets: One living creature
Duration: 1 round/level
Saving Throw: Will disbelief negates
Spell Resistance: Yes

The subject of this spell becomes blinded or deafened, as the caster chooses. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed and suffers a -4 penalty on most Strength- and Dexterity-based skills. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative and has a 20%

chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

Phantasmal Force

Illusion (Phantasm) (Fear, Mind-Affecting)

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Targets: One living creature

Duration: Concentration + 1 round

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

With this spell you can create a phantasmal image that torments your foes. The phantasmal force has the base attack bonus of the caster and deals 1d6 points of subdual damage on each successful attack. Note that because the phantasm is inside the creature's mind the phantasm can always make a full round attack. If disbelieved or if the creature leaves the caster's line of sight the phantasmal force immediately dissipates.

Recurring Image

Illusion (Figment)

Level: Sor/Wiz 7

Components: V, S

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Visual, audio, olfactory and thermal figment that cannot extend beyond 20 ft. cube + 1 ft. cube/level

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

Conjunction Skills: Craft, Profession, Knowledge.

As *programmed image*, except recurring figments follow a predetermined script decided upon by the caster. The illusion then follows that script without the caster having to concentrate on it and repeats it after a predetermined amount of time (maximum of 10 minutes per caster level) or upon a specific triggering condition (see *Crafted Image* for more details on triggers). The illusion created can include intelligible speech if the character wishes. For instance, the character could create the reoccurring illusion of several orcs playing cards and arguing, culminating in a fistfight. The spell then repeats this scene from beginning to end at the predetermined time or trigger.



Shadow Beast

Illusion (Shadow)

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 hour

Range: Close (30 ft. + 5 ft./level)

Duration: 1 hour/level (D)

Saving Throw: See text

Spell Resistance: No

This spell creates a quasi-real beast that serves as both protector and mount for the caster or for one person whom the caster specified during the casting. The beast formed by this spell is 50% real, and inky black from head to foot, with insubstantial hooves that make no sound. Those attacked by the beast get a Will disbelief saving throw. If they succeed, they only take half damage from the beast's bite attack and are not affected by its frightful presence (if it has any). The shadow beast serves the caster or the person specified by the caster unwaveringly. The following stat block should be used for the shadow beast:

Shadow Beast

Large Outsider

Hit Dice: 4d8+12 (30 hp)

Initiative: +5

Speed: 10 ft./2 caster levels, to a maximum of 100 ft.

Armour Class: 20 (-1 size, +6 natural armour, +5 Dex)

Attacks: Bite +8 melee

Damage: Bite 1d8+6

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Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Frightening Presence at 17th caster level

Special Qualities: Scent, Blindsight at 19th caster level

Saves: Fort +7, Ref +9 and Will +5

Abilities: Str 18, Dex 20, Con 17, Int 2, Wis 13, Cha 6

Skills: Hide +11, Listen +10, Spot +10

Feats: Alertness

Shadow beasts gain certain powers according to caster level. A beast's abilities include those of lower caster levels. Thus, the beast created by a 18th-level caster has the 16th, 17th and 18th caster level abilities.

16th Level: The beast can move over sandy, muddy, or even swampy ground without difficulty or decrease in speed. It can also move over water as if it were firm, dry ground.

17th Level: The beast gains the frightful presence special attack. This ability makes the shadow beast's very presence unsettling to foes. It takes effect automatically when the shadow beast performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within 30 feet of the beast who witness the action must make a Will save (DC 10) or become shaken for 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the beast has. An opponent who succeeds at the saving throw is immune to that beast's frightful presence for one day.

18th Level: The beast can ride in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. The beast cannot simply take off and fly. It can only ride horizontally across the air. After 1 round in the air, the mount descends as per the end of a *levitate* spell.

19th Level: The beast gains the blindsight special quality up to 60 feet.

20th Level: The mount can fly at its normal speed. It has a manoeuvrability rating of average.

Material Component: A masterwork carving of a shadow beast made from obsidian.

Wall of Patterns

Illusion (Pattern) (Mind-Affecting)

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

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

Effect: Wall 4 ft./level wide x 2 ft./level high

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: See text

This spell creates an immobile and insubstantial wall of patterns that has adverse effects on those who attempt to pass through it. One side of the wall, selected by the caster, sends forth waves of patterns to dazzle, unbalance, stun and confuse his foes.

Those on the side not chosen to emanate patterns can walk up to the very edge of the wall without ill effect. The caster is immune to the wall of pattern's affects and may pass through and remain near the wall with no ill effect.

Any creature with fewer than 9 HD that is within 40 feet of the wall is dazzled and distracted (see *craft image (patterns)* for details on the effects of distraction) for 2d4 rounds with no saving throw. Those who have 9 or more HD receive a Will saving throw to negate. Those who come within 30 feet of the wall must make a Will save versus the spell's DC or become unbalanced (see *craft image (patterns)* for details on the effects of being unbalanced) for 2d4 rounds. At 20 feet away from the wall one must make a Will save versus the spell's DC or suffer one of the following effects:

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

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

The wall's maximum proportions are 4 feet wide per caster level and 2 feet high per caster level. A *wall of patterns* spell cast to materialise in a space occupied by a creature is disrupted and the spell is wasted.

LORDS OF ILLUSION

To master the arts of illusionism is to hold sway over perception and, in a way, reality itself.

The Book of Illusionism

I have decided, due to the constraints of this work, to present only a thin slice of those pursuits that drive the careers of so many illusionists. The prestigious occupations presented herein serve only to give the reader a small taste of the bountiful professions that illusionists partake in. Thus I feel that I must make it clear that the following presentations are just the sampling of the vocations available to illusionists.

There are many reasons why one might pursue the arts of illusionism. There are men and women that seek to make illusions into works of art. Others explore the possibility of changing reality with shadow energy. Still more might use illusionism for more practical pursuits, be they beneficial or maligned.

FIGMENTIST

Special Engagement! Come see the illusionary talents and artistry of Hubl Grolig tomorrow at the Hartsfort Theatre.

Illusory advertisement for Hubl Grolig's 'Traveling Show of Illusion and Mystery!'

Figmentists are illusionists that focus on the creation of figments. They are often performers, entertainers and artists at heart, though there are those that use their knowledge for more deceitful purposes. Figments are quite useful for the performing arts as they lend themselves to enhancing an audience's visual, audio and olfactory experiences. As for art, figments are perhaps one of the most versatile mediums available. Figmentists are also masters of distraction and diversion. Though not harmful in and of themselves, figments can often provide that little edge that is needed when one is in a pinch.

Alignment: Any.

Requirements

Spells: Must have the ability to cast 3rd level figment spells.

Knowledge (illusionism): 8 ranks.

Feats: Illusion Focus (orthodox-figment).

Hit Die: d4.

Class Skills

The figmentist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Figmentists gain no new weapon or armour proficiencies.

Spells per Day: When a figmentist gains a level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added 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 and so on). This essentially means that he adds the level of figmentist to the level of any other arcane spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

Bonus Feats: At 1st level, the figmentist gets a bonus feat. In addition, the figmentist gains an additional bonus feat at 5th and at 10th levels. These bonus feats must be drawn from the following list: Augment Illusion: (Tactile Illusion), Enlarge Spell, Extend Spell, Heighten Spell, Illusion Focus (figments): (Command Illusions), Illusory Insight: (Improved Illusory Insight), Imbue Illusion, Quicken Spell, Silent Spell, Skill Focus (concentration): (Improved Concentration, Split Concentration), Skill Focus (craft-illusions): (Superior Craft (illusions)), Spell Mimicry and Still Spell. Some of the bonus feats available to a figmentist cannot be acquired until the figmentist has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Inherent Spell: The figmentist automatically knows a single figment spell for each level of spells he has access to. This spell does not count against a sorcerer's limit of spells known.

Spontaneous Casting: A figmentist can choose to 'lose' a prepared spell in order to cast a figment that he knows of the same or lower level. If linking metamagic feats to this spell it takes a full round to cast.

Hasten Figment: At 3rd level the figmentist gains the ability to cast a figment as a move equivalent

action once per day. The hastened figment must have a normal casting time of 1 action. The figmentist gains the ability to hasten two figments per day at 6th level and three at 9th. Hastened figments suffer a -1 to the DCs of their Will disbelief saves.

GLAMOURER

Looks are not just something - they are everything!

Kala Sooth, Professor of Glamours

Glamours, it can be argued, are perhaps the most useful type of illusion. They can perform a great number of utilitarian purposes. They can change appearances, turn others invisible and mask the landscape. Glamourers range in nature from actors with a thousand faces to dread assassins and devious spies. No matter what purpose a glamourer uses his spells for, he is also quite adept at uncovering the disguises of others. Thus, courts often have one on hand to ferret out those who might use glamours for more malicious aims.

Alignment: Any.

Requirements

Spells: Must have the ability to cast 3rd level glamour spells.

Knowledge (illusionism): 8 ranks.

Bluff, Disguise, or Forgery: 4 ranks in any two

Feats: Illusion Focus (orthodox-glamours).

Hit Die: d4.

Figmentist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Bonus Feat, Inherent Spell, Spontaneous Casting	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+4	Hasten Figment 1/day	+1 level of existing class
4	+2	+1	+1	+4		+1 level of existing class
5	+2	+1	+1	+5	Bonus Feat	+1 level of existing class
6	+3	+2	+2	+5	Hasten Figment 2/day	+1 level of existing class
7	+3	+2	+2	+6		+1 level of existing class
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+7	Hasten Figment 3/day	+1 level of existing class
10	+5	+3	+3	+7	Bonus Feat	+1 level of existing class

Glamourer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Inherent Spell, Spontaneous Casting	+1 level of existing class
2	+1	+0	+0	+3	Glamour Detection 2/day	+1 level of existing class
3	+1	+1	+1	+4		+1 level of existing class
4	+2	+1	+1	+4	Glamour Sight	+1 level of existing class
5	+2	+1	+1	+5	Bonus Feat, Glamour Detection 4/day	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+6		+1 level of existing class
8	+4	+2	+2	+6	Glamour Detection 6/day	+1 level of existing class
9	+4	+3	+3	+7		+1 level of existing class
10	+5	+3	+3	+7	Bonus Feat, A thousand visages	+1 level of existing class

Class Skills

The glamourer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Forgery (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

Weapon and Armour Proficiency:

Glamourers gain no new weapon or armour proficiencies.

Spells per Day: When a glamourer gains a level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added 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 and so on). This essentially means that he adds the level of glamourer to the level of any other arcane spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

Inherent Spell: The glamourer automatically knows a single glamour

spell for each level of spells he has access to. This spell does not count against a sorcerer's spells known limit.



Spontaneous Casting: A glamourer can chose to 'lose' a prepared spell in order to cast a glamour that he knows of the same or lower level. If linking metamagic feats to this spell it takes a full round to cast.

Bonus Feats: A glamourer gains bonus feats at 5th and 10th levels. These bonus feats must be drawn from the following list: Augment Illusion: (Tactile Illusion), Enlarge Spell, Extend Spell, Heighten Spell, Illusion Focus (glamours): (Command Illusions), Illusory Insight: (Improved Illusory Insight), Imbue Illusion, Quicken Spell, Silent Spell, Skill Focus (concentration): (Improved Concentration, Split Concentration), Skill Focus (craft-illusions): (Superior Craft (illusions)), Spell Mimicry and Still Spell.

Some of the bonus feats available to a glamourer cannot be acquired until the glamourer has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Glamour Detection: At 2nd level the glamourer gains the ability to detect glamours once per day. This ability works as the *detect magic* spell, but without the need to roll a Spellcraft check to determine school (since the glamourer only detects glamours).

Glamour Sight: At 4th level a glamourer gains the ability to see through glamours of spell levels that are equal to or less than his levels in glamourer minus three. In other words a 5th level glamourer can see through up to 2nd level glamour spells. He still sees a faint outline of what the glamour is meant to look like, but can see what lies beneath with little difficulty. He may choose to have the outline disappear from his view at any time. This ability is continuous and supernatural.

A Thousand Visages: At 10th level a glamourer gains the supernatural ability to change their appearance at will as per the *change self* spell.

HYPNOTIST

Look into my eyes. Listen to my voice. Your eyes are getting heavier, heavier, heavier. Your are falling, falling, falling into a deep sleep. A deep sleep. Deeper, deeper, deeper...

Patricia Holmes, Professor of Mind Theory, demonstrates hypnosis on one of her pupils

Hypnotists are quite useful in many areas. Some are entertainers who specialise in making their audiences perform acts that they would not normally do. Others still are expert interrogators and information brokers. No matter what the hypnotist's occupation, he has an eerily fascinating voice that can pause his friends and enemies. Later on in a hypnotist's career, he even gains the ability to hypnotise those he comes in eye contact with by subtly creating a hypnotic pattern within his own eyes. Whatever the hypnotist's area of expertise one should never underestimate the power of suggestion.

Alignment: Any.

Requirements

Spells: Must have the ability to cast *hypnotic pattern*.

Knowledge (hypnotism): 8 ranks.

Knowledge (illusionism): 8 ranks.

Feats: Illusion Focus (orthodox-patterns).

Hit Die: d4.

Class Skills

The hypnotist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (any)



(Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Hypnotists gain no new weapon or armour proficiencies.

Spells per Day: When a hypnotist gains a level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added 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 and so on). This essentially means that he adds the level of hypnotist to the level of any other arcane spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

Fascinating Voice: At 1st level the hypnotist gains the ability to fascinate all creatures that are within a 30-foot long cone emanating from the hypnotist's mouth. The creatures must be able to hear the hypnotist in order to be affected by his voice (deafened creatures are unaffected). Mindless creatures are also unaffected. In order to fascinate the targeted creatures the hypnotist must make a successful Profession (hypnotist) check (with a +4 inherent bonus) opposed by each creature's Sense Motive skill. If the creature is successful in their Sense Motive check, then they gain a +4 insight modifier to their Will save (DC 10 + 1/2 the character's levels in hypnotist + the hypnotist's Charisma modifier) to avoid fascination. If a creature fails their Will save, the hypnotist has fascinated the creature in question for one round

plus however many rounds the hypnotist wishes to maintain the fascination. Note that if at any time the hypnotist loses voice contact with the creature being affected, then the fascination is broken. A fascinated creature is unable to take actions and suffers a -4 penalty to Spot and Listen checks. Any potential threat (such as an armed party member moving behind the fascinated creature) allows the creature another saving throw at -2 to the DC of the Will save. Any obvious threat, such as casting a spell, drawing a sword, or aiming an arrow, automatically breaks the fascination, as does shaking or slapping the creature. A fascinated creature's ally may shake it free of the spell as a standard action. Using fascinating voice is a full round action that provokes an attack of opportunity, as is maintaining the fascination.

Bonus Feats: The hypnotist gains bonus feats at 5th and 10th levels. These bonus feats must be drawn from the following list: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Illusion Focus (patterns): (Command Illusions), Illusory Insight: (Improved Illusory Insight), Imbue Illusion, Maximise Spell, Quicken Spell, Silent Spell, Skill Focus (concentration): (Improved Concentration, Split Concentration), Skill Focus (craft-illusions): (Superior Craft (illusions)), Spell Mimicry and Still Spell.

Some of the bonus feats available to a hypnotist cannot be acquired until the hypnotist has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Pattern Resistance: At 2nd level a hypnotist becomes partially resistant to pattern spells. He gains an inherent bonus to his Will saves versus patterns equal to one-half his level rounded down. Even if resisted the hypnotist still sees a faint outline of

Hypnotist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Fascinating Voice	+1 level of existing class
2	+1	+0	+0	+3	Pattern Resistance +1	+1 level of existing class
3	+1	+1	+1	+4		+1 level of existing class
4	+2	+1	+1	+4	Pattern Resistance +2	+1 level of existing class
5	+2	+1	+1	+5	Bonus Feat, Hypnotic Eyes	+1 level of existing class
6	+3	+2	+2	+5	Pattern Resistance +3	+1 level of existing class
7	+3	+2	+2	+6		+1 level of existing class
8	+4	+2	+2	+6	Pattern Resistance +4	+1 level of existing class
9	+4	+3	+3	+7		+1 level of existing class
10	+5	+3	+3	+7	Bonus Feat, Pattern Resistance +5	+1 level of existing class



LORDS OF ILLUSION

what the pattern is meant to look like and may make a Spellcraft check to identify the originating spell. He may choose to have the outline disappear from his view at any time. This ability is continuous and supernatural.

Hypnotic Eyes: At 5th level the hypnotist gains the ability to hypnotise one creature within 30 feet with his eyes and voice. This ability has all the effects and parameters of the fascinate voice ability, but with the following additional restrictions and effects:

When attempting to hypnotise a creature, the hypnotist requires not only auditory but visual contact also, thus if a creature is blinded or otherwise concealed they are unaffected by this ability. In order to hypnotise the targeted creature, the hypnotist must make a successful Profession (hypnotist) check (with a +4 inherent bonus) opposed by the creature's Sense Motive skill. If the creature is successful in its Sense Motive check then it gain a +4 insight modifier to its Will save (DC 10 + 1/2 the character's levels in hypnotist + the hypnotist's Charisma modifier) to avoid being hypnotised.



While the creature is hypnotised, the hypnotist can make a suggestion or request (provided the hypnotist can communicate with it). The suggestion must be brief and reasonable. An affected creature reacts as though it were two steps more friendly in attitude. Even once the hypnotist ends his hypnotic voice ability, the creature retains its new attitude toward the hypnotist, but only with respect to that particular suggestion. A creature who fails its saving throw does not remember that it has been hypnotised.

MIND REAVER

Know thy mind, know thy enemy's, and wield both without remorse.

Excerpt from Professor Thurgus Flint's 'Mind Reaver: The Mind as a Tool of War'

Taking their name from Thurgus Flint's infamous work on the use of phantasms as instruments of war, mind reavers are perhaps some of the most deadly practitioners of illusionism. They are masters of wielding phantasmal forces against their foes and quite potent in their lethality. Mind reavers are frequently involved in martial occupations. They are also quite adept assassins and mercenaries, although there are those who use their abilities for more noble purposes, such as law enforcement.

Alignment: Any other than lawful good.*

Requirements:

Spells: Must have the ability to cast *phantasmal force*.

Knowledge (illusionism): 8 ranks.

Feats: Illusion Focus (orthodox-phantasms).

Hit Die: d4.

Class Skills: The mind reaver's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features:

Weapon and Armour Proficiency: Mind reavers gain no new weapon or armour proficiencies.

Mind reaver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Bonus Feat	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+4	Augmented Force +1	+1 level of existing class
4	+2	+1	+1	+4	Phantasmal Shield	+1 level of existing class
5	+2	+1	+1	+5	Bonus Feat	+1 level of existing class
6	+3	+2	+2	+5	Augmented Force +2	+1 level of existing class
7	+3	+2	+2	+6		+1 level of existing class
8	+4	+2	+2	+6	Force Transferral	+1 level of existing class
9	+4	+3	+3	+7	Augmented Force +3	+1 level of existing class
10	+5	+3	+3	+7	Bonus Feat	+1 level of existing class

Spells per Day: When a mind reaver gains a level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added 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 and so on). This essentially means that he adds the level of mind reaver to the level of any other arcane spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

Bonus Feats: At 1st level, the mind reaver gets a bonus feat. In addition, the mind reaver gains an additional bonus feat at 4th and at 8th levels. These bonus feats must be drawn from the following list: These bonus feats must be drawn from the following list: Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Illusion Focus (phantasms): (Command Illusions), Illusory Insight: (Improved Illusory Insight), Imbue Illusion, Maximise Spell, Penetrating Phantasms, Phantasmal Feats, Quicken Spell, Silent Spell, Skill Focus (concentration): (Improved Concentration, Split Concentration), Skill Focus (craft-illusions): (Superior Craft (illusions)), Spell Mimicry and Still Spell. Some of the bonus feats available to a mind reaver cannot be acquired until the mind reaver has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Augmented Force: Phantasm spells cast by the mind reaver deal an extra point of damage with each successful attack. At 6th level they do two extra points, and at 9th level they do an extra three points. This only applies to those phantasms that deal hit point damage, be it continuous, normal, or subdual.

Phantasmal Shield: The mind reaver gains a +4 inherent bonus to their Will disbelief saves versus phantasms.

Force Transferral: At 8th level the mind reaver can transfer a phantasm from one creature to another. This takes a standard action and provokes an attack of opportunity. The newly affected creature immediately gets a Will disbelief save versus the phantasm. If successful the phantasm dissipates without effect even if it would normally have a secondary effect. Note that the mind reaver may ready an action to transfer the phantasm upon its disbelief. In order to perform this feat the mind reaver must successfully make a Spot check (DC 10 + 1 per 10 feet of distance between the mind reaver and the current target of the spell) to notice the creature's change in demeanour. If successful, then the mind reaver recognises that the phantasm has been disbelieved and may immediately attempt to transfer the spell to another creature before it dissipates.

SHADOW WALKER

To stride into the shadows of a library shelf and step forth from the shadow of a sweet smelling meadow. That, my friend, is true freedom!

Haley Mires, Professor of Shadow Theory

Shadow walkers are oft times confused with what are known as shadowdancers, however, although they share some similarities in both purpose and abilities, they are in fact quite different from each other. Shadowdancers use natural shadows to perform their deceptions, whereas a shadow walker studies and uses quasi-real shadows. In any case, the shadow walker is often roguish in his pursuits. This is not to





say that there are not some among their number that are law-abiding citizens. It is just that shadow walkers are much more inclined to be wayward spirits with a wish to see the world and, at times, exploit it.

Alignment: Any.

Requirements

Spells: Must have the ability to cast *wraithform*

Knowledge (illusionism): 8 ranks

Feats: Illusion Focus (unorthodox)

Hit Die: d4.

Class Skills

The shadow walker's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (any) (Int), Move Silently (Dex),

Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Shadow walkers gain no new weapon or armour proficiencies.

Spells per Day: When a shadow walker gains a level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added 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 and so on). This essentially means that he adds the level of shadow walker to the level of any other arcane spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

Bonus Feats: At 1st level, the shadow walker gets a bonus feat. In addition, the shadow walker gains an additional bonus feat at 4th, 7th and at 9th levels. These bonus feats must be drawn from the following list:

Augmented Shadows: (Enhanced Shadows, Superior Shadows), Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Illusory Focus (unorthodox): (Command Illusions), Illusory Insight (unorthodox): (Improved Illusory Insight), Imbue Illusion, Instil Intellect, Instil Wisdom, Instil Charisma, Maximise Spell, Penetrating Shadows, Shadow Feats, Shadow Skills, Quicken Spell, Silent Spell, Skill Focus (concentration): (Improved Concentration, Split Concentration), Skill Focus (craft-illusions): (Superior Craft (illusions)), Spell Mimicry and Still Spell.

Some of the bonus feats available to a shadow walker cannot be acquired until the shadow walker has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Shadow Strider: At 1st level, shadow walkers gain a +4 inherent bonus to their Hide and Move Silently checks in conditions other than bright sunlight.

Shadow Walker

Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Bonus Feat, Shadow Strider	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+4	Wraithform 1/day	+1 level of existing class
4	+2	+1	+1	+4	Bonus Feat	+1 level of existing class
5	+2	+1	+1	+5	Hide in Plain Sight	+1 level of existing class
6	+3	+2	+2	+5	Wraithform 2/day	+1 level of existing class
7	+3	+2	+2	+6	Bonus Feat	+1 level of existing class
8	+4	+2	+2	+6	Shadow Walk 1/day, Wraithform 3/day	+1 level of existing class
9	+4	+3	+3	+7	Bonus Feat	+1 level of existing class
10	+5	+3	+3	+7	Shadow Walk 1/day	+1 level of existing class

Wraithform: At 3rd level, the shadow walker gains the ability to *wraithform* himself or a willing creature once per day as per the spell. He gains the ability to do this twice a day at 6th level and three times a day at 8th level.

Hide in Plain Sight: At 5th level, shadow walkers can use the Hide skill even when being observed. As long as they are within 10 feet of a shadow of some sort (including non-personal shadow spells), shadow walkers can hide themselves from view in the open without anything to actually hide behind. They cannot hide behind their own natural shadows though they can hide in shadows created by their spells. Hide in Plain Sight is a supernatural ability.

Shadow Walk: Shadow walkers gains the ability to *shadow walk* as per the spell once per day at 10th level.

UNALIGNED MASTER

I consider myself a jack of all trades and a master of none. Others consider me a jack of the big mouth and master of nothing. At least we agree on the last part.

Wergil Proling, Chairman of Interdisciplinary Studies

The unaligned master is a true rarity among illusionists. He is an illusionist so smitten with the school of illusionism that he studies it almost exclusively. He has a voracious appetite for illusory knowledge ultimately to the detriment of spells from other schools. However, the unaligned masters

usually understand what they are giving up and are more than willing to do so. Due to their broad studies of illusionism, unaligned masters have a plethora of options open to them career wise.

Alignment: Any.

Requirements

Spells: Must have the ability to cast 3rd level illusion spells

Spells Known: Illusion spells must make up at least two-thirds of the character's spells known

Craft (illusions): 8 ranks

Knowledge (illusionism): 8 ranks

Feat: Illusion Focus (unaligned)

Hit Die: d4.

Class Skills

The unaligned master's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int, exclusive skill) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Unaligned masters gain no new weapon or armour proficiencies.

Spells per Day: When a Unaligned master gains a level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He



character has, then determines spells per day, spells known and caster level accordingly.

Bonus Feats: At 1st level and every two levels thereafter (3rd, 5th, 7th and 9th), the unaligned master gets a bonus feat. These bonus feats must be drawn from the following list: Augment Illusion (tactile illusion), Brew Potion, Craft Magic Arms and Armour, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Illusion Focus (unaligned): (Command Illusions), Illusory Insight (unaligned): (Improved Illusory Insight), Imbue Illusion, Maximise Spell, Orthodox Access, Penetrating Illusions, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (concentration): (improved concentration, split concentration), Skill Focus (craft-illusions): (Superior Craft (illusions)), Spell Mimicry, Still Spell and Unorthodox Access. Some of the bonus feats available to an unaligned master cannot be acquired until the unaligned master has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat.

Jack-of-All-Trades: At 4th level the unaligned master gains +1 to his caster level when casting spells from the school of Illusionism. His non-illusion spells however suffer a -1 to their caster level. At 10th level the bonus to caster level for illusion spells becomes +2 and the penalty for non-illusion spells becomes -2.

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 and so on). This essentially means that he adds the level of Unaligned master to the level of any other arcane spellcasting class the

Unaligned Master

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Bonus Feat	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+4	Bonus Feat	+1 level of existing class
4	+2	+1	+1	+4	Jack-of-All-Trades +1	+1 level of existing class
5	+2	+1	+1	+5	Bonus Feat	+1 level of existing class
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+6	Bonus Feat	+1 level of existing class
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+7	Bonus Feat	+1 level of existing class
10	+5	+3	+3	+7	Jack-of-All-Trades +2	+1 level of existing class

ROSE COLOURED GLASSES

A true test of a man's significance is not how much he changed the world when he was alive, but how much the world stayed changed after he was gone. That is perhaps why inventors are the most significant of men. We may not remember their names as we do our kings, but who has had more effect on the world: the man who invented the wheel, or the king who rides in his horse-drawn carriage?

An excerpt from Professor Nystal's 'Speech to the Novices'

Leash of the Shadow Beast

This unassuming black leather leash actually has the power to summon a shadow beast as per the spell once per day. The shadow beast that is summoned is under the control of the leash's wielder. If at any time the leash is dropped the beast disappears immediately and cannot be recalled for the rest of the day.

Caster Level: 15th (lesser), 20th (greater);
Prerequisites: Craft Wondrous Item, *shadow beast*;
Market Price: 48,000 gp (lesser); 64,000 gp (greater).

Money Bags

Money bags appear as a simple belt pouch with coppery, silvery, golden, or platinum knitting. The pouch can hold up to 6 lb. of objects and acts as a normal pouch until such time as one puts a metallic object inside the pouch. At that time the metallic object comes under the effects of a *fool's gold* spell, appearing as the metal matching the color of the pouch's knitting.

Caster Level: 3rd (copper), 5th (silver), 7th (gold), 9th (platinum); *Prerequisites:* Craft Wondrous Item, *fool's gold*; *Market Price:* 800 gp (copper); 1,600gp (silver); 3,200 gp (gold); 6,400 gp (platinum).

Rod of Concentration

The *rod of concentration* is a useful tool for not only illusionists, but for mages in general. The wielder of this rod is considered to have the following feats while holding onto the rod: combat casting, skill focus (concentration), improved concentration and split concentration. Note that if for any reason the wielder loses contact, or drops the *rod of concentration*, then he immediately loses concentration on all of his spells.

Caster Level: 9th; *Prerequisites:* Craft Rod, combat casting, skill focus (concentration), improved concentration and split concentration; *Market Price:* 24,000 gp.

Rose-coloured Glasses

Rose-coloured glasses are cursed to show everything and everyone in the wearer's sight in the most favourable light possible. Demons would appear as celestial beings, a lava pit would seem to be a sparkling hot spring. Once put on, the *rose-coloured glasses* can only be removed if the wearer receives the benefit of a *remove curse*, *miracle*, or *wish* spell.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *hallucinatory terrain*, *seeming*; *Market Price:* 2,000 gp.

Shadow Gates

Shadow gates are shadowy portals that have been made permanent. Such gates are carved from basalt and have onyx gems placed on each doorpost. They act just like *kergan's shadowy portal* spell when people enter them. Unlike *kergan's shadowy portal*, shadow gates must be made in pairs and only link to each other. Only 750 pounds worth of creatures and equipment can travel through the gate per day. If it happens that a shadow gate's mate has been destroyed than those who enter the functional one are affected by a *wraithform* spell. Unlike the *wraithform* spell those who enter the shadow gate do not have to be willing to be affected, however those who are unwillingly affected receive a Fortitude save (DC 17) to negate versus the *wraithform* effect and may apply their spell resistance, if any. Those who succeed in their Fortitude save or spell resistance check simply pass through the portal with no effect, however, those who fail are *wraithformed*. There is no limit to the number of creatures that can be affected by this secondary effect.

ROSE COLOURED GLASSES

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *kerigan's shadowy portal*, *permanency*;
Market Price: 150,000 gp (per pair).

Staff of Illusion

The *staff of illusion* is a potent magical item that is empowered with the ability to cast the following spells:

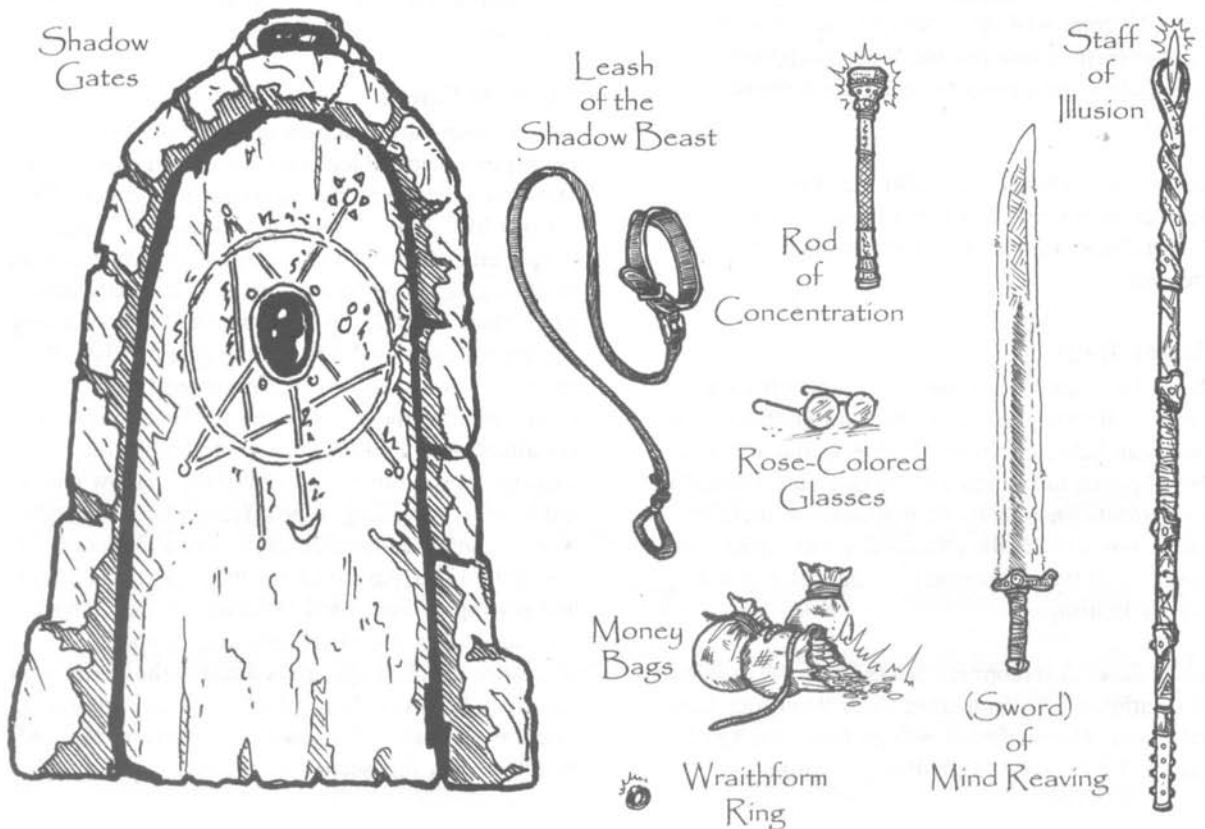
- † *Ghost sound* (heightened to 5th level, DC 17) (1 charge)
- † *Colour spray* (heightened to 5th level, DC 17) (1 charge)
- † *Phantasmal force* (heightened to 5th level, DC 17) (1 charge)
- † *Blur* (heightened to 5th level, DC 17) (1 charge)
- † *Hypnotic pattern* (heightened to 5th level, DC 17) (1 charge)
- † *Invisibility* (1 charge)
- † *Lesser blindness/deafness* (heightened to 5th level, DC 17) (1 charge)

- † *Minor image* (heightened to 5th level, DC 17) (1 charge)
- † *Mirror image* (1 charge)
- † *Displacement* (2 charges)
- † *Improved phantasmal force* (heightened to 5th level, DC 17) (2 charges)
- † *Invisibility sphere* (2 charges)
- † *Major image* (heightened to 5th level, DC 17) (2 charges)

The *staff of illusion* is considered a +2 *quarterstaff* and it can be broken for a retributive strike. The breaking of the staff must be purposeful and declared by the wielder. All within 30 feet of the broken staff, including the caster, immediately come under the affects of a *weird* spell.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be broken in a retributive strike.)

Caster Level: 17th; *Prerequisites:* Craft Magical Arms and Armour, Craft Staff, heightened *ghost*



sound, heightened color spray, heightened phantasmal force, heightened blur, heightened hypnotic pattern, invisibility, heightened lesser blindness/deafness, heightened minor image, mirror image, displacement, heightened improved phantasmal force, invisibility sphere, heightened major image, weird; Market Price: 240,000 gp.

Weapons of Mind Reaving

Weapons with this special ability are infused with phantasmal energy. Lesser weapons deal +1d6 points of bonus phantasmal damage to those who fail a Will disbelief save (DC 14). Greater weapons deal +2d6 points of bonus phantasmal damage to those who fail a Will disbelief save (DC 17). Bows, crossbows and slings so enchanted bestow the phantasmal energy upon their ammunition. If

wielded by a mind reaver, these weapons gain an additional +1 enhancement bonus (maximum +5)

Caster Level: 5th (lesser), 7th (greater); Prerequisites: Craft Magical Arms and Armour, improved phantasmal force (lesser), greater phantasmal force (greater); Market Price Modifier: +1 (lesser), +2 (greater)

Wraithform Ring

This iron ring has three onyxes set on its band. When the command word is spoken the wearer of the ring comes under the effects of a *wraithform* spell. This ability can be used up to three times a day.

Caster Level: 5th; Prerequisites: Forge Ring, wraithform; Market Price: 17,000 gp.

'Helanus!'

Helanus snapped to attention as his sergeant entered the barracks. 'Yes, sir!'

Profio glazed at his newest recruit, 'So private Helanus, I have been looking at your recommendations. Quite impressive for a thin stick like yourself. So it says here that you want to become a mind reaver. Is that so private Helanus?'

Helanus nodded, 'Yes, sir.'

'And why perchance would a wafer like yourself want to do that?'

Helanus turned a slight greenish color.

'Did you hear me private Helanus?' asked the Profio with a growl.

'Yes, sir!' answered Helanus.

'Then spit it out, green bean!'

'Sir,' Helanus said, the knot in his throat loosing. 'I am the grandson of Adrian Frumentii and I figured the best way to learn about my grandfather was to following in his footsteps.'

Profio cocked an eyebrow at Helanus, 'Damn boy, you sound like myself when I was your age!'

Helanus looked a bit confused, 'Is that a good thing, sir?'

'You have a sharp tongue private Helanus,' Profio looked at the boy's bed and saw a familiar scabbard. 'But how sharp is your sword?'

Helanus looked at the scabbard and said, 'As sharp as when my grandfather gave it to me.'

Profio's eyes narrowed and he motioned for Helanus, 'Follow me, private Helanus. I'll show you what your grandfather was, but I do not promise that you will like what you find!'



DESIGNER'S NOTES

With this book going off to print, I look back on the process, and I find creeping into my dreams at night certain questions that perhaps every writer experiences when the work is done:

Did I do my best? Yes, at least with what I knew all those months ago when I wrote this piece. Would I change a few things? Yes, this might have been better as two books one on orthodox illusionism and the other on unorthodox illusionism. Am I satisfied with the work? Never, but there comes a time when you have to simply accept that you are not perfect and move on to the next trial life throws your way.

If fact, not being satisfied is what makes designing and writing so much fun because there are so many decisions, so many options and you always wonder about the 'what ifs'. Throughout this work I made design decisions, from the title to the designer's notes you are reading now.

Why the subtitle *Smoke and Mirrors*? The term smoke and mirrors is a common reference to illusionism and the purpose of this book was to give you a brief glimpse at the mechanics behind illusionism. Puff... The title was born!

Now that I had a name, I had to organise the content of the book and as such I made the decision to break the illusion school into two. Why two? Because from my observation there were two primary and conflicting premises within the school of illusionism. The first principle was what I called orthodox illusionism, which seeks to create an affective fiction, while the second was the idea behind unorthodox illusionism, which is the creation of physical phenomena.

With this division in place, I set about writing the introduction and overview and, with each sentence I wrote, I made decisions. The first major decision was how to explain shadow magic and in the final analysis I decided on portraying it as potential energy that needed motivation and craftsmanship to use. Next came the question of how to handle those spells presented in *Core Rulebook I*, as I had decided

at this time to make skills important to illusionists. Thus was born the concept of lay-mage spells that required no skill on the caster's part.

The individual chapters on orthodox, unorthodox and unaligned illusionists were quite a task as some skills and feats had similar, but slightly different effects for each type of illusion and thus required their own entries. Luckily, there were some feats that were redundant and I was able to simply make reference to where you could find them, else my editor, the ever vigilant Paul, might have pulled his hair out trying to fit things into this already plump book (how he is fitting these Designer's notes in is a mystery to me).

As for the spells, I spent a lot of time balancing the new spells with the old and hope you agree that I succeeded. The decision to introduce the *crafted image* spells was something I have not yet seen attempted and there was a real debate within myself whether a caster should have to take a new item creation feat before being able to use the spells. In the end, I decided to keep it as a spell, which I believe is both balanced and interesting enough that players will be able to use it and Games Masters will be able to allow it in their games. Only time and reviews will tell.

Well, I am almost out of space so I will make a few quick comments on other elements within the book. The Prestige classes were perhaps the most difficult to do as there are many opinions on how they should or should not be written. In the end, I hope I created some balanced classes, but I am sure there will be some who dislike them or complain that not enough information was given on them (which was an unfortunate necessity due to page count). Speaking of page count, I am at the end of the page and though I would like to continue I must go. May your gaming be good and your illusions always believed.

Joseph Miller

RULES SUMMARY

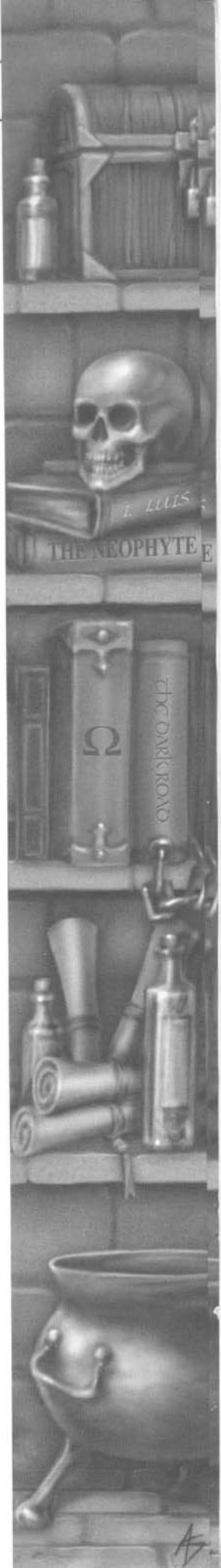
NEW FEATS

Orthodox Feats	Prerequisite
Augment Illusion	Spell Focus (illusion)
Tactile Illusion	Augment Illusion
Illusion Focus	Spell Focus (illusion)
Command Illusions	Illusion Focus (any)
Illusory Insight	Spell Focus (illusion)
Improved Illusory Insight	Illusory Insight
Imbue Illusion	Spell Focus (illusion)
Improved Concentration	Skill Focus (concentration)
Split Concentration	Improved Concentration
Penetrating Patterns	Illusion Focus (patterns), Spell Penetration
Penetrating Phantasms	Illusion Focus (phantasms), Spell Penetration
Phantasmal Feats	Illusion Focus (phantasms)
Spell Mimicry	Spell Focus (any, other than Illusion)
Superior Craft (illusions)	Skill Focus (craft-illusions)

Unorthodox Feats	
Augmented Shadows	Spell Focus (illusion)
Enhanced Shadows	Augmented Shadows
Superior Shadows	Enhanced Shadows
Illusion Focus	Spell Focus (illusion)
Command Illusions	Illusion Focus
Illusory Insight	Spell Focus (illusion)
Improved Illusory Insight	Spell Focus (illusion)
Imbue Illusion	Spell Focus (illusion)
Instill Intellect	Illusion Focus, Intelligence 18+
Instill Wisdom	Illusion Focus, Wisdom 18+
Instill Charisma	Illusion Focus, Charisma 18+

Penetrating Shadows	Illusion Focus, Spell Penetration
Shadow Feats	Illusion Focus
Shadow Skills	Illusion Focus
Improved Concentration	Skill Focus (concentration)
Split Concentration	Improved Concentration
Spell Mimicry	Spell Focus (any other than Illusion)
Superior Craft (illusions)	Skill Focus (craft illusions)

Unaligned Feats	
Augment Illusion	Spell Focus (illusion)
Tactile Illusion	Augment Illusion
Illusion Focus	Spell Focus (illusion)
Command Illusions	Illusion Focus
Illusory Insight	Spell Focus (illusion)
Improved Illusory Insight	Illusory Insight
Imbue Illusion	Spell Focus (illusion)
Orthodox Access	1 st level illusion spells, Knowledge (illusion) 8
Penetrating Illusions	Illusion Focus, Spell Penetration
Improved Concentration	Skill Focus (concentration)
Split Concentration	Improved Concentration
Spell Mimicry	Spell Focus (any, other than illusion)
Superior Craft (illusions)	Skill Focus (craft-illusions)
Unorthodox Access	1 st level illusion spells, Knowledge (illusion) 8



ILLUSION SPELLS

Orthodox Spells

0 Level

Dazzling Lights

1st Level

Crafted Image (Figment) I
 Crafted Image (Glamour) I
 Crafted Image (Pattern) II
 Crafted Image (Phantasm) II
 Distracting Pattern
 False Visage I
 Improvised Figment I
 Phantasmal Conjunction II
 Phantasmal Evocation II
 Phantasmal Item II

2nd Level

Crafted Image (Figment) II
 Crafted Image (Glamour) II
 Crafted Image (Pattern) III
 Crafted Image (Phantasm) III
 False Visage II
 Improvised Figment II
 Phantasmal Conjunction III
 Phantasmal Evocation III
 Phantasmal Item III
 Unbalanced Pattern

3rd Level

Cone of Nausea
 Crafted Image (Figment) III
 Crafted Image (Glamour) III
 Crafted Image (Pattern) IV
 Crafted Image (Phantasm) IV
 False Visage III
 Improvised Figment III
 Phantasmal Conjunction IV
 Phantasmal Evocation IV
 Phantasmal Item IV

4th Level

Blinding/Deafening Pattern
 Crafted Image (Figment) IV
 Crafted Image (Glamour) IV
 Crafted Image (Pattern) V
 Crafted Image (Phantasm) V
 False Visage IV
 Improvised Figment IV
 Phantasmal Conjunction V
 Phantasmal Evocation V
 Phantasmal Item V

5th Level

Bewildering Aura

Crafted Image (Figment) V
 Crafted Image (Glamour) V
 Crafted Image (Pattern) VI
 Crafted Image (Phantasm) VI
 False Visage V
 Improvised Figment V
 Phantasmal Conjunction VI
 Phantasmal Evocation VI
 Phantasmal Item VI

6th Level

Cone of Paralysis
 Crafted Image (Figment) VI
 Crafted Image (Glamour) VI
 Crafted Image (Pattern) VII
 Crafted Image (Phantasm) VII
 False Visage VI
 Improvised Figment VI
 Phantasmal Conjunction VII
 Phantasmal Evocation VII
 Phantasmal Item VII

7th Level

Crafted Image (Figment) VII
 Crafted Image (Glamour) VII
 Crafted Image (Pattern) VIII
 Crafted Image (Phantasm) VIII
 False Visage VII
 Improvised Figment VII
 Phantasmal Conjunction VIII
 Phantasmal Evocation VIII
 Phantasmal Item VIII
 Stream of Unconsciousness

8th Level

Crafted Image (Figment) VIII
 Crafted Image (Glamour) VIII
 Crafted Image (Pattern) IX
 Crafted Image (Phantasm) IX
 False Visage VIII
 Improvised Figment VIII
 Phantasmal Conjunction IX
 Phantasmal Evocation IX
 Phantasmal Item IX

9th Level

Crafted Image (Figment) IX
 Crafted Image (Glamour) IX
 Crafted Image (Pattern) X
 Crafted Image (Phantasm) X
 False Visage IX
 Improvised Figment IX
 Phantasmal Conjunction X
 Phantasmal Evocation X
 Phantasmal Item X

Unorthodox Spells

1st level

Crafted Shadow I
 Minor Umbral Fortification
 Nystal's Shadow Conjunction I
 Nystal's Shadow Evocation I
 Shadow Cast I
 Shadow Equipment II

2nd Level

Crafted Shadow II
 Nystal's Shadow Conjunction II
 Nystal's Shadow Evocation II
 Shadow Cast II
 Shadow Equipment III
 Umbral Aura

3rd Level

Crafted Shadow III
 Nystal's Shadow Conjunction III
 Nystal's Shadow Evocation III
 Shadow Cast III
 Shadow Equipment IV
 Umbral Fortification
 Wraithform

4th Level

Crafted Shadow IV
 Nystal's Shadow Conjunction IV
 Nystal's Shadow Evocation IV
 Shadow Cast IV
 Shadow Equipment V

5th Level

Animate Shadow
 Crafted Shadow V
 Greater Umbral Fortification
 Nystal's Shadow Conjunction V
 Nystal's Shadow Evocation V
 Shadow Cast V
 Shadow Equipment VI

6th Level

Crafted Shadow VI
 Kergan's Umbral Landscape
 Nystal's Shadow Conjunction VI
 Nystal's Shadow Evocation VI
 Shadow Cast VI
 Shadow Equipment VII

7th Level

Crafted Shadow VII
 Kergan's Shadowy Portal
 Nystal's Shadow Conjunction VII
 Nystal's Shadow Evocation VII

Shadow Cast VII
 Shadow Equipment VIII

8th Level

Crafted Shadow VIII
 Nystal's Shadow Conjunction V
 Nystal's Shadow Evocation V
 Shadow Cast VIII
 Shadow Equipment I

9th Level

Crafted Shadow IX
 Nystal's Shadow Conjunction IX
 Nystal's Shadow Evocation IX
 Shadow Cast IX
 Shadow Equipment I

Lay-Mage Spells

0 Level

Fool's Coin

1st Level

Jinks' Indescribable Creep
 Phantasmal Force

2nd Level

Fool's Gold
 Lesser Blindness/Deafness

3rd Level

Frightful Presence
 Improved Phantasmal Force

4th Level

Fool's Trove

5th Level

Greater Phantasmal Force

6th Level

Eerie

7th Level

Reoccurring Image

8th Level

Shadow Beast

9th Level

Wall of Patterns



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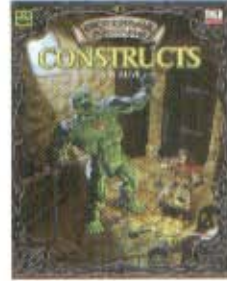
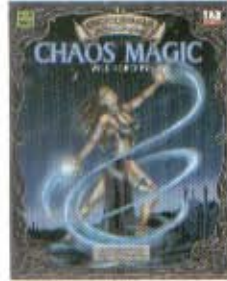
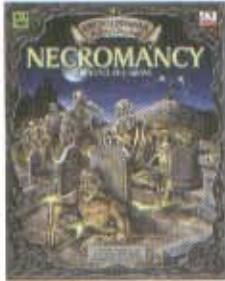
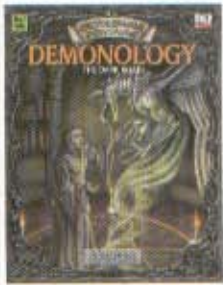
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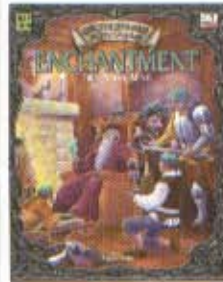
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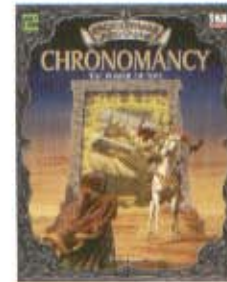
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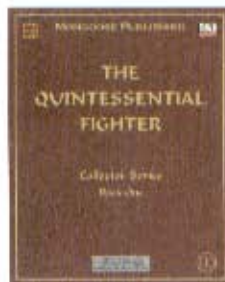
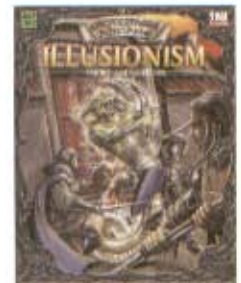
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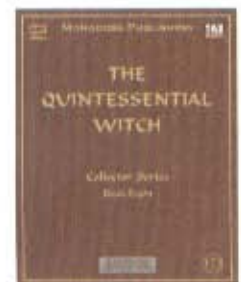
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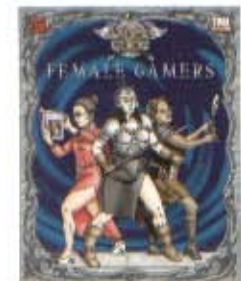
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SMOKE AND MIRRORS

Illusionism has always been seen as a weaker form of magic, a school to be ridiculed rather than studied by most self-respecting mages. However, this book shall reveal that illusionism is neither to be scoffed at nor to be trifled with.

At its heart, illusionism is the art of deception, be it benign or malicious in nature. It alters another's perceptions and tricks their senses. Those affected by illusions see, hear, smell, taste and feel things that are not there.

Inside you will find:

Illusionism – An Overview: A summary of the different areas of interest and concentration for illusionists.

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