

## ILLUSIONISTS

Illusionists are a sub-class of magic-users specializing in illusions. They must have a dexterity of at least 15. Where not otherwise specified, they are as if MU's. They save vs Feeblemind at -2, not -4.

Level	Experience	Spells:						
		1	2	3	4	5	6	7
1	0000	1	-	-	-	-	-	-
2	3000	2	-	-	-	-	-	-
3	6000	3	-	-	-	-	-	-
4	12000	4	1	-	-	-	-	-
5	25000	4	3	-	-	-	-	-
6	50000	4	4	1	-	-	-	-
7	75000	4	4	2	-	-	-	-
8	110000	4	4	3	1	-	-	-
9	175000	5	4	4	2	1	-	-
10	350000	5	5	4	3	2	-	-
11	700000	5	5	4	4	3	1	-
12	1050000	5	5	5	4	4	2	-
13	1400000	5	5	5	5	5	2	1
14	1750000	6	6	5	5	5	3	2

### Spells:

<u>1st level</u>	<u>2nd Level</u>	<u>3rd Level</u>
1. Phantasmal Forces	Imp. Phantasmal Forces	Invisablity 10'r.
2. Light	Invisablity	Fear
3. Wall of Fog	Fog	Spectral Forces
4. Darkness	Blindness	Continual Light
5. Change Self	Hypnotic Pattern	Continual Dark
6. Gaze Reflection	Misdetection	Paralyzation
7. Hypnotism	Detect Magic	Non-Detection
8. Detect Invisable	Deafness	Hallucinatory Terrain
9. Ventriliquism	Magic Mouth	Suggestion
10. Mirror Image	Rope Trick	Phantasmal Killer
11. Detect Illusion	Dispell Illusion	Illusionary Script
12. Color Spray	Blur	Dispell Exhaustion
13.		Color Bomb
14.		Dreams

### 4th level

1. Improved Invisablity
2. Massmorph
3. Shadow Monsters
4. Shadow Magic
5. Minor Creation
6. Emotions
7. Confusion
8. 1st level MU spells
9. Phantoms

### 5the Level

- Projected Image
- Summon Shadows
- Major Creation
- Chaos
- 2nd level MU spells
- Demi-Shadow Monsters
- Demi-Shadow Magic
- Create Specters



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|------------------------|------------------|
| <u>6th Level</u>       | <u>7th level</u> |
| 1. Mass Suggestion     | Astral Spell     |
| 2. Permanate Illusion  | Prismatic Wall   |
| 3. Shadow Monsters III | Maze             |
| 4. Programed Illusion  | Vision           |
| 5. Conjour Animals     | Alter Reality    |
| 6. True Sight          |                  |

Spell Explanations:

1st level:

Phantasmal Forces: Same as for Magic users.

Light: Same as for Lawful clerics.

Wall of Fog: An opaque wall of fog with the same dimensions as a wall of fire, but with no other effect than that of blocking vision. Range 15"

Darkness: Same as for Chaotic Clerics.

Change Self: An illusion spell that can make the user appear as a creature of the same genneral size and shape, I.E. a human could make himself look like a Gnoll, but not a Wyvern. Duration: level of user + 10 + D6 movement turns.

Gaze Reflection: This spell acts as a perfect mirror, reflecting the gaze of a creature, such as a Basalisk, as if a mirror was infront of their eyes. The target of the spell gets a save vs magic vs the spell as well as a save vs their own gaze, the first save is made at +4 if the subject is in melee. Range 9"

Hypnotism: Acts like a Charm Person spell with a +2 chance of success, but it is nessessary for the subject to look the illusionist in the eyes. Range 9"

Detect Invisable: Same as Magic-users spell.

Ventrilicouism: Same as MU spell., but Range 0", Duration 5 Turns.

Mirror Image: As MU spell.

Detect Illusion: Detects any illusion for what it is. Range 9", Duration 3 turns.

Color Spray: A sheet of bright conflicting colors. They effect 1-6 levels of creatures, rendering them unconcious through confusion (note: for every 5 levels/above 2nd the caster has obtained, add one to the number of levels effected, the number never to exceed six). The distribution of the effect if there are more target levels than spell levels is semirandom, first one creature is fully effected, then another, then another untill all levleš have been used up, or no one is uneffected in the target area. There is no saving throw vs this spell if a creature has all its levels effected ((unless you give a save vs sleep, in which case there should be a save)), if all but one level is effected, the target gets a normal save vs magic, for every additonal uneffected level, increase the saving throw by +2. In any case, this will not effect any creature higher than 6th level. The area of effect is 2"x2" Range 24"

2nd level:

Improved Phantasmal Forces: Same as regular Phantasmal forces, but the illusionist can move while employing the spell. Also the illusion will last up to 3 melee rounds after the illusionist has stopped concentrating on the spell.

Invisability: Same as the MU spell.



Fog: A cloud of opaque fog that acts like a cloudkill except it has no effect other than to obstruct vision.

Blindness: If this spell is failed vs, the subject is blind for the spell duration, if a save is made, partial blindness results (-2 to hit) for spell duration. The effects of the spell may be removed by Dispell Magic, remove curse, CLW, CSW, or by healing potion. Duration level of caster + D6 - level of target, (but always at least 1). Range 12"

Misdetection: A spell that if it succeeds can cause a detect spell to malfunction. Its chance of success is calculated as with dispel magic.

Hypnotic Pattern: A pattern the illusionist projects in front of him that will hold motionless, staring at the pattern those who look at it and fail save. It can catch 4-24 1st levels, 3-18 second levels, 2-12 3rd or 4th levels, 1-6 5th or 6th levels. The effect will last as long as the illusionist concentrates + 3 + D6 melee rounds. Range 12"

Detect Magic: As MU spell. NO SEE 1 RND, BREAK

Deafness: As blindness, but effects hearing instead.

Magic Mouth: As MU spell.

Rope Trick: As MU spell.

Dispell Illusion: This spell will automatically dispell any illusions cast by nonillusionists, vs those cast by illusionist, it functions like a dispell magic. Range 12"

Blur: The casters appearance is highly Blured, making him -2 to be hit, and +2 to save vs wands and staves. Duration 4 + D4 Movement Turns

### 3rd level:

Invisablity 10'r.: Same as MU spell.

Fear: A spell that projects a field not unlike that prduced by a fear wand. It will effect 4-40 1st levels. 3-30 2nd levels, 2-20 3rd levels, 1-10 4th levels, 1-6 5th, or 1-4 6th levels. effects a 15" radius circle, duration 6 melee rounds. Range 18"

Spectral Forces: Similar to improved Phantasmal Forces; but includes sound, smell and temperture illusions, also these are not destroyed by touch, and they last up till 5 melee rounds after the Illusionist has stopped concentrating.

Continual Light: As Lawful cleric.

Continual Dark: As Chaotic Cleric.

Paralyzation: A spell that will paralyze twice the casters level in levels, if a creature has only part of its levels effected, it saves at +2 per uneffected level. Lasts until dispelled or the illusionist lifts it. Range 18"

Nondetection: A spell that prevents detect spells from working against the Illusionist using it, it also functions as an amulet vs Crystal Balls and ESP. Duration two times the level of the caster.

Hallucinatory Terrain: Same as Magic user spell.

Suggestion: As MU spell.

Phantasmal Killer: A spell that causes an illusionary horrible beast (formed from the subjects own fears) from whom any cut causes instant death. The beast is visable only to the illusionist and his subject, it is immune to all attacks and barriers as it exists only in the subjects mind. To defend against it the subject must disbelieve it, to do so he must roll a saving throw vs magic with the below modifiers:

Intellegence	18	+4	Wisdom	18-16	+3	Illusion comp.	+2
	17-16	+2		13-15	+1	Illusionist	+3
	15-13	+1		12-8	--	Surprised	-2
	12-9	--		6-7	-1	casting Illusion	
	8-6	-1		5-3	-2	spell	-6
	5-4	-2					
	3	-3					



Helm of Telepathy	+4*	2nd+ use against same target +5
Nonintellegent	+10	Misses by killer +1/per miss

The phantasmal killer must hit vs AC9 as if the casting MU to kill, each miss takes up a melee round, and gives the subject an additional save vs magic. \*Can turn killer back on caster. Range 6"

Illusionary Script: Aspecial form of writing that can only be read by whom the Illusionist set it to be read by (like magic mouth), any others who attempt to read it must save vs magic or be confused for 1-6 turns. One spell is suitable for a whole page.

Dispell Exhaustion: This spell temporarily gives its recipients the illusion of being well rested and healthy. It allows action without rest, however after the spell ends one must rest twice as much as has been missed. It allows recently raised and badly wounded men to move about normally, but in the process, when the spell runs out, they take an additional 1-6 points of damage. Duration 4 hours.

Color Bomb: A blast of confusing colors with a 1" radius are of effect. Effects 3-18 levels like Color Spray, but with no maximum level. Range 24"

Dreams: This spell will cause a MU or Illusionist to go off in daydreams and so be totally incapable of doing anything useful. Lasts until dispelled, is dispelled by Dispell Magic, Dispell Illusion, or Remove Curse. MU save vs this at -1, Illusionists at -3. Range 18"

#### 4th level:

Improved Invisability: The same as invisability 10"r., but after becoming visible from attacking, the next round you become invisible again.

Massmorph: As MU spell.

Shadow Monsters: This spell allows the Illusionist to create semi-real monsters that have 1/5th the hit dice of the original (note: fractions are handled thusly, 1/5th over, nothing, 2/5 +1, 3/5 +2, and 4/5 +3, so a shadow giant slug (12 dice) would be 2+1 dice). The creatures do not get special abilities, such as life drain, stoning, or breath weapons unless they are believed. They are automatically AC9, and take double damage from silver. Their melee damage if not believed is as this chart:

D2, D3, D4	=	1
D6, D8, D10	=	D2
D12	=	D3
D20	=	D4

Examples: A Troll attacks for a D4 x2 and a D8, so an unbelieved shadow Troll attacks twice for 1 point, and once for a D2. A Cloud Giant attacks for 6D6, so an unbelieved Shadow Cloud Giant would attack for 6D2 (6-12) The Illusionist can raise his level in hit dice of shadow monsters.

Duration 1 hour. Range 24" from creator.

Shadow Magic: This spell allows semi-real offensive spells that have the following effects. Lightning Bolts do one die for every 4 levels, fire Balls the same, Walls of fire or Ice 1-2 points of damage, Ice Storms 1-8 points, Magic Missile 1-2 points per missile. However, if the subject believes it, the spell will have full normal effect. Any offensive spell with an obvious physical effect of sixth level or less can be mimiced, use above spells as a guide. Range as Mimiced spell.

Minor Creation: Creation, Djinn style of materials up to wood in hardness the maximum that can be created in a day is 100 gp weight per level of Illusionist. The materials will last 4 + level of caster + any bonus or penalty the GM cares to give for hardness, days.



Emotions: A spell that projects various emotions, with the amount being as if the Fear spell. The emotions that can be projected are: Fear, as described earlier, Battle Lust which makes men fight as Berserkers, which can be countered by fear (however, if fear is cast first, Battle lust does not counter it), Deprivation, which can cause men to desert, and lowers morale by 75%, Bravado which counters deprivation and gives immunity from fear, Hate can be used, but its interpretation by the subject is variable: 1,2 hate any enemy around; 3,4 hate each other; 5,6,7 hate both; 8 hate selves; 9,10 hate caster. A person under the influence of hate spell will attack whoever the die roll says. If hate self commits suicide. Range 18" Duration as long as the Illusionist concentrated.

Confusion: As MU spell.

1st Level MU spells: An Illusionist can take any 1st level MU spell as a 4th level Illusionist spell.

Phantoms: This spell creates 1-6 Phantoms if the caster is 6th-10th, 2-12 if the caster is 11th-15th, and so on. Phantoms look identical to the caster, and melee the same, except that they have 2-12 hit points each. If hit by a magic weapon, they must save vs magic (as if their caster) or be dispelled. If one is killed (not dispelled) the caster takes 2-4 points of damage. The Illusionist does not have to see them in order to control them, but they follow orders as if they had  $\frac{1}{2}$  the illusionists intelligence and wisdom. The Phantoms may not use spells or magic items. Duration D10 + level of caster turns. Range 24"

#### 5th level spells:

Projected Image: Same as MU spell.

Summon Shadow: A spell similar to Invisable stalker, except the creature summoned is a shadow (one shadow for every level over 5th the Illusionist has obtained).

Major Creation: Gives user full Djin style creation power, up to 300 gp weight of created material per level of caster per day.

Chaos: A spell that effects a 3" x 3" area, confusing the entire area. A creature caught in the area is automatically confused until it leaves the area; however 9th level and higher Fighters and Illusionists are not effected. Range 12" Duration: As long as the caster concentrates.

2nd level MU spells: As with above.

Demi-Shadow Monsters: Same as Shadow Monsters, but the Monsters are  $\frac{2}{5}$  the hit dice of the originals, and the AC is 8. The Damage table is now:

D2, D3	=	1
D4, D6	=	D2
D8, D10	=	D3
D12	=	D4
D20	=	D6

This spell summons up  $\frac{3}{2}$  the level of the caster in hit dice.

Demi-Shadow Magic: The same as Shadow magic, but the damage is doubled.

Create Specters: If a person is killed, this spell can be used to cause him to become a specter with hit dice equal to half the characters level rounded down, 1st levels can not be made into specters. The specters created are not the life draining undead type. They are unsolid incarnations of the raised person. AC is equal to 10-old level, maximum of -7. Uses spells as when died. Attacks, FM's get 1 for a D12, Clerics or thieves get one for a D8, MUs get one for a D4. Specters get no experience. Remove curse will restore the specter to the state of corpse. They may be effected by clerics of the opposite alignment as undead of their hit dice. If they are killed while in specter form, they may not be raised unless a full wish is used. The specter is raised with its



mind and memory intact, it still retains its alignment, and does not come under control of the raised. A specter may be raised 24 + 6 times times the level of the Illusionist turns after death.

### 6th level Spells:

Mass Suggestion: A broad area version of the suggestion spell, effecting 1-8 creatures or 1 creature at a -4 saving throw. The same suggestion must be made on all of those on whom it is cast.

Permanate Illusion: Any Illusion this spell is cast upon lasts until dispelled, it will only work on illusions, not any illusion spell.

Programmed Illusion: A form of Spectral Forces. It will perform preset instructions without the illusionist directing it. IE a Mantacore appears, circles the camp for 3 turns, then dives off into the night. Duration 12 turns.

Conjourn Animals: As clerical spell.

True Sight: A polymorphed creature or object looked at with this spell will appear as it really is, superimposed with its present form. Also looking at a person with this spell, one may tell alignment, level, class, and intentions. With it one may also see invisible, displaced, and Astaral objects. Duration level-10+D6 turns.

Shadow Monsters III: Like demi-shadow monsters, they have 3/5 the hit dice of the original, and are AC7. Their conversion table:

D2	=	1
D3, D4	=	D2
D6, D8	=	D3
D10	=	D4
D12	=	D6
D20	=	D8

The caster raises twice his level in hit dice.

### 7th level Spells:

Astral Spells: As MU spells.

Prismatic Wall: As MU spell.

Maze: As MU spell.

Vision: This spell is for asking information from the higher powers. When using it roll a reaction roll at +2, if the result is negative, the caster is requested to do some task for the higher powers, if the result is neutral, then the caster is given some information, but not really what he asked for, if the reaction is positive, he is told what he wanted to know in great detail.

Alter Reality: A form of limited wish, but the illusionist must first make an illusion of the change he wishes to cause.

Illusionist may use any item marked (ALL),  
Wands of Illusion, Paralyzation, Fear, Magic Detection  
Crystal Balls, and Mirrors of Life Trapping.

*or rules - low effect*  
→ Illusionist May write Scrolls at 9th level  
They may create Illusionist items at 10th level.



Title	Type of Spell Caster	Insanity	Loss of Control	Success		
Open or Lock Portal	Charmer & Enchanter	1-3	4-6 do the opposite of what you are trying so as to create a second spell 7-9 failure	throw close against any of ST 10-12 3 or lower 13-18 4 or lower 19-25 5 or lower 26-30 6 or lower 31+ 7 or lower	open against any of ST 4 or lower 5 or lower 6 or lower 7 or lower 8 or lower	
Bravery	Illusionist	1-3	4-6 Own side loses 2 from morale rating if within 10" of SC. 7-9 Failure	throw # Eff. Range 10-14 1-4 6" 15-18 1-6 8" 19-22 1-8 12" 23-26 1-12 16" 17-30 1-20 24" 31+ 1-20 36"	Morale Change +1 2 turns +2 3 turns +4 3 +5 3 +6 4 turns +7 4 turns	Duration
Blindness	Illusionist	1-3	4-7 own troops of ST 5 or lower blinded within 8" (includes SC) 0-10 failure	throw range those blinded 11-14 8" ST 2 or lower 15-18 10" St 3 or lower 19-22 12" ST 4 or lower 23-26 14" ST 5 or lower 27-30 16" ST 6 or lower 31+ 20" ST 7 or lower	duration 3 turns 3 3 3 3 3	
Fear	Illusionist	1-4	5-8 Own side subtracts from morale die roll. (-2) For 3 turns. 9-11 Failure	12-15 6" -1 16-19 10" -2 20-23 14" -3 24-27 18" -4 28-31 22" -5 32+ 26" -6	2 turns 2 3 turns 3 3 4 turns	
Haste	Charmer & Enchanter	1-2	3-5 slow all on own side within 8" by 3" for 3 turns. 6-8 Failure	throw range bonus in inches 9-12 6" 3" 13-18 8" 5" 19-25 10" 7" 26-30 12" 9" 31+ 16" 12"	duration 3 turns 3 4 turns 5 turns 5	
Quick Sand	Elementalist	1-5	6-10 Quicksand within 6" all around for 3 turns. Sink @ the rate of 1"/turn. (25mm figures 1/2" 54mm figures 1/2" 40mm figures 3/8") 11-13 Failure	throw range sink per turn 12-14 6" square 1/2" 15-18 10" sq. 1/2" 19-24 16" sq. 1/2" 25-31 20" sq. 1/2" 32+ 24" sq. 3/4"	duration 3 turns 3 turns 4 turns 5 turns 5 turns	
Earth Monster	Elementalist	1-4	5-8 Earth attacks SC @ his own ST with 3 hit dice!	throw duration strength 12-14 3 turns 6 15-23 6 turns 7 24-30 until 8 31+ dispell 8	Hit to Armor 3 2x1. 8 3 3 sin. 8 4 3 sin. 9 4 3 sin. 10	

note; the morale change is added to the die roll.

Blinded troops may have 1 hit die at a reduction in strength of -2. They defend at 2 armor levels lower while blinded.

ALL troops in range check morale if the spell goes against them.

Quicksand slows all figures to a walk minus 2"/turn. 1/2" sunk into QS. If stuck in QS after spell ends require 1/2 turn/1/2" sunk to get out. If buried in QS will die in 3 turns if not dug out. Buried figure may NOT aid the digging!

Earth Monsters move 10"/turn. Elementalist must control EM at all times. If SC is released or tries another spell EM will come back to attack SC. Once out of control a dispell magic spell will have to be used.