

Illusionist Spell Descriptions

0-LEVEL ILLUSIONIST SPELLS

Alter Taste

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: 10 ft.

Target: One meal of 1 cu. ft./level

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell changes the taste of one meal to a taste that is pleasant for the creature consuming it. Note that this spell only disguises the taste of the meal and does not alter any other quality of it. While it will alter the taste of rotten meat, for instance, the meat will still be rotten. Furthermore, all parts of the meal taste the same no matter what is eaten. Thus soup, salad, main course, dinner roll and so on will all taste exactly alike since the spell masks any and all flavors with the taste. Each creature that tastes the meal will experience a different taste sensation depending on what his or her preference is. Thus, one creature might taste warm bread while another tastes raw meat.

This spell changes the taste of anything that is part of the meal at the time the spell is cast; if something is added later, such as gravy or poison, then the spell cannot alter that and the creature receives the proper taste of the added item. Creatures are instantly aware of this spell's effect upon the first bite and can choose to disbelieve the spell's effects at any time.

Clandestine Conversation

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Touch

Target: Two creatures

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: Yes

The targets can converse without anyone overhearing what they are saying. Creatures who can read lips might still be able to determine what is said, but no Perception check can possibly allow one to overhear the conversation. While under the effect of this spell, a target creature can speak to someone not affected by this spell, but everyone can hear that conversation normally. Only when one target creature speaks to the other target creature does the conversation remain private.

Dancing Lights

Light/Cantrip

Level: Blue Mage/Illusionist/Red Mage/Summoner/White Mage 0

Casting Time: 1 standard action

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

Target: Up to four lights, all within a 10-ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The *dancing lights* must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one *dancing lights* spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura

strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

False Blink

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 immediate action

Range: Personal

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

For a brief moment just before the target attacks you with a weapon or ranged touch attack, you appear to blink out of existence to him. As you don't actually go anywhere, the target can make a Will save to see through your illusion. If he fails, his attack upon you is at a -1 penalty.

Ghost Sound

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

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

Effect: Illusory sounds

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: No

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

The volume of sound created depends on your level. You can produce as much noise as four normal humes per caster level (maximum 40 humes). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humes running and shouting. A roaring lion is equal to the noise from 16 humes, while a roaring dragon is equal to the noise from 32 humes. Anyone who hears a *ghost sound* receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a *silent image* spell.

Haunted Fey Aspect

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

Moogles' Gil

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 round

Range: Touch

Target: A single object, up to 1 pound/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

When cast, *moogles' gil* alters the visual and tactile properties of an item in such a way that it appears to be of higher quality (worth $1d4 \times 10\%$ more than normal), even to the trained eye. The basic nature of the object remains unchanged, and any efforts to ascertain the object's true value using the Appraise skill during the duration of the spell take a -1 penalty per two caster levels.

Phantasmal Tripwire

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief, then Will negates; see text

Spell Resistance: Yes

You create a phantasmal image of a tripwire by forming the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: a wire strung in front of its feet. Only the spell's subject can sense the *phantasmal tripwire*. You see only a vague shape near its feet. The target first gets a Will save to recognize the sensation as unreal. If that save fails, the subject believes the tripwire is real. The subject then must succeed on a second Will save or fall prone and suffer 1d3 nonlethal damage.

If the subject of *phantasmal tripwire* succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the image of the tripwire can be turned upon you. You must then disbelieve it or become subject to believing that you're caught up in a trip wire upon which you must succeed on a second Will save or fall prone and suffer 1d3 nonlethal damage.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Timer

Illusion/Cantrip

Level: Illusionist/Time Mage 0

Casting Time: 1 standard action

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

Area: 80-ft.-radius emanation centered on a point in space

Duration: Until discharged; maximum 2 hours/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Timer sounds an audible alarm after a set time, not to exceed 2 hours per caster level. You choose what type of alarm sound *timer* creates during casting and cannot thereafter change the sound's basic character. Anyone within the area will hear the alarm sound clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. The sound lasts for 1 round. Creatures within a silence spell cannot hear the alarm.

Torchlight

Light/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Trifling Image

Illusion/Cantrip

Level: Illusionist 0

Casting Time: 1 standard action

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

Area: One square foot

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You create a very small, immobile illusion of any object, force, or creature you visualize. The illusion does not create sound, smell, texture, or temperature, nor does it move. The resulting illusion matches your visualization exactly, even if the image in your mind differs somehow from the real object, force, or creature—if such exists at all.

1ST-LEVEL ILLUSIONIST SPELLS

Auditory Hallucination

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: Concentration

Saving Throw: Will disbelief

Spell Resistance: Yes

You cause the targets to believe they hear any sound you imagine. The sound can include intelligible speech. Instead of precisely imagining a sound, you can identify a sound the subjects know and they imagine it doing what you describe as you cast the spell. For example, you could cast this spell on orc warriors and have them imagine the sound of their chieftain calling for help, even if you've never heard their chieftain and even if the chieftain speaks in a language you don't understand. All targets hear the same hallucination. You can change the sound as part of concentrating on the spell.

Blend

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You draw upon the power of the wilderness to change the coloration of yourself and your equipment to match that of your surroundings. This grants you a +4 circumstance bonus on Stealth checks and allows you to make Stealth checks without cover or concealment, but only while you move no more than half your base speed or

less. If you move more than half your base speed on your turn, you gain no benefit from this spell until the start of your next turn. If you make an attack, this spell ends (as *vanish*).

Blurred Movement

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell functions as *blur*, except that the blurring occurs only when you move at least 10 feet on your turn and ceases at the end of your movement. It is therefore mainly used to protect against attacks on your turn, such as attacks of opportunity. If you move at least twice your speed on your turn, the blurring lasts until the start of your next turn.

Color Spray

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: Will negates

Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD. Sightless creatures are not affected by color spray.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Darting Duplicate

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 swift action

Range: 5 ft.

Effect: Visual figment of the caster

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

An illusory duplicate of you steps clumsily into an adjacent square, presenting a tempting target before winking out of existence. Any creature that threatens that square must succeed at a Will save or make an attack of opportunity against the image. The image's AC is equal to 10 + 1/2 your caster level, but the image is unaffected by any attack.

Dazzling Blade

Illusion

Level: Illusionist 1

Casting Time: 1 swift action

Range: Touch

Target: One metal weapon

Duration: 1 minute/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes (harmless, object)

Dazzling blade makes a weapon appear dazzlingly shiny, as if crafted from pure silver and heavily polished. In combat, the flashing movements of a *dazzling blade* become almost hypnotic. The wielder of a weapon under the effects of *dazzling blade* gains a +1 competence bonus on all Bluff checks made to feint in combat. The wielder also gains a +1 competence bonus on all CMD checks made to disarm a foe, and a +1 competence bonus to his CMD against disarm attempts made against the weapon bearing the *dazzling blade* effect. This bonus increases by +1 for every 3 caster levels, to a maximum bonus of +5 at 12th level.

The wielder of a *dazzling blade* can discharge the spell into a blinding burst of silvery light as a free action. The wielder selects an adjacent opponent as the focal point of this burst of light—that creature must make a Will save to avoid being blinded for 1 round (with a successful save, the creature is instead dazzled for 1 round).

Despite its shiny appearance, a *dazzling blade* grants no extra benefit against creatures that are vulnerable to silver.

Disappear

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (up to 5 rounds) (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *vanish*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like invisibility, the spell immediately ends if the subject attacks any creature.

Disguise Self

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You make yourself - including clothing, armor, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your creature type (although you can appear as

another subtype). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person or gender.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the illusion gets a Will save to recognize it as an illusion.

Disguise Weapon

Illusion

Level: Illusionist/Red Mage 1

Casting Time: 1 round

Range: Touch

Target: Manufactured weapon touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You make one manufactured weapon look like a different manufactured weapon of the same size and relative encumbrance (light, one-handed, or two-handed). For example, you could make a Small greatsword look like a Small quarterstaff, a Medium club, or a Large dagger. Even the appearance of an improvised weapon is possible. The extent of the apparent change is up to you. You could add or obscure a minor feature or make the item look like it is composed of different materials (stone, wood, adamantine, and so on). The spell does not provide any of the abilities of the chosen form, nor does it alter the perceived tactile or audible properties of the item or how it is wielded. A creature that interacts with the illusion may attempt a Will save to recognize it as an illusion.

Dream Feast

Illusion/Summoning

Level: Illusionist 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The next time the target sleeps (within the next 8 hours), she dreams of a rich feast with her favorite foods and drinks. When she awakens, she is sated as if she had eaten a nutritious meal, regardless of what she dreamed she ate. The target must sleep for at least 1 hour to gain the benefits of this spell. Being awakened during this period interrupts the spell and cancels its effects.

If you sleep with this spell in your spells known, you may automatically cast it while you sleep to gain the spell's benefit. This does not count as spellcasting for the purpose of determining available MP (you could go to sleep at midnight, cast this spell during an 8-hour period of sleep, and still gain MP in the morning).

Hypnotism

Enfeebling/Illusion

Level: Illusionist 1

Casting Time: 1 round

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

Area: Several living creatures, no two of which may be more than 30 ft. apart

Duration: 2d4 rounds (D)

Saving Throw: Will negates

Spell Resistance: Yes

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

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Illusion of Calm

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: Will disbelieve (on hit; see below)

Spell Resistance: No

When casting this spell, you create an illusory double that takes the same space of you. That double makes it look like you are standing still, even when you are not. While under the effects of this spell, you do not provoke attacks of opportunity when you cast a spell, make a ranged attack with a thrown weapon, or move out of your first square during a move action. It does not hide ranged attacks made with any type of projectile weapon.

When a creature hits you with an attack of any type, it gains a saving throw to disbelieve the illusion. On a successful saving throw, it successfully disbelieves and the spell's effect ends for that creature.

Mage Armor

Enhancing

Level: Black Mage/Illusionist/Time Mage/White Mage 1

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or

speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Aura

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighting up to 5 lbs./level

Duration: 1 day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's aura so that it registers to Spellcraft skill checks to detect magic as though it were non-magical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work.

Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Moment of Greatness

Enhancing/Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: 50 ft.

Target: The caster and allies within a 50-ft. burst centered on the caster

Duration: 1 minute/level or until discharged

Saving Throw: Will disbelieve (harmless)

Spell Resistance: Yes (harmless)

Each creature affected by this spell believes they have the potential for greater success and glory. If the affected creature is benefiting from a morale bonus of any type, it can double that morale bonus on one roll or check, before making the roll. Once an affected creature uses this spell's effect, the spell is discharged for that subject.

Negative Reaction

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target's actions and words fail to impress. The target of this spell takes a –10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

Shadow Weapon

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

Range: 0 ft.

Effect: One shadow weapon

Duration: 1 minute/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property. The frost and keen properties have no effect if the target makes its disbelief save.

The spell ends if the weapon leaves your possession.

Silent Image

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration: Concentration

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

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

Unnatural Lust

Enfeebling/Illusion [emotion, mind-affecting]

Level: Illusionist 1

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

Ventriloquism

Illusion

Level: Illusionist 1

Casting Time: 1 standard action

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

Effect: Intelligible sound, usually speech

Duration: 1 min./level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

2ND-LEVEL ILLUSIONIST SPELLS

Blur

Illusion

Level: Illusionist/Red Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Disguise Other

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions as *disguise self*, except you can disguise either yourself or another creature.

Ghostly Disguise

Illusion

Level: Illusionist 2
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

You make yourself—including clothing, armor, weapons, and equipment—appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the illusion gets a Will save to recognize it as an illusion.

Haunting Mists

Illusion
Level: Illusionist 2
Casting Time: 1 standard action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 minute/level (D)
Saving Throw: Will partial (see text)
Spell Resistance: No

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

Hidden Presence

Enfeebling/Illusion
Level: Illusionist 2
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to one creature per 3 caster levels
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You prevent the targets from having conscious awareness of your presence. You make yourself completely undetectable to the subjects by erasing all awareness of your presence from their minds. The targets can't see, hear, smell, feel, or taste you, including with extraordinary or supernatural senses such as blindsense, blindsight, scent, or tremorsense. They can't pinpoint your location by any means, including detect spells.

The targets remain unaware of your actions, provided you don't make any attacks or cause any obvious or directly threatening changes in the targets' environment. If you attack any of the target creatures, the effect ends. If you take an action that creates a sustained and obvious change in the target's environment—for

example, attacking a creature other than a target or moving a sizeable or attended object the target can see—the target immediately receives a new saving throw.

Hypnotic Pattern

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

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

Effect: Colorful lights in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates

Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected.

Jitterbugs

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cause the target to perceive itself as being covered in creeping, crawling, stinging bugs. This causes the target to become jittery and unable to stay still, forcing it to constantly move and twitch. The target takes a –4 penalty on all Dexterity checks and Dexterity-based skill checks, and cannot take the delay, ready, or total defense actions.

Mad Hallucination

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

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

Target: One humanoid creature

Duration: 5 minutes/level (maximum 1 hour)

Saving Throw: Will negates

Spell Resistance: Yes

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a –2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

Magic Mouth

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Permanent until discharged

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be 25 or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Magic mouth can also be placed upon a tree, rock, or any other object or creature.

The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what 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 defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 6th-level illusionist can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Minor Image

Illusion

Level: Illusionist 2

Duration: Concentration + 2 rounds

This spell functions like *silent image*, except that minor image includes some minor sounds but not understandable speech.

Mirror Image

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When *mirror image* is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or

less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment.

An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Misdirection

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

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

Target: One creature or object, up to a 10-ft. cube in size

Duration: 1 hour/level

Saving Throw: None or Will negates; see text

Spell Resistance: No

By means of this spell, you misdirect the information from spells that reveal auras (detect evil, detect magic, and the like). On casting the spell, you choose another object within range. For the duration of the spell, the subject of misdirection is detected as if it were the other object. Neither the subject nor the other object gets a saving throw against this effect. Detection spells provide information based on the second object rather than on the actual target of the detection unless the caster of the detection succeeds on a Will save. For instance, you could make yourself detect as a tree if one were within range at casting: not evil, not lying, not magical, neutral in alignment, and so forth. This spell does not affect other types of divination magic (augury, clairaudience/clairvoyance, and the like).

Phantom Trap

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time. If another *phantom trap* is active within 50 feet when the spell is cast, the casting fails.

Seducer's Eyes

Enhancing/Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You gain a bonus on Charisma-based skill checks equal to 1 +1 for every 4 caster levels you possess (to a maximum of +5), but only when interacting with those who might conceivably find you sexually attractive. You do not gain this bonus against those you or your allies are attacking or threatening.

See Invisibility

Enhancing

Level: Astrologian/Black Mage/Illusionist/White Mage/Red Mage 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Shadow Anchor

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

Range: Touch

Target/Effect: Creature touched; a shadowy shadow tether

Duration: 1 round/level (D); see text

Saving Throw: Will negates

Spell Resistance: Yes

The target's shadow becomes a flexible tether to its current square. The creature can move up to 5 feet from that square without penalty. Moving farther than 5 feet from the tether point requires the target to make a bull rush combat maneuver check against a CMB of 10 + 1/2 your caster level + your Charisma modifier. The target takes a -1 penalty for every 5 feet of distance between it and its tethered square. Failing this check means the target's move is wasted and it cannot move farther away. If it fails this check by 10 or more, it is pulled 5 feet toward the tether square and is knocked prone. If it beats the check by 10 or more, the spell ends. This spell does not work on creatures that do not cast shadows or reflections. If the target uses a teleportation effect or leaves the current plane, the spell ends.

Symbol of Mirroring

Illusion

Level: Illusionist 2

Duration: See text

Saving Throw: Will partial (harmless)

Spell Resistance: Yes

This spell functions as *symbol of death*, except it instead creates one illusory duplicate of each creature within 60 feet of the symbol. These duplicates function as *mirror image*, moving with the original creatures and mimicking their movements, sounds, and actions exactly. If an illusory double is destroyed, a new one appears

on the creature's turn. The images last for as long as a creature remains within 60 feet of the symbol, and for 1 round/level thereafter. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of mirroring can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 5,000 gil.

Vanish

Enhancing/Illusion

Level: Astrologian/Black Mage/White Mage/Red Mage 4/Illusionist 2/Dark Knight 2

Casting Time: 1 standard action

Range: Personal or touch

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

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless) or Will negates (harmless, object)

Spell Resistance: Yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Vertigo

Illusion

Level: Illusionist 2

Casting Time: 1 standard action

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

Effect: A pattern of distortion in a 10-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

A twisting distortion of perceptions occurs, sickening creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first, and, among creatures with equal HD, those who are closest to the spell's point of origin are

affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become sickened by the distortion, creatures that move more than half their speed must make an additional Will save or fall prone.

3RD-LEVEL ILLUSIONIST SPELLS

Audiovisual Hallucination

Illusion

Level: Illusionist 3

Duration: Concentration + 3 rounds (D)

This spell functions as *auditory hallucination*, except that you can include the image of any object, creature, or force you imagine or identify for the targets to imagine. You can move the image while you concentrate. After you cease concentration, you can define simple movements or changes for the phantasm to perform that can be explained in 25 words or fewer. The image disappears when struck by an opponent unless you cause the illusion to react appropriately or instruct it to do so. Its AC is equal to 10 + the level of this spell.

Burdened Thoughts

Enfeebling/Illusion

Level: Illusionist 3

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You fill a creature's mind with the realization of its earthly weight and responsibilities. Disheartened and wearied by these thoughts, the creature gains heavy encumbrance and is unable to fly (if already flying, it must land as soon as possible). If the creature is three or more size categories larger than you, it's also staggered.

Dazzling Blade, Mass

Illusion

Level: Illusionist 3

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

Targets: One metal weapon/level, no two of which can be more than 30 ft. apart

This spell functions like *dazzling blade*, except as noted above and that it affects multiple weapons. Each wielder of a *dazzling blade* can discharge the weapon's effect to attempt to blind a foe independently of the others.

Dispel

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

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

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Displacement

Illusion

Level: Illusionist/Red Mage 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, *displacement* does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Draconic Malice

Enfeebling/Illusion

Level: Illusionist 3

Casting Time: 1 standard action

Range: Personal

Target: You

Effect: 10-foot aura centered on you

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You surround yourself with a palpable aura of draconic fear and dread. Living creatures within this aura that are normally immune to fear or mind-affecting abilities lose those immunities against your spells, spell-like abilities, and supernatural abilities that create fear effects, as well as any Intimidate checks you attempt to demoralize or antagonize foes.

Dream, Minor

Illusion

Level: Illusionist 3

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell functions as the *dream* spell, except as follows. The message can be no longer than 20 words. If the recipient of the message is not asleep when the spell is cast, the spell automatically fails.

Fearsome Duplicate

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

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

Effect: Monstrously distorted duplicate of you

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You create a larger and far more menacing version of yourself that you can send forth, manipulate like a puppet, and use to interact with others. You can make the duplicate up to two size categories larger than you are and determine a theme as to how it alters your original appearance. However, this duplicate always retains some vestiges of your actual appearance. Creatures who already know you gain a +2 bonus on saving throws made to disbelieve this spell. Your duplicate has no actual substance, and you cannot use it to alter its surroundings or to attack or otherwise harm creatures it encounters. You can use the duplicate to speak, and interact verbally with creatures using the Bluff, Diplomacy, and Intimidate skills, and you gain a +2 competence bonus on Intimidate checks when using that skill through the duplicate.

You can see, hear, taste, and smell your duplicate's surroundings as if you are actually present using your Perception skill. While you also remain aware of your own immediate surroundings when controlling your duplicate, controlling it does take a toll on your senses. You take a –4 penalty on Perception checks while you control your duplicate.

The duplicate moves under your mental command, and while you need not act out its movements, you must take a standard action to control your duplicate for 1 round (concentrating on the spell) or it winks out of existence. You can maintain control of your duplicate even if you have no line of sight or line of effect to it.

The duplicate immediately winks out of existence if it is hit by an attack or in the area of a damaging effect, or if it moves beyond the maximum range of the spell.

Greater Magic Aura

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

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

Target: One creature, or one object weighing up to 20 lbs./level

Duration: 1 day/level (D)

Saving Throw: None (see text)

Spell Resistance: No

If cast on an object, this spell functions as *magic aura*, except that if you have identified the unique spellcasting signatures of a specific individual with *greater detect magic* or a similar spell, you can make the magic aura appear to have been created by that individual. Alternatively, you can simply obscure all identifiers, making it more difficult to determine who cast the spell. In either case, if the object is the subject of a greater detect magic spell, any Spellcraft check made to identify the unique spellcasting identifiers of the aura automatically produce the result you chose unless the observer disbelieves the spell with a successful Will save (as with magic aura, however, detect spells don't grant a save to disbelieve).

If cast on a creature, you can make that creature register to detect spells (and spells with similar capabilities) as though it were the subject of any number of spells that you specify, when the spell is cast. Alternatively, you can make the creature register as non-magical, hiding all spell effects that he is currently affected by from such scrutiny. If you choose to make the creature register as being the subject of one or more spells, you can also alter the unique spellcasting identifiers of those spell auras, in the same fashion as described for objects.

Illusion of Treachery

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will disbelief

Spell Resistance: Yes

You create an illusion that takes the same space as a foe and mimics its movements perfectly. Whenever you cast a spell or throw a weapon, the illusion ceases mimicking the target's actions just long enough to make it look like the target cast the spell or threw the weapon simultaneously with you, such that witnesses who can see

both you and the target can't tell with certainty who truly cast the spell or threw the weapon. Witnesses who can see only the target see it as the only apparent source.

The subject of this spell doesn't provoke attacks of opportunity from these illusory actions. Each target of the attack or spell counts as interacting with the illusion and thus receives a save to disbelieve.

Illusory Poison

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level or until discharged (see text)

Saving Throw: Will disbelief, then Fortitude (see text)

Spell Resistance: Yes

You create a phantasm of an oily green phantasmal poison on the target weapon.

The first creature hit by the poisoned weapon must make a Will save against the illusion spell; success means the spell has no effect and is expended from the weapon. If the creature fails its save, it believes it has been poisoned and must make Fortitude saves at the spell's DC to avoid suffering illusory poison damage.

Esuna, esunaga, restore, restora, or restoraga immediately recovers all damage from the spell. A successful *dispel* spell ends the effect of the illusion, as do spells that penetrate illusions (such as true seeing). The target automatically recovers all illusory poison damage after 1 hour.

Phantasmal Poison

Type poison, injury; **Save** Fortitude DC as the spell

Frequency 1/round for 6 rounds; **Effect** 1d3 Str damage; **Cure** 1 save

Illusory Script

Illusion

Level: Illusionist 3

Casting Time: 1 minute per page

Range: Touch

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

Duration: One day/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes

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

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the *illusory script* spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of this note," and so forth. If successfully dispelled by *dispel*, the *illusory script* and its

secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *read magic* spell.

Invisibility Sphere

Illusion

Level: Illusionist 3

Area: 10-ft.-radius emanation around the creature

This spell functions like *disappear*, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient.

Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

Loathsome Veil

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

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

Effect: Transparent illusion 40 ft. long, 20 ft. high

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.

A successful saving throw ignores all effects of the veil. Sightless creatures are not affected by *loathsome veil*. Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

Major Image

Illusion

Level: Illusionist 3

Duration: Concentration + 3 rounds

This spell functions like *silent image*, except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Shadow Elemental, Lesser

Illusion

Level: Illusionist 3

This spell functions like *shadow elemental*, except that it enables you to create partially real, illusory versions of black mage or geomancer elemental spells of 2nd level or lower. If recognized as a lesser shadow elemental, a damaging spell deals only one-fifth (20%) damage.

Shadow Summoning, Lesser

Illusion

Level: Illusionist 3

This spell functions like *shadow summoning*, except that it duplicates any summoner, necromancer, or geomancer summoning spell that summons a creature or item of 2nd level or lower. The illusory summonings created deal one-fifth (20%) damage to nonbelievers, and non-damaging effects are 20% likely to work against nonbelievers.

Suggestion

Enfeebling/Illusion (compulsion) [language-dependent, mind-affecting]

Level: Illusionist 3

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

Spell Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Vision of Hell

Illusion

Level: Illusionist 3

Casting Time: 1 standard action

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

Effect: 50-ft.-radius emanation

Duration: 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: No

You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will

save or become shaken and also take a –2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.

4TH-LEVEL ILLUSIONIST SPELLS

Aura of the Unremarkable

Enfeebling/Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: 30 ft.

Target: Non-allied creatures within a 30-ft. emanation

Duration: Instantaneous; 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

An invisible sphere of illusion magic surrounds you, clouding the minds of creatures in the area so they regard even the strangest actions as innocuous. For example, if you and your allies are beating a member of the city guard for information, creatures within the area don't think this is unusual or cause for alarm; if your ally is aiming a crossbow at the queen from a balcony, the affected creatures accept this as normal and unworthy of concern. Any hostile actions by you or your allies against a creature or its allies break the effect of the spell for that creature. When the spell ends (or when the affected creatures move outside of the range of the emanation), observers see things normally but altered perceptions from the earlier events remain. Each mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another Will save to break the effect and remember things normally.

Crushing Despair

Enfeebling/Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

An invisible cone of despair causes subjects to think they have great sadness. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Dominate Person

Enfeebling/Illusion (compulsion) [mind-affecting]

Level: Illusionist 4

Casting Time: 1 round

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

Target: One humanoid

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as “Come here,” “Go there,” “Fight,” and “Stand still.” You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject’s behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can’t communicate with you. You can’t actually see through the subject’s eyes, so it’s not as good as being there yourself, but you still get a good idea of what’s going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don’t spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Geas, Lesser

Enfeebling/Illusion [curse, language-dependent, mind-affecting]

Level: Illusionist 4

Casting Time: 1 round

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

Target: One living creature with 7 HD or less

Duration: 1 day/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by the *cross* spell. *Dispel* does not affect a lesser geas.

Hallucinatory Terrain

Illusion

Level: Illusionist 4

Casting Time: 10 minutes

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

Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Illusory Wall

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

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

Effect: Image 1 ft. by 10 ft. by 10 ft.

Duration: Permanent

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear. Although the caster can see through his illusory wall, other creatures cannot, even if they succeed at their Will save (but they do learn that it is not real).

Phantasmal Killer

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Phantasmal Web

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

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

Target: One creature/level, no two of which may be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

You implant within the minds of your targets the illusion that they are engulfed in tangled webs teeming with swarms of tiny spiders. Those who fail to disbelieve the *phantasmal web* are treated as if in a web spell, but must also make a Fortitude save at the beginning of each turn or become nauseated for that round by the phantasmal spiders.

As the *phantasmal web* exists only in the minds of the targets, it cannot be burned or destroyed, and it provides no cover (though it does provide concealment) against attacks made by the targets. Targets cannot escape the *phantasmal web* by moving, even by teleportation. Freedom of movement allows unobstructed movement but does not negate the concealment or nausea effects.

Targets of the spell perceive everyone else around them to be engulfed in webs and swarming spiders, but the spell has no visible effect to other creatures (who may assist allies to disbelieve the effect).

Phantom Object, Minor

Illusion

Level: Illusionist 4

Casting Time: 1 minute

Range: 0 ft.

Effect: Phantasmal, unattended, non-magical object of nonliving plant matter, up to 1 cu. ft./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as the *minor creation* spell, except the object created is a semi-real phantasm. Any creature that interacts with the object may make a Will save, with success causing the object to cease to exist. A tarutaru casting this spell may make a Spellcraft check in place of any Craft check required to make a complex item.

Rainbow Pattern

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

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

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration + 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. *Rainbow pattern* fascinates a maximum of 24 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its saves is fascinated by the pattern.

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

Shadow Barbs

Illusion

Level: Illusionist 4

Casting Time: 1 standard action

Range: 0 ft.

Effect: Spiked chain-like shadowy weapon

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: No

When you cast this spell, you create a shadowy spiked chain that shimmers and pulses with darkness. The chain exists as long as you carry it; if you ever drop the chain, give it to another, or are disarmed, it immediately vanishes and the spell's duration ends.

The chain radiates darkness in a 10-foot-radius spread around you, reducing the illumination level in this area by one step, but not below the level of dim light.

You can wield the *shadow barbs* as a spiked chain as if you were fully proficient with spiked chains. Any additional abilities or feats that you possess that apply to spiked chains apply to the shadow barbs as well. The weapon functions as a +2 vicious spiked chain. Its enhancement bonus increases to +3 at caster level 11th, to +4 at caster level 15th, and finally to +5 at caster level 19th. When the spell effect ends, you can make a Will save against the spell—if successful, all of the damage caused to you by the *shadow barbs*' vicious weapon quality vanishes, unless you are dead or unconscious at the time the spell ends, in which case you automatically fail this Will save and the vicious weapon damage remains.

Shocking Image

Illusion/Elemental (Lightning)

Level: Illusionist 4

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: See text

This spell works like *mirror image*, except the illusory doubles it creates discharge an electric shock when destroyed. An opponent that uses a melee attack to destroy one of your images takes 2d6 points of lightning damage. You must overcome a target's spell resistance the first time you deal this lightning damage to it. Failure renders the target immune to damage from this spell.

Simulacrum, Lesser

Illusion

Level: Illusionist 4

Casting Time: 1 hour

Duration: 1 hour/level

This spell functions as *simulacrum*, except you can't create a *simulacrum* of a creature whose HD or levels exceed your caster level, and it has no magical abilities. The creature is not under your control, though it recognizes you are its creator.

Material Component: This spell requires powdered rubies worth 50 gil per HD of the simulacrum.

Vanish, Greater

Enhancing/Illusion

Level: Astrologian/Black Mage/White Mage/Red Mage 6/Illusionist 4/Dark Knight 4

Target: You or creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

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

Wandering Star Motes

Illusion/Light

Level: Illusionist 4

Casting Time: 1 standard action

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

Targets: One living creature and special; see text

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the *wandering star motes* jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the *wandering star motes* jump to the next nearest enemy within 30 feet.

A given creature can only be affected by the *wandering star motes* once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

5TH-LEVEL ILLUSIONIST SPELLS

Compelling Rant

Enfeebling/Illusion

Level: Illusionist 5

Casting Time: 1 minute

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

Target: Any number of creatures

Duration: Concentration plus 1 round/level, up to 1 hour/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You deliver a confusing but fascinating monologue, relaying conspiracies or metaphysical revelations that confound your audience, throughout the spell's casting time and as long as you concentrate. You take 1d4 points of Wisdom drain when you begin the speech and can't reduce or prevent this damage in any way. Each intelligent creature in the spell's area takes 1d6 points of Wisdom damage as their perceptions of reality realign with yours for the spell's duration. Listeners with at least 5 HD can attempt a Will save to negate the effects. Your targets view you with a friendly attitude and respond to criticism of you with irritation. Bluff, Diplomacy, or Intimidate checks to create doubt about your purpose in those affected by the spell take a -4 penalty. The attitude of your targets regarding any creature that criticizes you or your vision automatically changes one step toward hostile; a Diplomacy check that fails by 5 or more reduces their attitude further. Your targets retain the same alignment and their prior beliefs, in addition to the ones you force on them. You can't force beliefs on a target if such beliefs would be necessarily against the nature of its alignment and prior beliefs, but targets are otherwise able to hold contradictory beliefs.

Dream

Illusion

Level: Illusionist 5

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

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

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always failing any saving throw) while in the trance.

False Pain

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level (maximum 10 rounds)

Saving Throw: Will disbelief; see text

Spell Resistance: Yes

The spell creates the sensation of an excruciating headache, internal distress, burning skin, or the like. Anyone failing a Will save takes 2d6 points of nonlethal damage per round (maximum 10 rounds). Furthermore, the target also suffers a –2 penalty on attack rolls, skill checks and ability checks. The target can attempt to disbelieve as a standard action and is entitled to a new Will save. If the target succeeds on the save, the spell ends but the nonlethal damage remains until cured or healed naturally.

Grand Destiny

Enhancing/Illusion

Level: Illusionist 5

Casting Time: 1 standard action

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

Effect: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will disbelieve (harmless)

Spell Resistance: Yes (harmless)

You make the target think it has the power to seize a grand destiny. The target gains a +4 competence bonus that it can choose to apply before rolling any attack roll, caster level check, saving throw, or skill check. The spell ends once the bonus has been applied to two rolls. At 12th level and 15th level, the bonus can be applied an additional time before the spell is discharged. A subject can be under the effect of only one grand destiny spell at a time.

Mirage Arcana

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Area: One 20-ft. cube/level (S)

Duration: Concentration + 1 hour/level (D)

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

Nightmare

Illusion

Level: Illusionist 5

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain MP for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

*You must have some sort of connection to a creature of which you have no knowledge.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail Will saving throws, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Persistent Image

Illusion

Level: Illusionist 5

Duration: 1 min./level (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Phantasmal Putrefaction

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will disbelief, then Fortitude partial (see text)

Spell Resistance: Yes

You implant within the minds of your targets the illusion that their skin is rotting away, large rents are appearing all over their bodies, and their internal organs are spilling out into a putrid half-liquid mass at their feet. Those who fail to disbelieve phantasmal putrefaction immediately take 1d4 points of Wisdom damage.

This damage occurs only once. Each round at the beginning of its turn, an affected target receives another Will save to disbelieve the effect, and targets that fail must succeed at a Fortitude save or faint, falling asleep as per sleep (except that it isn't a magical sleep effect). Waking up doesn't end the spell for a target; it must continue to attempt Will saves to disbelieve and Fortitude saves to avoid fainting each round until the spell ends or the target successfully disbelieves.

Targets of the spell perceive everyone else around them to be rotting away, but other creatures see no visible effect of the spell, so they, in addition to those who disbelieve, can communicate the nature of the illusion to allies, providing those allies with a +4 bonus on the saving throw to disbelieve.

Phantom Object, Major

Illusion

Level: Illusionist 5

Casting Time: 10 minutes

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

Effect: Phantasmal, unattended, non-magical object, up to 1 cu. ft./level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as the *major creation* spell, except as noted above and the object created is a semi-real phantasm. Any creature that interacts with the object may make a Will save, with success causing the object to cease to exist. A tarutaru casting this spell may make a Spellcraft check in place of any Craft check required to make a complex item.

Scripted Hallucination

Illusion

Level: Illusionist 5

Duration: 1 minute/level (D)

This spell functions as *audiovisual hallucination*, except that the phantasm includes visual, auditory, olfactory, tactile, and thermal components, and the phantasm follows a complex script. The phantasm follows that script without your concentration and can react to stimuli the targets perceive.

Seeming

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

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

Targets: One creature per two levels, no two of which can be more than 30 ft. apart

Duration: 12 hours (D)

Saving Throw: Will negates or Will disbelief (if interacted with)

Spell Resistance: Yes or no; see text

This spell functions like *disguise self*, except that you can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making Will saves or with Spell Resistance.

Shadow Elemental

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a black mage or geomancer elemental spell of 4th level or lower. Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is two-fifths as strong (if applicable) or only 40% likely to occur. If recognized as a *shadow elemental*, a damaging spell deals only two-fifths (40%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to *shadow elemental's* level (5th) rather than the spell's normal level. Non-damaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects automatically succeed on their Will saves against this spell.

Shadow Summoning

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: See text

Effect: See text

Duration: See text

Saving Throw: Will disbelief (if interacted with); varies; see text

Spell Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow summoning can mimic any summoner, necromancer, or geomancer summoning spell that summons a creature or item of 4th level or lower. Shadow summonings are only two-fifths (40%) as strong as the real things, though creatures who believe the shadow summonings to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only two-fifths (40%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 40% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow elemental's level (4th) rather than the spell's normal level. In addition, any effect created by shadow elemental allows Spell Resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 40% likely to work.

A shadow creature has two-fifths the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is two-fifths (40%) normal, and all special abilities that do not deal lethal damage are only 40% likely to work. (Roll for each use and each

affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large. A creature that succeeds on its save sees the shadow summonings as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Shadow Healing

Illusion

Level: Illusionist 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Will disbelief partial; see text

Spell Resistance: Yes

When laying your hand upon a living creature, you channel shadow energy that grants 5d6 temporary hit points + 1 temporary hit point per caster level (maximum +15) though the target and those who observe him believe it has actually healed actual hit point damage. Your touch also casts a shadow over any feelings of irritation and rage the target feels. A target NPC who fail his save has his attitude improved by one-step (to a maximum of helpful). In addition, the target takes a -2 penalty on all saving throws against illusion spells and effects cast by you for the duration of shadow healing. A successful save results in half healing (or damage if undead) and negates the improvement in attitude and the penalty to saving throws. This spell appears to outside observers and the target as *cure III*, it also adds your caster level as an insight bonus to the Spellcraft DC; if a creature fails to identify the spell he falsely identifies it as *cure III*.

Vanishga

Enhancing/Illusion

Level: Astrologian/Black Mage/White Mage 7/Illusionist 5

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

Target: One creature/2 levels (maximum of 5)

This spell functions like *vanish*, except it affects one creature per two caster levels (maximum of 5) within 30 feet of each other.

6TH-LEVEL ILLUSIONIST SPELLS

Crime Wave

Enfeebling/Illusion

Level: Illusionist 6

Casting Time: 1 standard action

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

Target: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You instill the illusion of overwhelming avarice in the targets and impel them toward a wild spree of larceny. Creatures affected by a crime wave must roll percentile dice each round to determine what action they take.

d% Behavior

1–25 Act normally, but with suspicion toward others. The target doesn't benefit from or provide benefits with teamwork feats and the aid another action. If a creature attempts to use a harmless spell or effect on the target, there is a 50% chance the target tries to avoid that effect as best as possible (taking an attack of opportunity against a spellcaster, requiring a successful attack roll on a touch spell, or attempting a saving throw).

26–50 Attempt a steal combat maneuver or Sleight of Hand check to steal a random valuable object from the nearest creature (or a nearby unattended object, if obviously of great value), moving adjacent to that creature or object as needed. Once an affected creature has stolen an item, further results of 26–50 cause the affected creature to flee, focusing all of its efforts on escaping with its loot and fighting to prevent the stolen object from being taken.

51–75 Attempt to break, destroy, or deface the nearest unattended manufactured object or structure. If the object or structure is too difficult to damage, the affected creature instead vandalizes or otherwise defaces its appearance.

76–100 Attack the nearest creature (for this purpose, a familiar counts as part of the affected creature's self).

A character affected by a crime wave who is unable to carry out the indicated action moves toward the nearest source of cover or concealment and attempts a Stealth check to hide. Affected creatures with the ability to turn invisible (including through the use of magic items or spells) do so instead of attempting a Stealth check.

Dispel, Greater

Enfeebling

Level: Astrologian/Black Mage/Geomancer/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a *targeted dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dream Casting

Illusion

Level: Illusionist 6

Casting Time: 1 hour

Range: Unlimited

Target: You and one dreamer

Duration: 24 hours/level; see text

Saving Throw: Will negates; see text

Spell Resistance: Yes

You complete the spell with a few last gestures and arcane words. You feel a pressure in your mind as you begin to relay the intent of your dreaming contact. This spell functions like *dream*, except as noted above and that you can alter the sleeping person's dreams to produce a specific desired effect. The dreamer gets a Will saving throw to resist the additional effects of this spell; if the save succeeds, the dream casting spell can send only a message, in the manner of a dream spell. If the saving throw fails, you decide what additional effect the message carries.

Fear: Your image in the dream is surrounded by intimidating imagery and an aura of power. For the duration of the spell, any time the dreamer can see you or knows you are present, he is shaken. This is a compulsion and fear effect.

Charm: Your image in the dream appears particularly helpful and kind. For the duration of the spell, the dreamer is under the effect of a charm spell. This is a charm effect.

Rage: Your image in the dream taunts and harasses the dreamer. For the duration of the spell, any time the dreamer can see you or knows you are present, he preferentially attacks you if in a combat situation. The dreamer gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls when attacking you while under this effect. This is a compulsion effect.

Confusion: Your image in the dream behaves in a bizarre and irrational manner. For the duration of the spell, the dreamer behaves in an unusual manner; he is confused for 1 round/level.

Geas/Quest

Enfeebling/Illusion [curse, language-dependent, mind-affecting]

Level: Illusionist 6

Casting Time: 10 minutes

Target: One living creature

Saving Throw: None

Spell Resistance: Yes

This spell functions similarly to *lesser geas*, except that it affects a creature of any HD and allows no saving throw. If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest. A *cross* spell ends a geas/quest spell only if its caster level is at least two higher than your caster level.

Illusion of Treachery, Greater

Illusion

Level: Illusionist 6

Target: You and one creature

This spell functions as *illusion of treachery*, except that it also conceals your own actions (as illusion of calm) and renders invisible all spell effects and ranged attacks originating from you until they reach the attack's target (this doesn't cause the attack's target to be unable to avoid the attack, as they still see the attack originating from the spell's target).

Illusory Pit

Illusion

Level: Illusionist 6

Casting Time: 1 round

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

Area: 10-ft. cube/level

Duration: Concentration + 1 round/level

Saving Throw: Will disbelief

Spell Resistance: No

You shove downward with your hand, speaking the spell's arcane words as you do so. The ground disappears where you indicate, forming an impossibly deep pit. You create the illusion of a pit, and each creature entering or within the area is forced to make a Will save or believe the floor on which it stands has become a bottomless chasm. Those that fail their saves fall prone and are unable to take any action except clawing desperately at the floor in the hopes of stopping their apparent fall. An attack on an affected creature frees it from the effect of the illusion but leaves it stunned for 1 round. Likewise, when the spell ends, creatures that believed they were falling are stunned for 1 round. Flying creatures passing over an illusory pit are unaffected by the spell.

Mislead

Illusion

Level: Illusionist/Red Mage 6

Casting Time: 1 standard action

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

Target/Effect: You/One illusory double

Duration: 1 round/level (D) and concentration + 3 rounds; see text

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

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

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

Permanent Image

Illusion

Level: Illusionist 6

Effect: Illusion that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent (D)

This spell functions like *silent image*, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.

Phantasmal Disorientation

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

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

Target: One living creature

Duration: 10 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You create ever-shifting phantasmal terrain and landmarks that confuse the subject when it tries to move. The very ground seems to shift and twist beneath the subject's feet, and the landscape seems to move of its own accord. The subject finds it nearly impossible to walk in a straight line. Each round the subject of a phantasmal disorientation wants to move, he must attempt a DC 20 Survival check to discern the true landmarks from the phantasmal ones. If he succeeds, he moves normally. If he fails, he instead moves in a direction 90 degrees to either side (equal chance of going left or right). Because of the phantasmal disorientation, the subject doesn't realize he's headed in the wrong direction until he meaningfully interacts with his environment (by making an attack or manipulating an object such as a door, for example) or the round ends. If the subject discovers he's moved in the wrong direction before the round is over, he can make a new Survival check to try to move in the right direction, but he won't know whether the second check failed until he interacts with the environment again or the round ends. A phantasmal disorientation spell affects only movement. Creatures subject to it can still fight, cast spells, and otherwise act normally.

Programmed Image

Illusion

Level: Illusionist 6

Effect: Visual illusion that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)

Duration: Permanent until triggered, then 1 round/level

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech.

You set the triggering condition (which may be a special word) when casting 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 not normally obvious to the senses, such as alignment. See *magic mouth* for more details about such triggers.

Project Image

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

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

Effect: One shadow duplicate

Duration: 1 round/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action).

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use a spell or an ability that breaks your line of effect, even momentarily, the spell ends.

Shadow Walk

Illusion

Level: Illusionist 6**Casting Time:** 1 standard action**Range:** Touch**Targets:** Up to one touched creature/level**Duration:** 1 hour/level (D)**Saving Throw:** Will negates**Spell Resistance:** Yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Shadowy Grappler

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

You feel a spectral force form near you, as if some intangible shadow being stood nearby. Upon choosing the target of your spell, you sense the shadowy force depart from your side, moving as fast as thought toward the creature you designated as your target. You see the target creature move as if attacked by an unseen foe.

Upon casting this spell, you create a shadowy force that automatically grabs the target. The shadowy force immediately attempts to establish a hold on the target with a grapple combat maneuver bonus equal to the DC of this spell. If the target succeeds on its saving throw, the grapple combat maneuver bonus of the shadowy grappler is cut in half. Every round on your turn, the shadowy grappler makes a grapple combat maneuver against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grappler establishes a pin, it uses the option to prevent the target from speaking. The grappler always attempts to maintain a grapple or work toward a pin. A shadowy grappler occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grappler.

Suggestion, Mass

Enfeebling/Illusion (compulsion) [language-dependent, mind-affecting]

Level: Illusionist 6

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

This spell functions like *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

Unconscious Agenda

Enfeebling/Illusion

Level: Illusionist 6

Casting Time: 10 minutes

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

Target: One intelligent creature

Duration: One week/level or until discharged (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell plants a subconscious directive in the target's mind that forces him to act as you dictate when specific circumstances arise. The target humanoid can be either conscious or unconscious, but must understand your language. Upon casting this spell, you must state a course of action you wish the target to take. This course of

action must be described in 20 words or fewer. You must then state the condition under which you wish the target to take this action, also describing it in 20 or fewer words. Actions or conditions more elaborate than 20 words cause the spell to fail. Unconscious agenda cannot compel a target to kill himself, though it can compel him to perform exceedingly dangerous acts, face impossible odds, or undertake almost any other course of activity. You cannot issue new commands to the target after the spell is cast.

If the target fails his save against this spell, he is not compelled to act in any way until the specified trigger circumstances are encountered. He also has no knowledge of the details of the spell affecting him, and has no memory of the last 10 minutes (although he might come to notice the missing time or the presence of the caster). He can function as he wishes until the events you detailed as the condition take place. Upon experiencing the prerequisite condition, the target is forced to perform the course of action you described. (If the compelled action is against the victim's nature, he immediately gains a new saving throw at a +5 bonus against the spell to end its effects.) For the next hour, the target acts as you dictated, doing all he can to fulfill your command. If, at the end of the hour, the target still has not completed your command, the target is released from the illusion and the spell ends. Once the course of action is completed, the spell ends. The target has full memory of acts performed during this hour.

It's difficult to detect an unconscious agenda before the spell is triggered. Casting *detect magic* on one affected by it only reveals an aura of illusion if the caster of detect magic has a higher caster level than the caster of unconscious agenda. Even if the spell is detected, it can only be removed by a greater *esuna*, greater *esunaga*, or *basuna* spell. *Dispel* does not affect unconscious agenda.

Vanish, Superior

Enhancing/Illusion

Level: Illusionist 6

Casting Time: 1 standard action

Range: Personal or touch

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

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

As you complete the spell, your senses dull somewhat. Upon releasing the spell's energy on your desired subject, your senses clear, although the spell's recipient can no longer be perceived. This powerful illusion functions like *vanish*, except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with *greater vanish*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior vanish renders the recipient immune to detection by see invisibility, faerie fire, glitterdust, invisibility purge, and dust of appearance, although creatures under the effect of the spell can be detected by true seeing. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Veil

Illusion

Level: Illusionist 6

Casting Time: 1 standard action

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

Targets: One or more creatures, no two of which can be more than 30 ft. apart

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will negates; see text

Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check.

Unwilling targets can negate the spell's effect on them by making Will saves or with Spell Resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the illusion, but Spell Resistance doesn't help.

7TH-LEVEL ILLUSIONIST SPELLS

Dream Council

Illusion [mind-affecting]

Level: Illusionist 7

Casting Time: 1 standard action

Range: Unlimited

Target: One or more living creatures

Duration: See text

Saving Throw: Will negates

Spell Resistance: Yes

This spell functions as *dream*, but you and the target of your dream can converse in a limited fashion as long as the recipient is also asleep. You can send or receive a number of dream messages equal to your caster level. Each message can be up to 25 words long or a single vague image that can't convey fine details such as words. You can send and receive these dream messages with a single target or multiple targets, but each message you send or receive counts against the total number of messages allowed. Sending a message takes 1 round. The spell ends and you wake up when you run out of messages.

If you use dream council to send a message to a sleeping creature that has dream or dream council is their spells known (or as a spell-like ability), the recipient can expend one of your allotted messages to cast that spell while remaining asleep. This uses up that creature's MP per day, or spell-like ability use as normal. Instead of replying to your message, that character is able to enter your dreamscape. If the sleeping recipient has the Lucid Dreamer feat, it can enter your dreamscape without casting either of those spells. While in the original caster's dreamscape, those involved in the council can interact with one another and that dreamscape for 10 minutes for each message remaining. When that time elapses, the spell ends.

Dream Travel

Illusion/Chronomancy (teleportation) [mind-affecting]

Level: Illusionist 7

Casting Time: 1 standard action

Range: Touch

Target: You and one creature/level

Duration: 1 hour/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You and the other targets of the spell are physically drawn from the Material Plane into the Dimension of Dreams on a voyage into the dreams of a creature you designate. In the Dimension of Dreams, you move through a swirling sea of thoughts, desires, and emotions created by the minds of dreamers everywhere to reach

your destination dreamscape. Reaching the destination dreamscape takes 1 hour. At any point before the spell's duration ends, you can dismiss the spell to return to where you started on the Material Plane. The connection between dreams and reality is inherently tenuous, and your ability to arrive precisely where you mean to is dependent on your familiarity with the dreamer you're trying to find. To determine how accurate your arrival is at the end of your dream travel, roll on the table from *bend space and time* spell.

Insanity

Enfeebling/Illusion

Level: Illusionist 7

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The affected creature suffers from a continuous confused status effect, believing they're insane.

Dispel does not remove insanity. *Basuna* can restore the creature.

Lunar Veil

Illusion

Level: Illusionist 7

Casting Time: 1 standard action

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

Area: 120-ft.-radius emanation

Duration: 10 minutes/level

Saving Throw: Will negates, see text

Spell Resistance: No

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike *deeper darkness*, areas of normal light or dimmer become normal darkness rather than supernaturally dark). Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a –5 penalty on Constitution checks to do so.

Phantasmal Revenge

Illusion

Level: Illusionist 7

Casting Time: 1 standard action

Range: Touch and unlimited; see text

Target: Dead body touched

Duration: Instantaneous

Saving Throw: Will disbelief, then Fortitude partial; see text

Spell Resistance: Yes

When you cast this eerie spell upon a recently slain creature, you cause a ghastly, spectral image of it to rise up from its corpse, shrieking for vengeance before it vanishes in a burst of unnatural light. This phantom then unerringly seeks out the creature that killed it, as long as that creature is on the same plane, and tries to slay its killer in turn.

Only the corpse's killer can see the phantasmal image created by this spell. You and any others who witness the spell's casting or its ultimate effects see only a vague shape. The target first gets a Will save to disbelieve the illusion. If that save fails, the target must succeed on Fortitude Saving Throw or take 10 points of damage per caster level from the phantasmal image. Even if the Fortitude save is successful, the target takes 5d6 points of damage + 1 point of damage per caster level. You know immediately if the spell succeeded or failed to kill its target but gain no other information, including the identity of the target of the spell.

The creature providing the corpse must have died no more than 1 day per caster level prior to the casting of this spell. If the creature that provided the corpse was not, in fact, killed by another, or if the killer is dead or no longer on the same plane, the spell fails. *Phantasmal revenge* makes no moral judgments; it targets winners of fair fights just as easily as murderers. Any given body can only be targeted by a *phantasmal revenge* spell once.

Phobia

Enfeebling/Illusion

Level: Illusionist 7

Casting Time: 1 standard action

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

Target: One intelligent creature

Duration: Instantaneous; permanent

Saving Throw: Will negates

Spell Resistance: Yes

You instill the target with an intense, instinctual fear of a condition or circumstance. You can name an element type (earth, fire, ice, lightning, water, or wind), a hazard (such as an avalanche or earthquake), or a single creature of the animal type or all vermin (applying when the target sees a swarm or a single Small or larger creature). Alternatively, you can name the following specific environments: darkness (darker than dim light, and you can't apply this phobia to a creature with natural racial darkvision, see in darkness, blindsight, or similar senses), enclosed spaces (places that require the creature to squeeze), heights (10 times the target's height, and you can't apply this phobia to creatures with a natural fly speed), or water (you can't apply this phobia to aquatic creatures or creatures with a natural swim speed).

When the target takes damage of the element type (for an element type phobia), or perceives the presence of the creature, environment, or hazard, it must attempt a DC 20 Will save. If it fails, it becomes panicked, but even if it succeeds, it becomes shaken and feels intensely uncomfortable; a creature shaken in this way does not need to roll further saving throws against its phobia until its shaken condition ends, even if it continues to be exposed to its phobia.

A creature panicked by phobia can begin to act normally 1 minute after it ceases being able to perceive its phobia or after taking the energy damage if the phobia is an element type, though the shaken condition ends immediately after the creature can no longer perceive its phobia. A *Basuna* can remove a phobia spell. In addition, once per day, an affected creature can attempt another Will save to negate phobia with a cumulative +1 bonus for each day the creature remains affected.

Prismatic Spray

Light/Illusion

Level: Illusionist 7

Casting Time: 1 standard action

Range: 60 feet

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

This spell causes seven shimmering, multicolored beams of light to spray from your hand. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams, which have additional effects.

1d8	Color of Beam	Effect
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points earth damage (Reflex half)
3	Yellow	80 points lightning damage (Reflex half)
4	Green	Poison (Frequency 1/round for 6 rounds; Init. effect death; Sec. effect 1 Con/round; Cure 2 consecutive Fort saves)
5	Blue	Turned to stone, as Break spell (Fortitude negates)
6	Indigo	Insane, as Insanity spell (Will negates)
7	Violet	Sent to another plane, as Plane Shift spell (Will negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results

Shadow Space

Chronomancy/Illusion

Level: Illusionist 7**Casting Time:** 1 standard action**Range:** 50 ft.**Area:** 50-ft.-radius emanation**Duration:** 1 round/level (D)**Saving Throw:** Fortitude partial, see text**Spell Resistance:** No

You cause an area to be overlaid by the Plane of Shadow, its mutable shape and space distorting the movement and positioning of creatures and objects in the area. The area of the spell is centered on you when you cast the spell and stays in that location thereafter, even if you move. Each round on your turn, starting with the round you cast the spell, the space is distorted in a different way, affecting everything within. Roll a d100 to determine what effects occur on that round, as shown on Table: Shadow Space.

Table: Shadow Space

d100 Effect

01-05 The space is inverted, causing creatures and objects to fall upwards as a reverse gravity spell. If an object or creature reaches the top of the shadow space without striking anything, it remains there, oscillating slightly, until this effect ends.

06-19 The space distorts and twists wildly. Creatures in the area must make a Fortitude save or fall prone.

20-39 Distances between locations become longer than normal, effectively reducing the movement forms of all creatures in the area by half. This does not count as difficult terrain, but stacks with the penalty of any preexisting difficult terrain.

40-59 Distances between locations become shorter than normal, effectively increasing the movement forms of all creatures in the area by 20 feet.

60-79 Creatures in the area are randomly shifted about the space. Each creature is teleported in a random direction 15 feet, using the rules for splash weapons to determine the direction. A creature cannot be teleported into a structure or inside another creature, nor can it be teleported outside the area of the shadow space. If a creature would be teleported to one of these spaces, it appears in the nearest open space inside the spell's area.

80-94 Surfaces no longer feel limiting to a creature's movement. All creatures in the area ignore difficult terrain and can climb on surfaces as if affected by a spider climb spell.

95-100 Liquids and solid structures no longer feel fully there. Creatures in the area gain a swim speed of 30 feet (if it didn't have a swim speed) and can move through stone and dirt as if it had a burrow speed of 20 feet with the earth glide universal monster ability (if it didn't have a burrow speed). If a creature burrows into a surface and this effect is not rolled again the next round, it becomes trapped in the surface. This effect does not grant creatures the ability to breathe underwater or while in stone.

Each effect lasts until the start of your next turn, at which point you roll for a new effect, except for the effects of falling prone and being teleported a random direction, which happen once when you roll the effect. This spell does not function in the area of a *dimensional lock* spell or similar effects that block planar travel or teleportation.

Simulacrum

Illusion

Level: Illusionist 7

Casting Time: 12 hours

Range: 0 ft.

Effect: One duplicate creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Simulacrum creates an illusory duplicate of any creature. The duplicate creature is partially real and formed from ice or snow. It appears to be the same as the original, but it has only half of the real creature's levels or HD (and the appropriate hit points, feats, skill ranks, and special abilities for a creature of that level or HD). You can't create a simulacrum of a creature whose HD or levels exceed twice your caster level. You must make a Disguise check when you cast the spell to determine how good the likeness is. A creature familiar with the original might detect the ruse with a successful Perception check (opposed by the caster's Disguise check) or a DC 20 Sense Motive check.

At all times, the simulacrum remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. If reduced to 0 hit points or otherwise destroyed, it reverts to snow and melts instantly into nothingness. A complex process requiring at least 24 hours, 100 gil per hit point, and a fully equipped magical laboratory can repair damage to a simulacrum.

Material Component: This spell requires powdered rubies worth 500 gil per HD of the simulacrum.

Solipsism

Illusion

Level: Illusionist 7

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Pangs of loneliness grip your heart as you complete the spell. Upon choosing your target, the feeling subsides even as a ghostly pale yellow mist swirls around your target for a moment. You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything around it to be merely an illusion. If the target fails its save, it is convinced of the unreality of every situation it might

encounter. It takes no actions, not even purely mental actions, and instead watches the world around it with bemusement. The subject becomes effectively helpless and takes no steps to defend itself from any threat, since it considers any hostile action merely another illusion.

Triggered Hallucination

Illusion

Level: Illusionist 7

Target: One creature

Duration: Permanent until triggered, then 1 minute/level

This spell functions as *scripted hallucination*, except that this spell's illusion has no apparent effect until a specific condition occurs. You must overcome the target's spell resistance to plant the triggered hallucination, but the target doesn't attempt a Will save to disbelieve the illusion until the condition occurs (at which point it receives an automatic Will save, as with audiovisual hallucination). The illusion can include auditory, olfactory, visual, tactile, and thermal elements, including intelligible speech.

You set the triggering condition (such as hearing a certain word or seeing a type of creature) when casting the spell. The event that triggers the illusion can be as general or detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger can't be based on any quality not normally obvious to the senses, such as alignment. Triggered hallucination uses the target's senses to notice triggers.

8TH-LEVEL ILLUSIONIST SPELLS

Euphoric Tranquility

Illusion

Level: Illusionist 8

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: None and Will partial (see below)

Spell Resistance: Yes

A creature under the effect of this illusion enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a Will Saving Throw. If the Saving Throw succeeds, the creature can make act normally for 1 round. If the Saving Throw fails, the creature moves half its speed away from the attacker as its next action.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to have an attitude of Helpful (see Table: Starting Attitudes and Diplomacy DC's to Modify below or see the full Diplomacy skill details for more information), though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

Table: Starting Attitudes and Diplomacy DC's to Modify

<u>Starting Attitude</u>	<u>Diplomacy DC</u>
Hostile	25 + creature's Cha Modifier
Unfriendly	20 + creature's Cha Modifier
Indifferent	15 + creature's Cha Modifier
Friendly	10 + creature's Cha Modifier

Helpful

0 + creature's Cha Modifier

Prismatic Wall

Illusion/Light

Level: Illusionist 8

Casting Time: 1 standard action

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

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

Duration: 10 min./level (D)

Saving Throw: See text

Spell Resistance: See text

Prismatic wall creates a vertical, opaque wall- a shimmering, multicolored plane of light that protects you from all forms of attack. The wall flashes with seven colors, each of which has a distinct power and purpose. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

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

Each color in the wall has a special effect. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each color.

The wall can be destroyed, color by color, in consecutive order, by casting the specified spells on the wall; however, the first color must be brought down before the second can be affected, and so on. Dispel and greater dispel can only be used on the wall once all the other colors have been destroyed. Spell Resistance is effective against a prismatic wall, but the caster level check must be repeated for each color present.

Order	Color	Effect of Color	Negated by
1st	Red	Stops non-magical ranged weapons. Deals 20 points of fire damage (Reflex half).	Cone of Cold
2nd	Orange	Stops magical ranged weapons. Deals 40 points of earth damage (Reflex half).	Gust of Wind
3rd	Yellow	Stops poisons, gases, and petrification. Deals 80 points of lightning damage (Reflex half)	Shadowfire Ray
4th	Green	Stops breath weapons. Poison (Frequency: 1/round for 6 rounds; init. effect: death, sec. effect: 1 Con/round; Cure 2 consecutive Fort saves).	Passwall
5th	Blue	Stops divination and mental attacks. Turned to stone, as Break spell (Fortitude negates)	Ruin
6th	Indigo	Stops all spells. Will save or become insane (as insanity spell).	Daylight
7th	Violet	Energy field destroys all objects and effects.* Creatures sent to another plane, as Plane Shift spell (Will negates).	Dispel or Greater Dispel

* The violet effect makes the special effects of the other six colors redundant, but these six effects are included here because certain magic items can create prismatic effects one color at a time, and Spell Resistance might render some colors ineffective (see above).

Scintillating Pattern

Illusion

Level: Illusionist 8

Casting Time: 1 standard action

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

Effect: Colorful lights with a 20-ft.-radius spread

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: Yes

A twisting pattern of coruscating colors weaves through the air, affecting creatures within. The spell affects a total number of HD of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first, and among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. The spell affects each subject according to its HD. Sightless creatures are not affected by scintillating pattern.

6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.)

7 to 12: Stunned for 1d4 rounds, then confused for an additional 1d4 rounds.

13 or more: Confused for 1d4 rounds.

Screen

Illusion

Level: Illusionist 8

Casting Time: 10 minutes

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

Area: 30-ft. cube/level (S)

Duration: 24 hours

Saving Throw: None or Will disbelief (if interacted with); see text

Spell Resistance: No

This spell creates a powerful protection from observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Shadow Elemental, Greater

Illusion

Level: Illusionist 8

This spell functions like *shadow elemental*, except that it enables you to create partially real, illusory versions of black mage or geomancer elemental spells of 7th level or lower. If recognized as a *greater shadow elemental*, a damaging spell deals only three-fifths (60%) damage.

Shadow Summoning, Greater

Illusion

Level: Illusionist 8

This spell functions like *shadow summoning*, except that it duplicates any summoner, necromancer, or geomancer summoning spell that summons a creature or item of 6th level or lower. The illusory summonings created deal three-fifths (60%) damage to nonbelievers, and non-damaging effects are 60% likely to work against nonbelievers.

Shifting Paths

Illusion

Level: Illusionist 8

Casting Time: 10 minutes

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

Area: 1-mile radius + 1 mile/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

As if a massive cloth were sweeping it away, the path before you becomes hidden in shadows and false underbrush. At the same moment, a new path appears from the point you designate, wandering off in a different direction. This spell simultaneously hides a path or road specified by you, while simultaneously creating an illusory path. The illusory path starts at a point chosen by you within the range of the spell. It continues in the direction you indicate, to the limit of the spell's area, where it ends abruptly. The illusory path avoids obstacles and provides no bridges, stairs, ladders, ramps, or other methods of traversing such obstacles. There is no way to force the illusory path to lead over a cliff or across a river more than 4 feet deep. Those who fail their Will saves struggle along the illusory path. If vegetation or rough terrain slows their progress, they believe the path is sloping enough to justify the reduced speed. Those who succeed on their Will saves see both paths, but the illusory path is shadowy and obviously unreal.

Subjective Reality

Illusion

Level: Illusionist 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

Choose one object, creature, or force you can see within long range (400 ft. + 40 ft./level). You alter your perceptions to become convinced the target is an illusion.

For you, the target becomes transparent and does not create sound or smell. Until the spell ends, you can move through the target unimpeded and the target can move through you. The target's nonmagical attacks cannot harm you, and the target's magical attacks deal half damage to you. The target's non-damaging magical abilities have a 50% chance not to affect you, and you are immune to all its sonic, language-dependent, and scent-based attacks. However, your attacks deal no damage to the target, and your magical abilities do not affect the target at all. You or the target can affect each other normally through intermediaries. For instance, while the target would be immune to the direct effects of your earthquake spell, if the spell caused a room's ceiling to collapse, the target would not be immune to the effects of the collapse.

Urge to Dance

Enfeebling/Illusion

Level: Illusionist 8

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: Will partial

Spell Resistance: Yes

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any Armor Class bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

9TH-LEVEL ILLUSIONIST SPELLS

Dominate Monster

Enfeebling/Illusion (compulsion) [mind-affecting]

Level: Illusionist 9

Target: One creature

This spell functions like *dominate person*, except that the spell is not restricted by creature type.

Heroic Invocation

Enhancing/Illusion

Level: Illusionist 9

Casting Time: 10 minutes

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

Target: One or more creatures, no two of which can be more than 30 ft. apart

Duration: 10 minutes /level

Saving Throw: Will disbelieve (harmless)

Spell Resistance: Yes (harmless)

Using words of ancient illusory power, you bestow on all creatures subject to this spell the thought they have heroic powers. They gain a +4 morale bonus on attack and damage rolls, gain 2d8+4 temporary hit points, and become immune to both fear and charm effects for the spell's duration. At the end of the spell's duration, the subjects become fatigued.

Life of Crime

Enfeebling/Illusion

Level: Illusionist 9

Casting Time: 1 standard action

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

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You unleash the basest instincts of iniquity in the target and cause them to become his overriding reason for being. The target neither gains nor provides benefit from teamwork feats or the aid another action and can't willingly accept harmless magical effects from others.

The target moves by Stealth whenever possible, and lies and deceives others instinctively to further its personal agenda. In addition, when the target is conscious, it must succeed at a Will save against the spell's save DC each hour (or each round during combat or a similarly stressful situation) or behave as if affected by a crime wave spell for 1 round.

Life of crime is particularly difficult to remove. Only a *Basuna* spell can remove its effects.

Maddening Whispers

Illusion

Level: Illusionist 9

Casting Time: 1 round

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

Target: One creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Creating an illusion of hissing and whispering softly, you stir feelings of confusion and madness in the targets' minds. You can choose to inflict one of the following conditions upon any creatures that fail their saving throws.

Hysteria: The subjects fall into fits of uncontrollable laughing or crying (equal chance for either). Hysterical creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panic: The subjects become panicked. If cornered, a panicked creature cowers.

Violent Hallucinations: The subjects perceive any nearby creatures as dangerous enemies, attacking the nearest ones and fighting until the subjects are slain or until no more creatures are in sight.

Stupor: The subjects curl up on the floor and remain oblivious to events around them. Characters in a stupor are effectively stunned and prone.

Majesty

Illusion

Level: Illusionist 9

This spell functions exactly like *overwhelming presence*, except it drains Charisma instead of Wisdom.

Shades

Illusion

Level: Illusionist 9

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

Prismatic Sphere

Illusion/Light

Level: Illusionist 9

Casting Time: 1 standard action

Range: 10 feet

Effect: 10-ft.-radius sphere centered on you

This spell functions like prismatic wall, except you conjure up an immobile, opaque globe of shimmering, multicolored light that surrounds you and protects you from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere's blindness effect on creatures with less than 8 HD lasts 2d4 x 10 minutes.

You can pass into and out of the prismatic sphere and remain near it without harm. When you're inside it, however, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack you or pass through suffer the effects of each color, one at a time.

Typically, only the upper hemisphere of the globe exists, since you are at the center of the sphere, so the lower half is usually occluded by the floor surface you are standing on. The colors of the sphere have the same effects as the colors of a prismatic wall.

Shadow Landscape

Illusion

Level: Illusionist 9

Casting Time: 1 hour

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

Area: One-mile-radius spread centered on a point in space

Duration: 24 hours/level (D)

Saving Throw: Reflex partial; see text

Spell Resistance: Yes

By infusing the nearby landscape with power stolen from the Plane of Shadow, you make the surrounding terrain a more savage, dangerous place. The spell's exact effects vary with the terrain upon which it is cast.

Desert: The spell transforms a desert into a place where no one goes willingly. The average temperature increases by 30 degrees, or decreases by 30 degrees if the desert is actually a tundra. Sandstorms (or snowstorms if in a tundra) blow through a *shadow landscape* desert on an hourly basis.

Forest: Forests augmented with a shadow landscape spell become frightening places where a canopy of rotting leaves blocks the sun and all the trees are strangely twisted. Spaces with light undergrowth have heavy undergrowth instead, and spaces covered with heavy undergrowth grasp at passersby as if an entangle spell had been cast on them (save DC equal to the *shadow landscape's* DC).

Hill: Even gentle hills become more treacherous under the effect of a *shadow landscape* spell. Light undergrowth becomes heavy undergrowth in hill terrain, and slopes seem steeper than their elevation would indicate. It takes 2 squares of movement to move uphill on a gradual slope, and 4 squares to move uphill on a steep slope. Cliffs have frequent overhangs and are made of crumbling rock, requiring a DC 25 Climb check to ascend or descend.

Marsh: Marshes seem swampier and more forbidding. Half the undergrowth spaces in the marsh become quicksand.

Mountain: The mountains become places of jagged peaks, slippery slopes, and howling winds. Cliffs and chasms require a DC 25 Climb check to scale. Creatures who fail Climb checks or make loud noises have a 10% chance of starting an avalanche. Altitude effects are one category worse: areas lower than 5,000 feet are treated as the 5,000- to 15,000-foot category, and anything above 5,000 feet is treated as being above 15,000 feet.

Plain: Only natural grasslands change as a result of *shadow landscape*, but they become wide-open spaces with stands of thick bushes where thunderstorms and tornados are frequent. Half the spaces with undergrowth (light or heavy) grasp at passersby as if an entangle spell had been cast on them (save DC equal to the *shadow landscape's* DC).

Underground: Ordinary dungeons aren't affected by *shadow landscape*, but naturally occurring caverns are. Natural stone floors take 4 squares of movement per space to enter. Stalagmites cover 10% of the available floor space.

In addition to terrain-specific effects, a *shadow landscape* spell worsens the weather within the spell's area. When rolling random weather, roll twice and take the higher result. In plains terrain, roll three times and take the highest result. This effect does not apply underground. You don't suffer the terrain-specific effects (entangling terrain, hindrances to movement, altitude effects, higher Climb DCs, and so on) of a *shadow landscape* you created. When you cast *shadow landscape*, you can designate one creature per four caster levels as a designated traveler. Creatures so designated don't suffer the terrain-specific effects of the spell, but they're still subject to the bad weather.

You can also designate one or more animals, plants, or magical beasts native to the spell's area as shadow guardians of the landscape. You can designate 1 HD of creature per caster level, split up however you like. For example, a 20th-level illusionist could designate two treants (7 HD each) and a dire wolf (6 HD) as shadow guardians. As long as the designated guardians remain within the spell's area, they have a friendly attitude toward you and the travelers you have designated, and they also gain the following special qualities: resistance to ice 10, darkvision out to 60 feet, damage reduction 5/magic, evasion, and lowlight vision. If the creature already has one or more of these special qualities, use the better value.

Weird

Illusion

Level: Illusionist 9

Targets: Any number of creatures, no two of which can be more than 30 ft. apart

This spell functions like *phantasmal killer*, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes. If a subject's Fortitude save succeeds, it still takes 3d6 points of non-elemental damage and is stunned for 1 round. The subject also takes 1d4 points of Strength damage.