

Illusionist Spell List

0-LEVEL ILLUSIONIST SPELLS

Alter Taste: Changes the taste of one meal to a taste that is pleasant for the creature consuming it.

Clandestine Conversation: Allows two subjects to speak without being overheard.

Dancing Lights: Creates torches or other lights.

Detect Magic: Detects all spells and magic items within 60 ft.

False Blink: Illusion causes attacker to suffer a -1 penalty to hit.

Ghost Sound: Figment sounds.

Haunted Fey Aspect: You surround yourself with disturbing illusions.

Moog's Gil: Touched object appears more valuable than it is.

Phantasmal Tripwire: Illusion causes subject to fall prone and suffer 1d3 nonlethal damage.

Read Magic: Read magical scrolls.

Timer: Creates a single sound after a preset amount of time.

Torchlight: Object shines like a torch.

Trifling Image: Creates tiny and immobile image.

1ST-LEVEL ILLUSIONIST SPELLS

Auditory Hallucination: Create a phantasm with auditory effects.

Blend: Gain a bonus to Stealth and make checks without cover or concealment.

Blurred Movement: As *blur*, but only while you are moving.

Color Spray: Knocks unconscious, blinds, and/or stuns weak creatures.

Dazzling Blade: Your weapon becomes shiny, gaining bonuses to several combat maneuvers.

Disappear: As *vanish* for 1 round/level (5 max).

Disguise Self: Changes your appearance.

Disguise Weapon: Changes one weapon's appearance.

Dream Feast: Dream of a rich feast and when you awake, you are sated as if you ate and drank a nutritious meal.

Hypnotism: Fascinates 2d4 HD of creatures.

Illusion of Calm: You appear to be standing still, even when you take some actions.

Mage Armor: Gives subject +4 armor bonus.

Moment of Greatness: Doubles a morale bonus.

Magic Aura: Alters object's magic aura.

Negative Reaction: Targeted creature may not positively influence anyone.

Shadow Weapon: Create a quasi-real masterwork weapon.

Silent Image: Creates minor illusion of your design.

Unnatural Lust: Target is compelled to kiss or caress another creature.

Ventriloquism: Throws voice for 1 min./level.

2ND-LEVEL ILLUSIONIST SPELLS

Blur: Attacks miss subject 20% of the time.

Disguise Other: As *disguise self*, but affects you or another.

Ghostly Disguise: You look like a ghost of yourself.

Haunting Mists: Creatures are shaken and take Wis damage.

Hidden Presence: Prevent creatures from noticing your presence.

Hypnotic Pattern: Fascinates 2d4 + level HD of creatures.

Jitterbugs: Targets gets -4 penalty on all Dex and Dex-based skill checks, and cannot take the delay, ready, or total defense actions.

Mad Hallucination: Target takes penalties to mental actions.

Magic Mouth: Object speaks once when triggered.

Minor Image: As *silent image*, plus some sound.

Mirror Image: Creates decoy duplicates of you.

Misdirection: Misleads divinations for 1 creature or object.

Phantom Trap: Makes item seem trapped.

Seducer's Eyes: You become more attractive to those around you.

See Invisibility: Caster is granted the ability to see invisible beings and objects.

Shadow Anchor: Target needs to make a bull rush to move more than 5 feet away from his current square.

Symbol of Mirroring: Triggered rune creates mirror images.

Vanish: Subject is invisible for 1 min./level or until it attacks.

Vertigo: You cause creatures to become dizzy to the point of being sickened and perhaps fall prone.

3RD-LEVEL ILLUSIONIST SPELLS

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.

Burdened Thoughts: Target creature gains heavy encumbrance and is cannot fly.

Dazzling Blade, Mass: Multiple weapons become shiny, granting bonuses to combat maneuvers.

Dispel: Cancels one magical spell or effect.

Displacement: Attacks miss subject 50% of the time.

Draconic Malice: You surround yourself with a palpable aura of draconic fear and dread.

Dream, Minor: As *dream* but messenger is you or the creature touched, and the message cannot be longer than 20 words.

Fearsome Duplicate: Make a monstrously distorted duplicate of you and control it.

Illusion of Treachery: Make it seem like another is also responsible for your attacks.

Illusory Poison: Coat a weapon with phantasmal poison.

Illusory Script: Only select creatures can read text.

Invisibility Sphere: Makes everyone within 10 ft. invisible.

Loathsome Veil: Nauseate and/or sicken weak creatures.

Magic Aura, Greater: As *magic aura*, but also affects creatures and allows more options.

Major Image: As *silent image*, plus sound, smell and thermal effects.

Shadow Elemental, Lesser: Mimics elemental (of any type) spell below 3rd level, but only 20% real.

Shadow Summoning, Lesser: Mimics summoning (that summons a creature or item) spell below 3rd level, but only 20% real.

Suggestion: Compels a subject to follow stated course of action.

Vision of Hell: Illusory hellscape makes creatures shaken.

4TH-LEVEL ILLUSIONIST SPELLS

Aura of the Unremarkable: Make actions seem mundane to nearby creatures.

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and checks.

Dominate Person: Controls humanoid telepathically.

Geas, Lesser: Commands subject of 7 HD or less.

Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Phantasmal Killer: Fearsome illusion kills subject or deals 3d6 damage.

Phantasmal Web: Catches subjects in illusory web.

Phantom Object, Minor: As *minor creation* spell, except the object created is a semi-real phantasm).

Rainbow Pattern: Lights fascinate 24 HD of creatures.

Shadow Barbs: Creates a shadowy vicious spiked chain that radiates darkness around you.

Shadow Step: Teleport from one shadow to another.

Shocking Image: As *mirror image*, but the duplicates emit lightning damage when destroyed.

Simulacrum, Lesser: Creates a double of a weak creature.

Vanish, Greater: As *vanish*, but subject can attack and stay invisible.

Wandering Star Motes: Outlines subject and produces light as a sunrod.

5TH-LEVEL ILLUSIONIST SPELLS

Compelling Rant: People believe your ridiculous speech as long as you keep talking.

Dream: Sends message to anyone sleeping.

False Pain: Target creature takes 2d6 nonlethal damage per round and suffers a -2 penalty on attack rolls, skill checks and ability checks.

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.

Mirage Arcana: As *hallucinatory terrain*, plus structures.

Nightmare: Sends vision dealing 1d10 damage, fatigue.

Persistent Image: As *major image*, but with no concentration required.

Phantasmal Putrefaction: Trick creatures into thinking their flesh is rotting.

Phantom Object, Major: As *major creation* but the creation is semi-real phantasm.

Scripted Hallucination: As *complex hallucination*, but without concentration.

Seeming: Changes appearance of 1 person per 2 levels.

Shadow Elemental: Mimics elemental (of any type) spell below 5th level, but only 40% real.

Shadow Summoning: Mimics summoning spell below 5th level, but only 40% real.

Shadow Healing: Illusion of *cure III* grants 5d6 temp hp plus 1 temp hp/level (max +15); target has attitude improved by one-step, takes -2 a penalty on saves against your illusion spells.

Vanishga: As *vanish*, but all within 30 feet.

6TH-LEVEL ILLUSIONIST SPELLS

Crime Wave: Compel targets to commit criminal actions.

Dispel, Greater: As *dispel*, but with multiple targets.

Dream Casting: Alter subject's dreams to produce desired effect.

Geas/Quest: As *lesser geas*, but affects any creature.

Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.

Illusory Pit: Creatures in area are knocked prone while believing they're falling.

Mislead: Turns you invisible and creates illusory double.

Permanent Image: Permanent illusion, includes sight, sound, smell, and thermal effects.

Phantasmal Disorientation: Fools creature's sense of direction, making movement difficult.

Programmed Image: As *major image*, but triggered by event.

Shadow Walk: Step into shadow to travel rapidly.

Shadowy Grapppler: Illusory force grapples subject.

Suggestion, Mass: As *suggestion*, affects 1 subject/level.

Unconscious Agenda: Plant subconscious directive in target creature.

Vanish, Superior: As *vanish*, but subject is invisible to sight, hearing, and scent for 1 minute/level, and can attack.

Veil: Changes appearance of a group of creatures.

7TH-LEVEL ILLUSIONIST SPELLS

Dream Council: You enter the dreamscape with another sleeping person to convey images and messages.

Dream Travel: Teleports you and one creature per level to the location of a person's dreamscape.

Insanity: Subject suffers continuous confusion.

Lunar Veil: Dispel light and revert lycanthropes.

Phantasmal Revenge: Ghost from corpse hunts killer.

Phobia: Induce an irrational fear in a creature to the point of madness.

Prismatic Spray: Rays hit subjects with variety of effects.

Project Image: Illusory double can talk and cast spells.

Shadow Space: Overlap real world with Plane of Shadow, causing area to distort randomly.

Simulacrum: Creates partially real double of a creature.

Solipsism: Subject believes it alone exists.

Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.

8TH-LEVEL ILLUSIONIST SPELLS

Euphoric Tranquility: Makes a creature friendly.

Prismatic Wall: Wall's colors have array of effects.

Scintillating Pattern: Twisting colors confuse, stun, or render unconscious.

Screen: Illusion hides area from vision.

Shadow Elemental, Greater: As *shadow elemental*, but up to 7th level and 60% real.

Shadow Summoning, Greater: As *shadow summoning*, but up to 7th level and 60% real.

Shifting Paths: Illusion hides path, creates false new path.

Subjective Reality: You alter your perceptions to become convinced the target is an illusion.

Urge to Dance: Forces subject to dance.

9TH-LEVEL ILLUSIONIST SPELLS

Dominate Monster: As *dominate person*, but any creature.

Heroic Invocation: Grants a number of creatures bonuses on attacks and damage, temporary hit points, and immunity to fear and charm effects.

Life of Crime: Permanently turn someone into a crazed criminal.

Maddening Whispers: You induce confusion and madness in subjects.

Majesty: Creatures bow before you as if you were royalty.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.

Shades: As *shadow summoning*, but up to 8th level and 80% real.

Shadow Landscape: Makes natural terrain more dangerous, creates guardians that you command.

Weird: As *phantasmal killer*, but affects all within 30 ft.