



Illusion

Illusionists deal with the unreal, the almost real, and the deceiving. Nothing the illusionist does is ever quite what it appears to be. Appearance, smell, touch, and even taste can all be products of illusion rather than reality, although most illusions are destroyed if touched. A good illusionist can imitate reality almost to perfection, with all of the small details so real-seeming that no one would guess the falsehood of his or her creation. An inexperienced or unobservant illusionist will fool no one.



Total Spells:	286
Spell Breakdown:	
1–5 points:	176
6–10 points:	50
11–15 points:	14
16–24 points:	18
25–34 points:	13
35–44 points:	6
45+ points:	20

The diamonds after each spell's cost indicate the number of times a wizard gets points for casting that spell.

The default ranges given for each spell can be adjusted downward at the same spell cost, though doing so will make casting take a little longer. In other words, a spell that costs 2/hour could be cast for 8 hours (for 16 points), for 1 hour (for 2 points) or for ½ hour (also for 2 points, as the caster chooses). And a spell with a 100-yard radius could be scaled down to cover a single house for the same cost.






































Spells marked with  are available to minstrel mages; spells marked with  can be used by witches.



absorb light 1/cubic foot/week $\diamond\diamond$ makes an object very, very dark.  

absorb magic 10/point $\diamond\diamond\diamond$ similar to store magic, except that this

spell absorbs spell points cast at it rather than storing them to be re-used. Used in conjunction with ensorcel and permanency to make spell-absorbing magic items. for example, a sword with 8 points of absorption (ensorcel + absorb magic x 8 + permanency = 180 points total cost) could absorb any spell of 8 points or less cast at its wielder. Once a spell is absorbed, a vent magic spell must be used to empty the points before another spell can be absorbed.

- adjust pitch 5/day $\diamond\diamond$ changes the frequency of the target's voice slightly to automatically harmonize with a song.  
- adjust pitch II 1/day $\diamond\diamond$ changes the pitch of a voice or instrument to change its key and/or octave.  
- alarm 1/year $\diamond\diamond$ when cast on an object, it causes that object to scream if touched by anyone other than its owner.  
- alter taste 4/cubic foot/hr $\diamond\diamond$ changes the taste of a food item to suit the caster's wishes, however savory or foul.  
- amplify light 1/2 original spell cost $\diamond\diamond$ doubles the area of any light spell, including spells originally cast by someone else.  
- amplify sensation 3/hr $\diamond\diamond$ doubles the intensity of a particular sensation. May be used on both pleasurable and painful sensations.  
- amplify smell 2/hr $\diamond\diamond$ doubles the strength of any smell.  
- amplify sound 3/hr $\diamond\diamond$ doubles the intensity of a sound. This can be applied to a creature's voice.  
- amplify taste 2 $\diamond\diamond$ doubles the intensity of flavor of any organic object.  
- animate shadow 4 $\diamond\diamond$ causes a shadow to move independently of its master. A man could be standing still and have his shadow waving its arms and gesturing wildly, for instance. Lasts as long as the spell caster concentrates on it. 
- attach sound *variable* allows a new sound to be attached to a specified movement (e.g., a door opening could sound like a wolf howl instead of a squeak).
- attach sound I $\diamond\diamond$ 1/day 
- attach sound II $\diamond\diamond\diamond$ 15/year 
- attach sound III $\diamond\diamond\diamond$ 25 (permanent) 
- audiblur 2/hr $\diamond\diamond$ slurs the victim's speech into virtual incomprehensibility.  
- aura *variable* causes an aura to appear around an object or creature.
- aura $\diamond\diamond$ 2/hr  
- colored aura $\diamond\diamond$ 3/hr (color chosen by caster)  
- aurora 50 $\diamond\diamond\diamond$ creates a brilliant aurora in the nighttime sky. 
- babble *variable* allows a wizard to create the illusion of babbling endlessly, filling every possible moment of silence with inane chatter. Includes an illusion of the wizard's own mouth moving in unison with the babble. The caster hears pleasant music (or nothing, as he or she desires) instead of the babble. The babble will respond with stock phrases that can segue into new inane branches of conversations. "Oh, you know you are right. But did you ever consider..." etc. The illusion can be put on hold whenever the illusionist wishes, and resumes automatically after a brief period of silence (or if someone remarks it has been quiet).
- babble $\diamond\diamond$ 2/hr  
- babble II $\diamond\diamond\diamond$ 8/day  
- ball light *variable* a floating ball of light, controllable by the caster, which gives about the illumination of a forty watt bulb. It bursts spectacularly but harmlessly on contact with anything.
- ball light $\diamond\diamond$ 2/hr 
- colored ball light $\diamond\diamond$ 3/hr (color chosen by caster) 
- beauty 3/day $\diamond\diamond$ adds 1–6 to a creature's BEA.  
- bend view 2/hr $\diamond\diamond$ gives a person a 360° field of vision, with distortion around the edges. Takes some getting used to before this

is truly useful. 🗡️ 🐉

blindness variable causes a Table I creature to suffer complete loss of vision.

blindness ◇◇◇◇ 6/hr 🗡️ 🐉

blindness II ◇◇◇◇ 11/day 🗡️ 🐉

blindness III ◇◇◇◇ 18/week 🗡️ 🐉

blindness IV ◇◇◇◇ 44 (permanent) 🗡️ 🐉

bodyblur 8/day ◇◇◇◇ as a person moves, he becomes a blur—hard to identify, hard to pin down, hard to shoot at accurately. If the person stops moving, he or she becomes an easy target. 🗡️

body language 2/person/day ◇◇◇◇ allows whoever it is cast on to communicate clearly with anyone within his or her sight using nothing but hand signals and body language. Any other person with the spell cast on him or her can make out exactly what the person is saying. 🗡️

bodyfry 9 ◇◇◇◇ causes a Table I creature to experience the feeling of having its body cooked without actually suffering any damage. The creature will not realize the effect is illusionary. Shock is a danger here. 🗡️ 🐉

bonus IV 60 ◇◇◇◇ causes an ensorcelled weapon to give +1 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus X 105 ◇◇◇◇ causes an ensorcelled weapon to give +2 on combat rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XI 30 ◇◇◇◇ confers +1 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XII 40 ◇◇◇◇ confers +2 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

bonus XIII 50 ◇◇◇◇ confers +3 to attacker rolls—effective only in conjunction with *ensorcel* and *permanency*. 🗡️ 🐉

brightfire 3/hr ◇◇◇◇ causes a fire to seem to burn with twice the normal intensity. 🗡️ 🐉

buzz 3/hr ◇◇◇◇ initiates a faint but annoying buzzing noise, audible within a hundred yards or so. 🗡️

camouflage 3/2 hrs ◇◇◇◇ causes a creature or object to change coloration to match its surroundings. 🗡️ 🐉

candle 1/hr ◇◇◇◇ creates a flame which looks identical to a candle flame. Although it does not burn and cannot be blown out, items can be lit from the flame. When the spell expires, the flame becomes a real flame. 🗡️ 🐉

cat's eye 1/day ◇◇◇◇ makes a person's eyes gleam in the dark, like a cat's eyes will when it catches the light. Does not change the person physically; more like a one-way phosphorescent glow on the retinas of the eyes. 🗡️ 🐉

chainlights variable creates a chain of tiny lights that move in a loop determined by the caster. For example, a chain of lights could blink on and off in a predetermined sequence, or move in a loop to create a continuously moving light trail, or blink in a random sequence.

chainlights I ◇◇◇◇ 1/10 lights/day 🗡️

chainlights II ◇◇◇◇ 6/10 lights/year 🗡️

chainlights III ◇◇◇◇ 16/10 lights/permanent 🗡️

colored chainlights I ◇◇◇◇ 1/10 lights/day (color or mix of colors specified by the caster) 🗡️

colored chainlights II ◇◇◇◇ 6/10 lights/year 🗡️

colored chainlights III ◇◇◇◇ 16/10 lights/permanent 🗡️

change eye color variable changes a person's eye color to a hue of the caster's choice.

change eye color ◇◇◇◇ 5/month 🗡️ 🐉

change eye color II ◇◇◇◇ 18 (permanent) 🗡️ 🐉

change hair color variable changes a person's hair color to a hue of

the caster's choice. Tired of worrying about dark roots? Changes all bodily hair color.

change hair color ◇◇◇◇ 5/month 🗡️ 🐉

change hair color II ◇◇◇◇ 18 (permanent) 🗡️ 🐉

change sensation 3/hr ◇◇◇◇ transforms one sensation to another. Can be cast on a creature (literally turning pleasure to pain or vice-versa) or with a *delay* on an object (to mask the temperature of a boiling pool to the next creature that stepped into it, for example—though not the damage of being cooked). 🗡️ 🐉

chase variable causes a person to hear something following; no matter how fast or how far he or she goes, something is always following, just out of sight behind. . . .

chase ◇◇◇◇ 4/day 🗡️ 🐉

chase II ◇◇◇◇ 13/week 🗡️ 🐉

chase III ◇◇◇◇ 30/month 🗡️ 🐉

chase IV ◇◇◇◇ 55 (permanent) 🗡️ 🐉

clench 18/year ◇◇◇◇ when cast on an object, the next person to touch that object will be convinced that the object is sticking in his or her hand, and that all efforts to get rid of it will end in failure. This delusion is permanent unless magically dispelled.

cold 4/hr ◇◇◇◇ causes a creature to feel very, very cold, without actually having any physical effects. 🗡️ 🐉

color blindness 3/day ◇◇◇◇ induces color blindness. 🗡️ 🐉

colored flash 1 ◇◇◇◇ creates a brief flash of a color specified by the caster 🗡️

complete disguise variable allows a person to assume the entire visual, vocal, and behavioral manners of a person who has been well observed for at least an hour. Interaction, such as shaking hands, hugs, the feel of skin, smell, the feel of hair, and even the touch of the disguised creature will seem to someone else like those of the original person. The spell compensates for height and weight changes (from 1/5 the weight or half the height to twice the height or twice the weight). An illusionist can completely fool people he or she interacts with based on the length of observation and their knowledge of the individual. For each hour of observation, an illusionist can fool someone with a year of casual interaction. For each year of interaction with a person being copied, an illusionist can fool a friend of ten years; with ten years of interaction with a person, an illusionist can fool anyone. The magic is not easily penetrated: Normal detection methods against this spell fail.

complete disguise ◇◇◇◇ 20/hour 🗡️ 🐉

complete disguise II ◇◇◇◇ 80/day 🗡️ 🐉

conceal 3/day ◇◇◇◇ allows an illusionist to conceal something on his or her body—a sword for example, or an extra pair of aces. This is only effective visually; a search will quickly reveal the truth.

conceal casting original spell cost x 2 ◇◇◇◇ causes nearly undetectable illusions to cover the casting of a particular spell. The caster does not appear to be casting it, no motions are made, and no words spoken. There is no noticeable effect—the spell's effects are masked with illusion magic, so that visual and auditory portions are not seen or heard by observers. Thermal, physical, and other sensory effects are noticed and can negate the masking of the spell effect for a particular person. 🗡️ 🐉

conceal taste 4/cubic foot/8 hrs ◇◇◇◇ conceals the taste of an item, or a part of that taste—for example, the taste of strychnine on the glazed ham. 🗡️ 🐉

conceal trail 1/100 feet/day ◇◇◇◇ makes a creature's trail untraceable by normal means. 🗡️

conditional delay 50 ◇◇◇◇ will permanently delay a spell until the conditions set on the spell have been reached. For example, a spell could be delayed indefinitely until a creature walked through a certain door. 🗡️ 🐉

conditional ensorcel 50 ◇◇◇◇ enchants an item in the same manner as an ensorcel spell, but allows a condition to be imposed on the ensorcelled item. A sword that could only be used against blue creatures, for example, would use *conditional ensorcel*. As with *ensorcel*, a *permanency* spell must be cast on the enchanted object within a month or the magic will fade. 🗡️ 🐉

creature scry 5/hr ◇◇◇ allows the caster to observe a creature known to him or her, but not present. 🗡️ 🐉

creeping light 3/hr ◇◇◇ causes a light spell to move gradually in a direction chosen by the caster. This is designed to be cast in conjunction with another light spell, but if cast alone will act as a moveable light spell. 🗡️

darkness 1/hr ◇◇◇ creates a dark area about 12 feet in diameter, pitch dark in its center while only dim on its outskirts. The spell must be cast on an inanimate object. 🗡️

day vision 2/day ◇◇◇ gives a creature with naturally superior night vision equivalent daytime vision—i.e. an owl would be able to see well in daylight. 🗡️ 🐉

deafness variable causes a Table I creature to suffer complete loss of hearing.

deafness ◇◇◇ 4/hr 🗡️ 🐉

deafness II ◇◇◇◇ 8/day 🗡️ 🐉

extended deafness ◇◇◇◇◇ 16/week 🗡️ 🐉

permanent deafness ◇◇◇◇◇ 38 🗡️ 🐉

dehydrated darkness 2/hr ◇◇◇ creates an area of darkness that expands or shrinks on command. Otherwise similar to *darkness*. 🗡️

delay variable delays a spell until a certain vague condition is met. For example, a spell might be delayed until a creature passed through a door, etc.

delay ◇◇◇◇◇ 10/year 🗡️ 🐉

extended delay ◇◇◇◇◇ 30/10 years 🗡️ 🐉

delay fatigue 5/8 hrs ◇◇◇ allows a creature to go on after he or she would normally be fatigued. One full day of rest is required afterward, as this delays, rather than erases normal fatigue, and the effect is cumulative. 🗡️ 🐉

delayed sending 14 ◇◇◇◇◇ creates an image of the spell caster, activated upon the occurrence of some specified event. This image can speak and act as the caster chooses, but all words or actions must be chosen in advance. Sendings are insubstantial, and not quite opaque. A delayed sending may last up to an hour, longer with extensions.

detect age 1 ◇◇◇ ascertains the true age of any creature. 🗡️ 🐉

detect illusion 1/hr ◇◇◇ makes all magical illusions apparent to the person the spell is cast on. 🗡️ 🐉

detect invisible 1/hr ◇◇◇ allows the caster to detect any invisible creature within his or her normal line of sight. 🗡️ 🐉

detect magic 2/hr ◇◇◇ causes all enchanted objects within the caster's line of sight to become visible. The spell may be cast on non-wizards, but will take some practice to get used to. With frequent use, the spell can be used to differentiate between classes of magic, as well as just detecting magic (i.e., a magic ring created by a summoner will look different than one created by an emotionist). 🗡️ 🐉

detect scrying 1/day ◇◇◇ allows a wizard to detect any attempts at magical spying from afar. 🗡️ 🐉

detect source of magic 3 ◇◇◇ unearths the source of a spell or magical effect. 🗡️ 🐉

detect source of scrying 7 ◇◇◇◇ allows a wizard to detect the location from which he or she is being magically spied on. 🗡️ 🐉

detect source of sending 4 ◇◇◇ allows a wizard to detect the location from which a sending originates. 🗡️ 🐉

disensorcel 50 ◇◇◇◇◇ causes a magic item to lose its enchantment.

Works on all but the most powerful magic items. 🗡️ 🐉
dispel illusion spell cost +4/level of caster above dispeller ◇◇◇ allows a wizard to negate another illusionist's spell. 🗡️ 🐉

displacement 10/day ◇◇◇◇ causes a creature to appear to be several feet from its actual location. This makes missiles less likely to hit (−2 is about right) and causes opponents in hand to hand combat to fight at −1 until they score a hit—at that point the illusion is broken. 🗡️

displezia 7/year ◇◇◇◇ renders a written work unreadable to all but the spell caster. 🗡️ 🐉

distort 1/1,000 cubic feet/3 hrs ◇◇◇ distorts the outlines of all objects, animate or inanimate, within the spell area. 🗡️

distort shadow 24 ◇◇◇◇◇ permanently changes a person's shadow to any shape specified by the spell's caster. A man could cast a giant bat's shadow, for instance. 🗡️ 🐉

dizziness 5/hr ◇◇◇ causes a creature to lose its sense of equilibrium. 🗡️ 🐉

disensorcel 50 ◇◇◇◇◇ causes a magic item to lose its enchantment. Works on all but the most powerful magic items. 🗡️ 🐉

dispel magic 7 + original spell cost ◇◇◇◇◇ allows a wizard to negate another wizard's spell, regardless of the class of that wizard. 🗡️ 🐉

doppelganger variable creates a duplicate of the spell's caster, controllable by him or her within a 10-mile radius. The wizard can see through the doppelganger's eyes and speak through its mouth, but only when concentrating fully. The doppelganger is opaque, but not really solid; the illusion will hold if it is not touched.

doppelganger ◇◇◇◇◇ 20/day 🗡️

extended doppelganger ◇◇◇◇◇ 60/week 🗡️

permanent doppelganger ◇◇◇◇◇ 110 🗡️

double light 2/hr ◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a 100-watt light bulb. 🗡️

drone 9/hr ◇◇◇◇ initiates a loud droning noise, which interferes with conversation nearby and serves as an annoyance for a quarter mile or so.

eavesdrop 6 ◇◇◇◇ the caster can hear whatever his target hears. The target must be visible to the caster, but the spell lasts as long as the illusionist concentrates fully on it. 🗡️

echo 4/day ◇◇◇ causes an object to have an echo. 🗡️

eclipse 50/square mile/hr ◇◇◇◇◇ blocks off the sun for all creatures in the spell's area—does not cause total darkness. 🗡️

eliminate shadow 1/day ◇◇◇ eliminates a person's shadow. 🗡️

emanate sound 1/hr ◇◇◇ causes an object to emanate a sound chosen by the caster. 🗡️

ensorcel variable the preliminary spell used in creating a magic item. This lays the initial enchantment on an inorganic object and lasts about a month; any subsequent enchantments must follow within that time period. Normal *extension* and *delay* spells will not work with *ensorcel*. Only one *ensorcel* can be cast on a single object. Objects to be enchanted should be as nearly flawless as possible, as defects in structure or workmanship can allow magic to leak away over time (or very suddenly, with explosive force). A single magic item cannot contain conflicting enchantments (such as *protection vs. heat* and *protection vs. cold* simultaneously) and should not be dangerously overloaded with too many unrelated spells. The best magic items are composed of spells so flawlessly integrated that they all seem to work together as a single power. A *permanency* spell must be used within a month of the initial *ensorcel*, or the enchantment on the item will dissipate.

ensorcel ◇◇◇◇◇ 50 🗡️ 🐉

extended ensorcel ◇◇◇◇◇ 75 (extends an ensorcel spell for a sec-

ond month. An ensorcel can be extended only once.) ☞ ☞

extension $\frac{1}{2}$ *original spell cost* ☞☞ extends the duration of a spell to double the normal length of time. Spells can be extended more than once, but the amount of time added by each additional extension remains constant, i.e. a one-hour spell will be extended an additional hour for each extension cast. ☞ ☞

eyes 1/hr ☞☞ gives the appearance of two eyes in the dark. ☞

facial change 2/8 hrs ☞☞ changes a creature's facial appearance to one of the caster's choosing. ☞ ☞

fake death 1/hr ☞☞ allows the recipient to show no signs of life whatsoever. Oh Romeo, Romeo. . . . ☞ ☞

false enchantment 1/year ☞☞ causes an item to appear to be magical. This will fool a detect magic spell. ☞ ☞

false front 2/1,000 square feet/day ☞☞ summons an image of what a place or object used to look like when it was at its best (or at least, the best the caster has previously seen). Lasts for a short duration, and any type of in-depth inspection will reveal that something is wrong. ☞

false trail 2/100 feet/day ☞☞ creates a false trail which will hold up to the closest scrutiny—including bloodhounds. ☞

fascination 8/hr ☞☞☞ focuses a creature's attention on a specific object; he or she becomes unable to think about anything else. ☞ ☞

field of delusion 30/10 foot radius/day ☞☞☞☞ delusion deceives all creatures within the spell area about the reality of a situation. Note that this is a subtle effect; the victim of this spell can be deluded in small ways only. ☞

finger lightning *variable* charges two of the casters fingers and creates a small, harmless lightning bolt between them which continues as long as caster concentrates on it.

finger lightning ☞☞ 1
colored finger lightning ☞☞ 2 (color specified by the caster)

fire script 5/letter ☞☞☞ permanent glowing letters that cannot be erased by nonmagical means. perfect for inscriptions on monuments, since you can read them quite well at night.

fireflies *variable* creates a swarm of tiny bright dots which move and float through the air around a creature or object of the caster's choosing, or just at a random place.

fireflies ☞☞ 5/hr ☞

extended fireflies ☞☞☞☞ 15/month ☞

permanent fireflies ☞☞☞☞ 33 ☞

firewater 1/gallon/day ☞☞ will make any liquid feel/taste as if it's burning. ☞ ☞

fireworks 30/hr ☞☞☞☞ causes a brilliant display of exploding lights in the sky, visible for miles around. ☞

flash 1 ☞☞ causes a sudden, brief flash of the intensity and duration of a camera flashbulb. This does no real harm, but may cause nearby creatures to see spots for a few minutes. ☞

flashblind 6 ☞☞☞ causes a sudden, blinding flash of intense light. This flash will blind 2–12 Table I creatures or 1–3 Table II creatures who view it for 1–6 minutes. It will not affect more powerful creatures or creatures who fail to see the flash. Any creature whose resistance roll is 81+ is paralyzed rather than blinded. Only creatures which normally have vision are affected. ☞

flash image 2 ☞☞ creates a flash that leaves an afterimage of a vision pictured by the caster. Multiple images can be strung together to occur in close succession for a "slide show" effect, with each additional image costing 1 spell point.

flat/sharp pitch 1/day ☞☞ causes a voice or instrument to sound flat or sharp. ☞ ☞

flutter 2 ☞☞ causes a distracting flutter of motion just to the edge of a creature's eyesight. ☞

fog 6/3,000 cubic feet ☞☞☞ creates a dense fog . . . or appears to. ☞

fool illusion detection 5/hr ☞☞ allows all illusion magic cast by the caster for the next hour or beyond to be undetectable by the usual magic detection methods. ☞ ☞

footsteps 1 ☞☞ creates the sound of footsteps from an area of the caster's choice . . . i.e. from behind a door, creeping up behind someone, etc. Lasts as long as the spell caster concentrates on it. ☞

full body change 5/8 hrs ☞☞☞ changes the appearance of a creature's body to one of the caster's choice. This will not affect the creature's mass. ☞ ☞

glare 4/day ☞☞ makes it hard for a person to see by day. The light is always in his eyes. . . . ☞ ☞

glasswater 12/10,000 square feet ☞☞☞☞ makes murky water transparent. ☞

glitter 1/cubic foot/day ☞☞ makes an item catch light and stand out. ☞ ☞

glittercloth 1/day ☞☞ gives any cloth a luxurious luminescence. Great for that after-eight look. ☞ ☞

gloss 1/cubic foot/day ☞☞ makes something normally nonreflective glossy and reflective. Does not cause the affected object to lose its color, however. ☞ ☞

glowing footsteps 2/hr ☞☞ causes the victim to leave a trail of glowing footsteps behind him or her, visible to the spell's caster only. ☞

glowing footsteps II 4/hr ☞☞ causes the victim to leave a trail of glowing footsteps behind him or her, visible to all. ☞

gripping 4 ☞☞ if used prior to someone attempting to pick something up, this will make it seem as if the person's fingers went right through the object in question; the object cannot be picked up. ☞

heat 4/hr ☞☞ causes a creature to feel very, very hot without actually having any physical effects. ☞ ☞

heat vision 2/hr ☞☞ extends the recipient's vision into the infrared spectrum. ☞ ☞

history 6 ☞☞☞ shows an object as it originally was, rather than as it now appears. ☞ ☞

hypnotic light 6/hr ☞☞☞ similar to a light spell, but the light this spell gives off is distracting. Creatures which glimpse it must make a sense resistance roll to avoid being momentarily distracted. Note that this spell does not discriminate between friend and foe. Only the caster is unaffected, so in crises, it should be used carefully. ☞ ☞

hypnoids 8/day ☞☞☞ creates mesmerizing moving patterns on any surface. Whoever looks at them finds himself having a difficult time looking away . . . or thinking . . . or . . . anything. . . . Sudden shocks or startlement will break the effect of the spell. ☞

illusion 2/cubic foot ☞☞☞ allows the caster to create a visual illusion of his or her choice, visible to any one creature of his or her choice. The illusion lasts until touched. ☞ ☞

imitate voice 1/day ☞☞ allows the target to assume the voice and accent (language must be aquired separately) of any person the caster has heard. ☞ ☞

infinity 10 x *original spell cost* ☞☞☞ causes an effect of a magical item to become permanent—i.e. without charge. Effective only in conjunction with ensorcel and permanency spells. For instance a sword could be made to give off light whenever it was held (*light* + *infinity*). *Infinity* only works on spells that have a definite duration; it can't be used on one-shot spells like *fireball* or *shock-throw*.

inhibit light 4/day ☞☞ makes a light source 10 times less effective (i.e. 90% less bright). ☞

- invention double original illusion cost +1 per level of original illusionist over spell caster** ◇◇◇ allows a wizard to take control over another wizard's illusion. 🗡️
- invisible blade 5** ◇◇◇ causes a weapon's blade to become invisible to all but its wielder, who gets +3 on combat rolls until the first hit. Once the blade hits something, the illusion is broken.
- invisible fire 1** ◇◇◇ makes any small fire invisible. Any subsequent fire ignited from the invisible fire are visible, however, so you can't create invisible forest fires. 🗡️
- invisible light 3/hr** ◇◇◇ a ball of light which can be cast on any inanimate object—gives about the illumination of a forty watt light bulb. This light can be seen only by the caster. 🗡️
- invisibility 11/10 cubic feet/3 hrs** ◇◇◇◇◇ renders a single creature or 10 cubic feet of inanimate material invisible to normal vision. Invisible objects will still reflect and cast shadows, and invisibility vanishes if another person is touched. Creatures with heat vision will not be deceived, nor will creatures making use of *detect invisible* or *detect illusion*. 🗡️
- knock 1** ◇◇◇ causes the sound of knocking on a surface of the caster's choice. Useful on doors you don't want to be too close to. The spell caster can choose the pattern of the knock, and it lasts as long as its caster concentrates on it. 🗡️
- lackluster 4/year** ◇◇◇ makes an item appear worn and old. 🗡️
- light variable** a ball of light which can be cast on any inanimate object—gives about the illumination of a 40-watt light bulb.
- light** ◇◇◇ 1/hr 🗡️
- colored light** ◇◇◇ 1/hr (color chosen by caster) 🗡️
- light II 2/hr** ◇◇◇ lights an entire room. 🗡️
- light scent 3/10-foot radius/hr** ◇◇◇ causes light to give off a distinct odor. Different colors of light have different aromas. 🗡️
- light scream 3/10-foot radius/hr** ◇◇◇ Makes light have an annoying scream. Different colors have different and distinct screams. 🗡️
- light shock 1** ◇◇◇ causes a light spell (such as *light* or *bubble light*) to give anyone who touches it a slight shock. 🗡️
- light sizzle 3/hr** ◇◇◇ makes light have a sizzling sound. Different colors have different and distinct "sizzle" sounds. 🗡️
- light talk variable** stores a message (up to the caster's INT in minutes long) in a small, floating ball of light. The caster can leave the ball floating in the air, allow it to drift freely in the breeze, or send it in a particular direction. The first creature to touch the ball of light receives the message (and causes the bubble to burst and disappear). If untouched, the ball of light lasts up to a year before dissipating.
- light talk** ◇◇◇ 5 🗡️
- invisible light talk** ◇◇◇◇◇ 24 (visible only to a single creature chosen by the caster) 🗡️
- extended light talk** ◇◇◇◇◇ 24 (does not disappear when touched; repeats its message every time it's touched for a year) 🗡️
- permanent light talk** ◇◇◇◇◇ 48 (repeats its message every time it's touched indefinitely) 🗡️
- liquid light 10/pint/day** ◇◇◇◇◇ creates a luminescent liquid which gives off about 40 watts of illumination. 🗡️
- lose 5/day** ◇◇◇ causes a small object to seem to vanish—i.e. a key, a knife, etc. The object can be found by touch, and will become visible if found, but will otherwise be maddeningly lost. This will not work on anything bigger than a breadbox. 🗡️
- mask accent 1/day** ◇◇◇ howdy, neighbor . . . allows a creature to assume regional dialects of a language. Will not confer understanding of an unknown language. 🗡️
- mask emotion 1/hr** ◇◇◇ allows a creature to conceal its true feelings. 🗡️
- mask smell 2/10 cubic feet/2 hrs** ◇◇◇ conceals an object's scent. 🗡️
- mask soul 40/year** ◇◇◇◇◇ prevents demons or necromancers from finding you. 🗡️
- mass illusion 3/cubic foot** ◇◇◇ allows the caster to create a visual illusion of his or her choice, visible to all creatures in the surrounding area. The illusion lasts until touched. 🗡️
- mass sound 12/hr** ◇◇◇◇◇ creates a distinct sound (or combination of sounds) of the caster's choice. 🗡️
- memory portrait 20** ◇◇◇◇◇ creates an image of a creature taken from the memory of the spell's subject. 🗡️
- mirror 4/day** ◇◇◇ turns any flat surface of the caster's choosing into a mirror. 🗡️
- mirror action 5/hr** ◇◇◇ causes an individual to appear to mirror the actions of another individual selected by the spell caster. 🗡️
- mirror image 8/day** ◇◇◇◇ causes a mirror to reflect what the caster wants it to reflect. 🗡️
- misdirected scrying variable** causes attempts to magically scry on a protected person, place, or object to go awry—most scrying attempts will simply fail.
- misdirect scrying** ◇◇◇ 2/day 🗡️
- misdirect scrying II** ◇◇◇◇◇ 12/year 🗡️
- misdirect scrying III** ◇◇◇◇◇ 22/permanent 🗡️
- misdirected scrying II variable** when cast on a protected person, place, or object attempts to scry on the protected person will show the person in a previously specified false location; attempts to scry on the protected place will show a previously specified false location instead of the true one. The believability of the location depends on the caster's skill (and how much time is spent creating the illusion) as well as the viewer's familiarity with the person or object being scryed on.
- misdirected place scrying** ◇◇◇ 3/day 🗡️
- misdirected place scrying II** ◇◇◇◇◇ 16/year 🗡️
- misdirected place scrying III** ◇◇◇◇◇ 26 (permanent) 🗡️
- moondim 6/10-foot radius/night** ◇◇◇◇ temporarily dims moonlight; will not work on any other light source. 🗡️
- motionlight variable** when cast, any motion within the affected area triggers a bright light equivalent to a 75-watt bulb that illuminates the entire area for a length of time specified by the spell caster (up to 1 hour per point of the caster's INT + 1 hour per level). The light lasts as long as there is any motion within the affected area. The spell caster may choose the color of the light.
- motionlight I** ◇◇◇ 2/10-foot radius/day (one time only) 🗡️
- motionlight II** ◇◇◇◇ 28/10-foot radius/year (every time the spell area is entered) 🗡️
- motionlight III** ◇◇◇◇◇ 64/10-foot radius/permanent (every time the area is entered) 🗡️
- murk 5/day** ◇◇◇ negates a creature's night vision, whether that night vision is natural or magical in nature. The nighttime counterpart to *glare*. 🗡️
- music 1/hr** ◇◇◇ creates music from thin air, type up to the caster. 🗡️
- music memory 4** ◇◇◇ makes a song or chant from the caster's memory audible to others. The spell will reproduce the sounds of both singers and instruments. 🗡️
- mute variable** causes a Table I creature to suffer complete loss of speaking ability.
- muteness** ◇◇◇ 5/hr 🗡️
- extended muteness** ◇◇◇◇◇ 17/week 🗡️
- permanent muteness** ◇◇◇◇◇ 42 🗡️
- mute sound 2/hr** ◇◇◇ mutes all sounds within a 10-foot radius. This does not cause complete silence. 🗡️
- night vision 2/hr** ◇◇◇ gives the recipient night vision as good as his or her normal vision. 🗡️

nonreflection 1/day ◇◇◇ causes a creature to show no reflection and cast no shadow. Especially effective in areas with deep-seated fears of vampires. 🗡️ 🐉

note dance 4/hr ◇◇◇ Makes small animated figures or symbols stream out of an instrument being played, and seem to dance in the air. The caster can choose the figures or symbols (a different one representing each distinct note). 🗡️ 🐉

object blur 5/day ◇◇◇ makes it hard to see any specified object once it's in motion. Swords become all the more difficult to parry, for example. 🗡️

object scry 5/hr ◇◇◇ allows the caster to observe a distant object or area with which he or she is familiar. 🗡️ 🐉

odor 4/smell/hr ◇◇◇ creates a distinct smell of the caster's choice. 🗡️ 🐉

one-way glass 3/10 square feet/month ◇◇◇ fogs up glass on one side only. Does not obscure vision from the other side. 🗡️ 🐉

overscript 1/page ◇◇◇ creates an overlay of nonsense script on a document, rendering it unreadable to anyone besides the caster.

permanency 50 ◇◇◇◇◇ the final step in creating a magic item. This spell must be cast on an enchanted object within a month of its enchantment in order for it to permanently retain its magic. This is necessary for all magical items except potions. Normal extension and delay spells will not work with permanency. 🗡️ 🐉

pervert magic same as original spell cost ◇◇◇ causes a spell to escape from its caster's control. 🗡️

phantasmal arrow 1 ◇◇◇ fires a phantom arrow from a wizard's finger which hits as a +2 arrow. The arrow is real only in appearance; damage, while real, is psychosomatic. The arrow disappears after it hits, leaving no sign of a wound.

phantasmal silver 1/ounce/day ◇◇◇ creates silver or other precious metal which feels and looks real. Phantasmal silver will not stand up to truly close scrutiny, and *detect magic* will give it away immediately. 🗡️ 🐉

phantasmal sword 4/hr ◇◇◇ conjures an illusionary weapon which seems real in all respects, hitting and doing damage as a normal weapon would. If its wielder is disarmed, however, the weapon disappears.

phantasmal wall 4/day ◇◇◇ adds a wall to a room. The wall can be passed through, but not seen through. The wall will seem natural and solid in all respects. 🗡️

photosphere 1/day ◇◇◇ covers a person with a rich, glowing (yet somehow subtle) illumination, as though he or she is always standing in exactly the right light. 🗡️ 🐉

point projection 2 ◇◇◇ brings into being an imaginary dot of light projecting from the end of an arrow or bolt, which confers:

- +1 at midday or to inexperienced shooters
- +2 in normal or dim light
- +3 in darkness or near darkness

portrait 8 ◇◇◇◇◇ creates a perfect image—on cloth, parchment or other medium—of the spell's subject. 🗡️ 🐉

potpourri 2/month ◇◇◇ creates a floral odor of the caster's choice on a specified small, inanimate object. 🗡️ 🐉

preserve image 6/year ◇◇◇◇◇ allows the caster to store a single image in an inorganic item. The first person who touches the item sees the image. 🗡️ 🐉

preserve sound 8/year ◇◇◇◇◇ allows the caster to store a sound or message (up to the caster's INT in minutes long) in an inorganic item. The first person who touches the item hears the sound. 🗡️ 🐉

preserve taste 8/year ◇◇◇◇◇ allows the caster to store a series of tastes or flavors (up to the caster's INT in minutes long—enough for a whole meal) in an inorganic item. The first person who

touches the item receives the taste. 🗡️ 🐉

protection vs. illusion 2/hr ◇◇◇ allows the caster to see through magical illusions. 🗡️ 🐉

protection vs. magic detection 7/day ◇◇◇◇◇ makes the recipient and all he or she is carrying immune to the effects of a *detect magic* spell. Can be cast on objects as well. 🗡️ 🐉

protection vs. scrying 2/day ◇◇◇ protects the recipient from any magical spying from afar. 🗡️ 🐉

read lips 1/hr ◇◇◇ gives a person the perfect ability to read lips. Conversations from any mouths the recipient of the spell can see are heard clearly. 🗡️ 🐉

recharge 5 x original spell cost ◇◇◇◇◇ allows an enchanted item to regenerate its powers after an effect is used. Points are calculated by the spell cost of an effect, with points being regained at a rate of 1/effect per day. In other words, a magical ring that has an effect equal to a three point spell could be used to perform that effect once every three days. This spell is only effective in conjunction with ensorcel and permanency spells

recovery 8/week ◇◇◇◇◇ allows a spell caster to recover spell points at a rate of 3/day, no matter how active he or she may be. 🗡️ 🐉

reflection 4/hr ◇◇◇ causes any solid surface to reflect. 🗡️ 🐉

remove wizardmark 10/level of original caster ◇◇◇◇◇ allows a wizard to erase another spellcaster's wizardmark or wizardscript. The cost varies depending on the level of the wizardmark's creator—it costs only 10 points to dispel a magic-0's wizardmark, but 60 points to remove the mark made by a magic-6. 🗡️

repel light variable when cast on an inanimate object, it will always seem to be in shadow, even in direct sunlight.

repel light I 4/day ◇◇◇ (person sized or smaller) 🗡️ 🐉

repel light II 24/day ◇◇◇◇◇ (house sized) 🗡️ 🐉

repel light III 44/day ◇◇◇◇◇ (any sized) 🗡️ 🐉

repel light IV 34 ◇◇◇◇◇ (person sized, permanent) 🗡️ 🐉

repel light V 64 ◇◇◇◇◇ (house sized, permanent) 🗡️ 🐉

repel light VI 94 ◇◇◇◇◇ (any sized, permanent) 🗡️ 🐉

reveal true form 3/day ◇◇◇ makes apparent the true form of shapeshifters in animal form. 🗡️ 🐉

scentlight variable causes a particular scent to give off light, anywhere within the spell caster's line of sight. Useful for tracking by scent.

scentlight ◇◇◇ 3/hr (seen only by caster) 🗡️ 🐉

scentlight II ◇◇◇◇◇ 8/hr (seen by anyone within a 10-foot radius of the caster) 🗡️ 🐉

seek vision 3/hr ◇◇◇ allows a person to see through small slits or cracks, under doors, etc, by actively directing vision, as if his or her eyes were at the crack, keyhole, etc. The caster need only be within 10 feet or so of the opening. 🗡️

selective invisibility 15/10 cubic feet/3 hrs ◇◇◇◇◇ makes a single creature or 10 cubic feet of inanimate material invisible to everyone but a group of individuals designated at the beginning of the spell. Invisible objects will still reflect and cast shadows, and invisibility vanishes if another person is touched. Creatures with heat vision will not be deceived, nor will creatures making use of detect invisible or detect illusion. 🗡️ 🐉

semi-real illusion 6/cubic foot ◇◇◇◇◇ allows a wizard to create an illusion with visual, aural and olfactory components. The illusion can move and evolve while the caster concentrates on it and can be controlled by him or her. After the caster ceases, the illusion will not fade, but will no longer change. It is destroyed by any touch. 🗡️ 🐉

sending 10 ◇◇◇◇◇ allows the spell caster to send an image of his or herself to a distant location where it can speak and act as the caster chooses. The wizard must be totally undisturbed and devote

his or her entire concentration on the sending to maintain it. Sendings are insubstantial, and not quite opaque—always in the exact image of the caster. They can be cast anywhere within a range of (INT + magic level) miles. Maintaining a sending is draining, and a magician must spend one hour immediately afterward resting for each five minutes of time spent concentrating on the spell.

sequins 1/day ◇◇◇ makes a person's clothing or other object glitter brightly. ☞ ☞

shadow eye 25 ◇◇◇◇ allows the illusionist to see through any shadow within his or her line of sight as if he or she were standing in it. This spell is totally undetectable, and lasts as long as the illusionist concentrates on it. ☞ ☞

shadowban 28 ◇◇◇◇ permanently eliminates a person's shadow. ☞ ☞

shadowfade 4/hr ◇◇◇ allows the spell recipient to fade into shadows. ☞ ☞

shadowplay 3/hr ◇◇◇ allows a wizard to play tricks with shadows—i.e. to cause them to disappear, to turn them into strange shapes, etc. ☞

shadowscript 2/page/year ◇◇◇ lays an illusion of different writing over a document. For example, a wizard might disguise his research notes as a recipe book.

sight 5/day ◇◇◇ causes the recipient to see creatures as they really are, rather than as they pretend to be. ☞

sightstun 3 ◇◇◇ causes a bright flash in the face of a Table I creature, stunning that creature for 1–3 rounds. Only one creature can see the flash. ☞

silence 1/hr ◇◇◇ creates a field of total silence over a 5-foot radius. No sound at all can be heard from within the field. ☞

silent talk 2/hr ◇◇◇ blocks a conversation from being overheard.

silverwater 12/10,000 square feet ◇◇◇◇ makes water opaque and reflective. ☞ ☞

singing wind 8/hr ◇◇◇◇ causes singing noises to be carried on whatever normal wind exists. If there is no wind, this spell is ineffective. ☞

skincolor 11/week ◇◇◇◇ changes the color of a creature's skin. ☞ ☞

slick 1/10 square feet/day ◇◇◇ causes a surface to appear slick and slippery. ☞

smoke snakes 6/hr ◇◇◇◇ allows a wizard to create and control opaque images of snakes from smoke. ☞

snapshot 6 ◇◇◇◇ allows the spell caster to convey a small image, sound, or other sensory impression (such as a taste or smell) to another person. Better than a *wanted* poster.

snowglare 10/square mile/day ◇◇◇◇ when cast on snow, causes the snow to reflect light so intensely that anyone looking at it will be temporarily blinded. ☞

sound 6/sound/day ◇◇◇◇ creates a distinct sound of the caster's choice. ☞ ☞

soundlight 8/30-foot radius/hr ◇◇◇◇ makes sounds, even whispers, appear as light in addition to sound. Louder sounds make brighter lights and different tones appear in different colors. The effect is somewhat dizzying. When cast together with *light sizzle* this creates a maelstrom of magical feedback. ☞ ☞

soundstun 3 ◇◇◇ causes a sudden loud noise, which stuns a Table I creature for 1–3 rounds. Only one creature can hear the noise. ☞

sticky light 2/hr ◇◇◇ a malleable ball of light that glows brightly, and sticks to anything it touches.

store magic 10/point ◇◇◇◇ creates a spell-storing item. Usable only in conjunction with *ensorcel* and permanency spells.

strobe 2/hr ◇◇◇ causes any light source to pulse in rhythm to any

sounds. Great with musical accompaniment. ☞

sundim 2/10 ft radius/day ◇◇◇ temporarily dims sunbeams over a small area; will not work on any other light source. ☞

tag weapon variable allows a caster to give a weapon a particular tag—a signature glow and/or sound. An arrow could give off a shocking pink light and scream when fired, for instance.

tag weapon ◇◇◇ 1/week ☞

tag weapon II ◇◇◇◇ 18/year ☞

tag weapon III ◇◇◇◇ 28 (permanent) ☞

taste talk 3 ◇◇◇ allows a message to be stored in an item of food or drink. The message becomes known to the first person who eats or drinks all or a portion of the affected foodstuff. ☞

teal's rotating spheres of unbreakable light 1/hr ◇◇◇ essentially, a series of multi-colored bubbles of light which revolve around one another. Will not burst if touched. Child's toy. ☞

thunder 1 ◇◇◇ creates the sound of thunder rumbling in the distance. Lasts as long as the spellcaster concentrates on it. ☞

thunder and lightning 5/hr ◇◇◇ great special effects for parties . . . this spell is both visual and aural. ☞

tinges 14 ◇◇◇◇ allows a wizard to detect everywhere a creature has been over the previous 48 hours. ☞ ☞

tune 2/year ◇◇◇ ensures that an instrument retains the proper tuning. The caster can choose how he or she wishes the instrument to be tuned. ☞ ☞

uncanny follower 5/day ◇◇◇ creates a bright mass of flame or colored light in a shape chosen by the spell caster. The uncanny follower will follow a few paces behind the person or creature the spell is cast on—never getting closer, but never getting any farther away either. ☞

unrecognizability 2/8 hrs ◇◇◇ makes the recipient unrecognizable to casual acquaintances, although creatures with a closer knowledge of the subject will not be fooled. Creatures who see the recipient of this spell will be unable to accurately describe him or her. ☞ ☞

untune 1 ◇◇◇ makes an instrument sound awful. ☞ ☞

vapor effluvium 9/3,000 cubic feet ◇◇◇◇ causes noxious fumes. Induces vomiting in some. ☞ ☞

vent magic ½ original spell cost ◇◇◇ harmlessly triggers a spell, potion, or rune by bleeding away its potency. A *delayed* fire spell, for example, could be triggered without cooking the spell caster. It costs only half the base spell cost, not the cost of making the rune or potion, or the cost of delaying a spell.

ventriloquism 5/hr ◇◇◇ allows a wizard to throw his or her voice. ☞

voices 5/hr ◇◇◇ causes voices, moans, screams, etc. at a set location. The spell can be cast anywhere within the illusionist's line of sight. ☞ ☞

wall of darkness 5/100 square feet/day ◇◇◇ creates an opaque wall of blackness which cannot be seen through. Unless amplified, the wall will be several feet thick, surrounded by a less dark area another several feet thick. The wall can be shaped as the caster chooses, but must be based on a solid surface. ☞

wall of displacement 10/day ◇◇◇◇ creates a transparent field which does not obstruct motion. Everything seen through this field will appear to be 2 to 3 feet from its actual location. ☞

wall of light 4/100 square feet/day ◇◇◇ creates an opaque wall of light, several feet thick. The wall can be passed through without harm. It can be shaped as the caster chooses, but must be based on a solid surface. ☞

wall of voices 10/100 square feet/day ◇◇◇◇ creates an invisible field of voices, screams, moans, etc., about 10 feet in thickness. The wall does not block normal passage. ☞

weapon to snake 7/hr ◇◇◇◇ seems to transform a weapon into a snake or other small, slimy animal of the illusionist's choice. The snake, should the weapon's wielder fail to discard it, will wrap itself around that creature's arm. The effect is illusory, but even if the creature is not fooled, it will not be able to accurately see its weapon.

whispershout 6/hr ◇◇◇◇ makes any noise emitted by the affected creature audible to all creatures within ½ mile. 🗣️ 🐾

white noise 1/10foot radius/hr ◇◇◇ causes a soft buzzing noise in the background. Useful to stop eavesdroppers or to drown out the neighbor's barking dog. 🗣️

windowwall 6/day ◇◇◇◇ turns a wall or other surface into a one-way window, allowing creatures to spy on whatever is behind it. 🗣️ 🐾

witchlight variable forms a floating 3-foot ball of dim translucent light, controllable by its creator.

witchlight ◇◇◇ 2/3 hrs 🐾

colored witchlight ◇◇◇ 3/3 hrs (color chosen by caster) 🐾

wizard mouth 12/week ◇◇◇◇ puts an oversized mouth into an inanimate object. This mouth can either repeat a brief prearranged message to passersby or can be controlled by its creator while he or she concentrates. 🐾

wizardmark 3 ◇◇◇ creates a permanent mark on an inanimate object that is unique and visible only to its caster. A *wizardmark* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

wizardscript 5/hr ◇◇◇ creates permanent writing on an inanimate object that is visible only to the caster. *Wizardscript* becomes visible if a *detect magic* is cast, but it cannot be removed with a *dispel magic* spell.

xeethra's maze 8/4 hrs ◇◇◇◇ disorients a creature; whichever way it turns, it sees an impossible—though illusory—obstacle in its path. 🐾

xeethra's wind 8/4 hrs ◇◇◇◇ a wind that slowly builds in force until it seems like a hurricane . . . but only to the creature the spell has been cast upon. 🐾