

Animate Tool

Illusionist 0

Range: 10'
Duration: 1 turn

Libram Magica, P. 11

- This spell imbues a single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) to become animated.
- It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn.
- The magic user must be able to perform the repeated action by hand himself.
- Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

Flare

Illusionist 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 30

- A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

Irritate

Illusionist 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 38

- This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion in order to create a momentary distraction. It works well to disrupt spell casting or concentration, although the subject gets a save vs. Spells to resist.

Brighten

Illusionist 0

Range: special (10')
Duration: 1 turn

Libram Magica, P. 13

- This minor magic causes the ambient light to increase in the area by about 100%. Candle-light becomes like torch-light, torches produce light like a camp fire, etc.
- A spell, relying on light for its primary effect in the area will be much more effective, but ends the cantrip. This will double light spells.
- For other spells the Game Master may have decide how the effect is brightened on a case by case basis.
- This increase in power will wane after 1 turn (continual light's enhancement is not permanent).

Flavor*

Illusionist 0

Range: 10'
Duration: touch

Libram Magica, P. 30

- This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real).
- Reversed, it becomes Ruin, which makes the food or drink either taste horrible by excessive overuse of a flavoring agent (which is real) or taste as if it had been prepared wrongly (which is an illusion).

Knot*

Illusionist 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 38

- This minor spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself.
- Reversed, the Unknot spell may undo any knot the caster could unknot himself.
- The spell cannot be used offensively to bind, trip (shoelace trick), or otherwise directly affect another individual, except in the most indirect ways.

Clean*

Illusionist 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 16

- Upon casting, this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot.
- Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

Inscribe

Illusionist 0

Range: touch
Duration: permanent

Libram Magica, P. 37

- This cantrip engraves up to a square foot of writing or drawing on almost any nonliving surface. It will not work on constructs, elementals, undead, or other animated materials.

Mage Hand

Illusionist 0

Range: 40' or 10'
Duration: 1 turn

Libram Magica, P. 40

- A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for 10 rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of ten feet.
- The caster can also manipulate small and light objects (about 1 pound) at up to 10 feet as if he or she was holding the object himself. Weapons cannot be so wielded. Alchemists and wizards often use this for dangerous experiments to keep themselves safe at a small distance.

Open/Close

Illusionist 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 44

- A single, normal, unlocked door, window or similar device can be opened or closed by use of this minor spell.
- It cannot be made to close upon another being or otherwise be used offensively except in the most indirect ways (such as closing a portal before a being gets to pass).
- The magic of this minor spell is not strong enough to hold or otherwise keep a being from manipulating the portal or device.

Transfigure

Illusionist 0

Range: touch
Duration: special

Libram Magica, P. 61

- This minor spell may change a small object (up to 27 cubic inches) into another shape, size, color, or texture.
- Radical changes (living) are not apt to last more than one turn, but minor changes may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard).
- The Game Master should decide any particulars about the suggested transformation and share with the caster, who would know roughly how long a transformation lasts.

Color Spray

Illusionist 1

Range: 20' (text)
Duration: instantaneous

Libram Magica, P. 17

- A vivid cone of clashing colors is projected from the caster hands, causing living creatures to become blinded or possibly unconscious.
- The cone has a 5 foot diameter at the base, 20 foot diameter at the end, and is 20 feet long.
- 0-2HD. Unconscious 2d4 rnds, blinded 1d4.
- 3-4HD. Blinded 1d4 rnds.
- 5+HD. Blinded 1d4 rnds.
- Creatures with more HD than caster with more than 6HD can save vs. Spells to negate.
- Sightless creatures are not affected by color spray.

Sneeze

Illusionist 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 57

- This minor magical effect causes a recipient chosen creature within range to sneeze loudly if it fails a save vs. Spells.
- The momentary effect is enough to spoil a spell, penalize initiative (with subject going last in the order that round), alert nearby creatures, or other similar effects, as determined by the Game Master.
- The spell assumes a creature that is subject to sneeze or similar respiratory effect; the spell is lost if cast upon a creature that does not have the capacity for a sneeze.

Audible Glamer

Illusionist 1

Range: 60'+10'/lvl
Duration: 2 rnds/lvl

Libram Magica, P. 12

- Audible Glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The type of sound cannot change in character after casting.
- The volume is equivalent to the noise of two normal humans per caster level. The noise an audible glamer spell produces can be virtually any type of sound within the volume limit.
- Note that this spell is particularly effective when cast in conjunction with phantasmal force.
- If character disbelieves the sound, save vs. Spells; succeeds indicates detection as fake.

Dancing Lights

Illusionist 1

Range: 40'+10'/lvl
Duration: 2 rnds/lvl

Libram Magica, P. 20

- Creates 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 the caster desires, up to 100'/rnd.
- Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Summon Vermin*

Illusionist 0

Range: 10'
Duration: permanent

Libram Magica, P. 60

- This cantrip summons one small, totally ordinary (and real) insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse or mole), or a cloud of gnats into a certain area.
- Reversed, this cantrip becomes Exterminate, which may kill any one creature of the same type.
- Target saves vs. Spells to resist any disruption of spells or attack routine, but the vermin may otherwise scare or startle a person when noticed like any other such encounter would do so.

Change Self

Illusionist 1

Range: self
Duration: 1 turn/lvl

Libram Magica, P. 15

- This spell allows the caster to alter his or her appearance including not only body shape and facial features, but also clothing and equipment.
- The caster can change height by a foot, weight quite a bit and details a lot.
- The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile or audible properties of the caster or his equipment.
- A creature that interacts with the caster may, at the discretion of the Game Master, be allowed a save vs. Spells to recognize the illusion.

Detect Illusion

Illusionist 1

Range: 60'
Duration: 2 turns

Libram Magica, P. 22

- This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. Detect illusion allows detection of visual illusions only; it does not detect auditory illusions such as audible glamer.

Detect Invisible

Illusionist 1

Range: 60'

Duration: 1 turn/lvl

Libram Magica, P. 23

- By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Light*

Illusionist 1

Range: 120'

Duration: 6+1/lvl turns

Libram Magica, P. 39

- Create a light source equal to torchlight with 30' radius and half that to 50'.
- Immobile if cast on area, can be on object that moves.
- Reversed, **darkness** creates an area of darkness as above for Darkvision and mundane light sources.
- Light and **darkness** can counter each other. The later spell must be cast by a higher level caster.
- May blind an opponent if cast on ocular organs. The target can save vs. Death Ray to avoid the effect and if save made the spell fizzles. -4 to attack rolls. If used this way there is no area of effect.

Phantom Armor

Illusionist 1

Range: touch/self

Duration: 6 hrs

Libram Magica, P. 45

- This spell covers the person touched (or caster) in a suit of quasi-real armor. While it is made of the stuff of illusion and shadow, it provides protection equal to plate mail (AC 17).
- Does not incur any encumbrance or limit movement or spell casting ability in any way. Other than a shield, it cannot be combined with any other armor or magical protections.
- Can be negated by disbelief, dispel magic, dispel illusion, or similar.
- Armor will absorb 1 point of damage per level of the caster or 6 hrs before disappearing, any remaining damage is applied normally.

Disappear

Illusionist 1

Range: self

Duration: 2 rounds

Libram Magica, P. 23

- The caster (and only the caster) becomes invisible, vanishing from sight, including Darkvision in much the same way as the improved invisibility spell, but only lasting exactly 2 rounds.
- Caster is vanishes as well but another being cannot disappear, even if carried.
- The invisibility effect is not negated if the caster attacks, casts a spell, or otherwise takes action, allowing the caster a few moments to do other actions without being seen.
- Of course, any being able to see or sense invisible creatures can notice the caster normally.

Magic Mouth

Illusionist 1

Range: 30'

Duration: special

Libram Magica, P. 41

- Give a non-living object an enchanted mouth that appears and delivers planned message on trigger.
- Three words per caster level. Time up to ten minutes. Volume up to yell.
- Caster must know language.
- Cannot activate magical effects or command words.
- Visual an audio triggers are used. Nonmagical factors cannot change triggers, though illusions might.
- Trigger range is 10'/caster level.

Shadow Staff

Illusionist 1

Range: self

Duration: 1 turn/lvl

Libram Magica, P. 54

- The caster's staff is transformed into the substance of shadow only they can wield.
- Treat as a magical weapon (initially +1 to hit and damage) and each hit will drain 1 point of strength from the target (save vs. Spells to avoid).
- For each point drained, the staff's magical bonus is increased by one (up to a maximum bonus of +5), lasting until the end of the spell.
- The draining effect does combine with any inherent magical qualities of the caster's staff, if such exist though only the best bonus is used.

Hidden Door

Illusionist 1

Range: 30'

Duration: 1 hr/lvl

Libram Magica, P. 35

- This spell causes a single door chosen by the caster to become hidden via minor transformation and illusion to appear as the surrounding material, effectively becoming an actual Secret Door for the duration of the spell.
- The caster can see the door for what it is, as can magical detection spells, but otherwise creatures must use normal searching and trial-and-error methods of gaining access.

Mirror Image

Illusionist 1

Range: self

Duration: 1 turn/lvl

Libram Magica, P. 42

- Spell creates and shuffles several illusory duplicates of the caster and the caster.
- Total of 1d4 images plus one image/3 levels created to 8 images.
- Figments mimic the caster's actions.
- Enemies attempting to attack or cast spells on the caster will hit figments instead.
- Attacked figments are destroyed whether attack was successful or not.
- Area affect spells will hit the caster but all images will appear to be injured exactly as caster was.

Ventriloquism

Illusionist 1

Range: 60'

Duration: 1 turn/lvl

Libram Magica, P. 63

- This allows the caster to cause his or her voice to sound as if it is coming from somewhere else in range, for example a dark alcove or statue.

Alter Self

Illusionist 2

Range: self
Duration: 10 min/lvl

Libram Magica, P. 10

- This spell allows the caster to assume the form of a creature of the same body type (humanoid).
- The new form must be within 50% of his normal size and have less HD.
- The caster retains his or her own base abilities and class powers. If the new form has speech, spellcasting possible. No magical/innate/sense powers from the new form are possible, but physical abilities like AC and Move.
- The caster can revert back to his normal form at any time, ending the spell duration early.

Detect Magic

Illusionist 2

Range: 60'
Duration: 2 turns

Libram Magica, P. 23

- Detect exchanged or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

Invisibility

Illusionist 2

Range: touch
Duration: special

Libram Magica, P. 37

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell ends when target attacks any creature or casts a spell. Indirect damage does not count as an attack.
- Spell lasts at most 24 hours.

Blur

Illusionist 2

Range: touch
Duration: 1 min/lvl

Libram Magica, P. 13

- Causes the outline of the creature touched to appear blurred, shifting and wavering.
- All missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks.
- Grants a +1 on the saving throw die roll against any direct magical attack.
- A detect invisible spell does not counteract blur, but true seeing does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Dispel Illusion

Illusionist 2

Range: 120'
Duration: instantaneous

Libram Magica, P. 24

- Ends all ongoing "illusion spells" in cubic area 20 feet on a side. Dispel illusion affects spells such as audible glamor, phantasmal force, spectral force, advanced illusion, etc.
- Illusion spell casters with a levels less than or equal to the caster are ended automatically. Higher level casters have a 5% chance of failure for each level the illusion's caster level exceeds the dispel illusion caster level.
- For dispelling an illusion cast by a non-Illusionist, the Illusionist is treated as two levels higher.
- Non-illusion spells cannot be ended by this spell.

Obscurement

Illusionist 2

Range: 100'+10'/lvl
Duration: 10 min/lvl

Libram Magica, P. 44

- Bank of fog 20' on a side encompasses target point.
- Bank move: 10'/rnd under concentration.
- Obscure all sight (incl. Darkvision) beyond 5'.
- The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.
- This spell does not function underwater.

Continual Light*

Illusionist 2

Range: 360'
Duration: 1 yr/lvl

Libram Magica, P. 18

- Create a spherical region of light that illuminates a 30' radius as daylight and lesser to 60'.
- Spell can target a movable object, the air or a creature up to range.
- Spell lasts 1 year/lvl
- As with **light** this can target a creature's visual organs. Save vs. Spell to avoid blinding, save means spell illuminates air behind creature. Blinded creatures have -4 to attack rolls.
- Reverse is **continual darkness** causing complete nulling of all other light sources in area or blinding creature in the same way.

Ether Bolt

Illusionist 2

Range: 30'+5'/lvl
Duration: instantaneous

Libram Magica, P. 28

- This spell fires off a missile or beam-like effect that only strikes foes that are insubstantial, ethereal, phase-shifted, or otherwise not fully materially present.
- This primarily includes various types of undead, but may include other beings that have similar qualities such as shadows.
- Much like a magic missile, the bolt strikes unerringly if the target is in sight, causing 1d4 points of force-like impact damage per level of the caster, striking as if the target was a completely solid being.

Phantasmal Force

Illusionist 2

Range: 180'
Duration: concentration

Libram Magica, P. 45

- Creates the visual-only illusion of an object, creature(s) or other effect up to 20' on a side. The image is created by caster and persists while concentrating.
- Illusory creatures have an AC11 and disappear if hit in combat. Damage done by the creatures is not real – those "killed" from damage will wake up uninjured in 2d8 rounds.
- Attempting to animate more creatures than the caster's level or good arguments about why it is not believable allow Spells to recognize the illusion. If the save is made, no damage is taken.

Read Languages

Illusionist 2

Range: self
Duration: special

Libram Magica, P. 51

- Spell grants caster ability to read almost any written language in 3 modes.
- Mode 1: Read any number of written works in a variety of languages – 1 turn/level.
- Mode 2: Allows caster to read any one book/tome for 3 hours/level.
- Mode 3: Can permanently read any one non-magical scroll or short document.
- Spell does not work on magical texts as spell scrolls or spellbooks (read magic).
- Just reading the language does not hasten the reading nor grant understanding.
- At least one creature who can read the language must exist on the same plane.

Illusionary Wall

Illusionist 3

Range: 60'
Duration: permanent

Libram Magica, P. 37

- This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10 foot square area, up to 1 foot thick. The section of wall created 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 may reveal the true nature of the surface or Save vs. Spells.
- Discovering it an illusion does not cause it to disappear.

Phantom Steed

Illusionist 3

Range: touch
Duration: 1 hr/lvl

Libram Magica, P. 46

- Conjures quasi-real black-horse-like creature for the caster or designated rider. The hooves make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.
- AC 18, 12 hp. Disappears at 0hp. Move 10'/lvl.
- Additional powers by level: 8th level: Ride over all open terrain without difficulty, 10th level: treat water as firm ground, 12th level: Treat air gaps as firm land, 14th level: Ability to fly as a pegasus.
- A mount's abilities are cumulative.

Rope Trick

Illusionist 2

Range: touch
Duration: 1 hr/lvl

Libram Magica, P. 54

- A piece of non-magical rope 5-30' long rises into the air until perpendicular to the ground, as if hung. Top is fastened to extra-dimensional space, similar to a bag of holding. Creatures in the space are beyond the reach of spells.
- Holds 8 M creature who can pull the rope up making it "disappear."
- Spells cannot cross opening. Can see out as a 3 sq ft window invisible to outside.
- One climber at a time.
- When the spell ends, creatures or objects within the extra dimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Invisibility 10' Radius

Illusionist 3

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 37

- Targets within 10' of caster become invisible to normal sight including Darkvision. Carried gear vanishes too. They see each other.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so. Items longer than 10' will not completely disappear. Other senses may still discern target location. Spell lasts no more than 24 hours.
- Spell ends for a given target when it attacks any creature, gets more than 10' from caster or casts a spell. Indirect damage is not an attack. The caster breaks invisibility for all.

Shadow Door

Illusionist 3

Range: 10'
Duration: 1 rnd/lvl

Libram Magica, P. 54

- With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close.
- In reality, the caster becomes invisible (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10 foot square room of similar style to the surrounding area.
- The caster remains invisible for the duration of the spell, unless, as with an invisibility spell, he or she attacks any creature or casts a spell.

Dark Flame

Illusionist 3

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 20

- Produce a magical "dark flame" upon an object that does not produce heat or use oxygen.
- Allow all within 30 feet radius and spell range to see via Darkvision.
- The darkvision does not extend beyond the spell radius, and neither does the effect extend to any who might leave the area of effect.
- The spell does not provide any stealth bonus within the effect, as all (including foes) receive the darkvision. However, because there is no light produced it may augment stealthy movement in general against those outside the spell range.

Phantom Messenger

Illusionist 3

Range: special
Duration: special

Libram Magica, P. 45

- When this spell is cast, it creates a quasi-real, birdlike creature. It cannot fight, all normal animals shun it but monstrous ones can attack.
- AC 18 and 2 + lvl hit points. Move 120'/rnd. Carry 1 oz/5*lvl.
- When created, flies without error to specified location and person. Will land and wait if no person specified, else will circle looking for that person.
- After landing will vanish in 1 rnd/lvl even if message not delivered. Carried items fall to ground.

Spectral Force

Illusionist 3

Range: 180'
Duration: special

Libram Magica, P. 58

- Creates the thermal, sound, smell, visual illusion of an object, creature(s) or other effect up to 20' on a side. The image is created by caster and persists while concentrating + 3 rnds.
- Illusory creatures have an AC11 but do not disappear when damaged until it loses a proper amount of HP. Damage done by the creatures is not real – those "killed" from damage will wake up uninjured in 2d8 rounds.
- Attempting to animate more creatures than the caster's level or good arguments about why it is not believable allow Spells to recognize the illusion. If the save is made, no damage is taken.

Advanced Illusion

Illusionist 4

Range: 180'

Duration: 1 min/tvl

Libram Magica, P. 10

- This spell functions like the spell, spectral force, which is an advanced form of phantasmal force complete with auditory, smell, and thermal effects, except that the illusion follows a script determined by the caster.
- The illusion follows the script without requiring the caster to concentrate on it.
- The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to or if other communication is attempted.

Improved Invisibility

Illusionist 4

Range: touch

Duration: 1 rnd/tvl

Libram Magica, P. 38

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell continues when target attacks any creature or casts a spell.
- Spell lasts at most 24 hours.

Suggestion

Illusionist 4

Range: 30'

Duration: 1 hr/tvl

Libram Magica, P. 60

- Influence a target creature by suggesting a course of 1-2 sentence activity. The suggestion must make the activity sound reasonable. Asking for a self-destructive act negates spell.
- The activity fills the spell duration or the spell ends if it can be performed sooner.
- If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes -1/-2 penalties to save.
- The creature understands the language used.
- Undead are not subject to suggestion.

Dispel Magic

Illusionist 4

Range: 120'

Duration: instantaneous

Libram Magica, P. 24

- This spell ends ongoing spells that have been cast on a creature or object within a 20' cube.
- Caster chooses a target creature, object or area.
- All spell effects (including potion effects) on the target may be canceled.
- Any spell or effect from a source of less than the caster's level end automatically.
- Spells or effects from higher level source have a cumulative 5% chance per level difference of not being canceled.
[Example: A 10th level dispel magic has a 20% chance of failing to disrupt a 14th level spell]

Massmorph

Illusionist 4

Range: 100'+10'/tvl

Duration: 1 hr/tvl

Libram Magica, P. 41

- Cause 1d4+1 human-size creatures per 4 caster levels to appear as natural terrain features (trees/stalactites/boulders).
- All creatures must be within 120' radius of caster.
- Only those who wish to hide are concealed.
- Caster may include themselves.
- The hidden must remain motionless.
- To move or attack dispels the illusion for that creature only.
- Illusion ends by caster or **dispel magic**.

Confusion

Illusionist 5

Range: 360'

Duration: 2+1/tvl rnds

Libram Magica, P. 17

- 3d6 living creatures in 30' radius are affected. Save vs Spells or be confused.
- Confused creatures roll on table each round defaulting to 10 if unable to perform action.
- No attack bonus vs. confused character. Confused characters retaliate against attacker instead of using table.

d20 Behavior

- | | |
|-------|--|
| 1-2 | Attack caster with melee or ranged weapons (or close if attack is not possible). |
| 3-4 | Act normally. |
| 5-10 | Do nothing but babble incoherently. |
| 11-14 | Flee away from caster at top possible speed. |
| 15-20 | Attack nearest creature. |

Hold Person

Illusionist 4

Range: 180'

Duration: 2d8 turns

Libram Magica, P. 36

- Target living human/demi-human/humanoid paralyzed.
- Creatures larger than Ogres not affected.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Target can be one person (save is at -2) or a group of 1d4.
- Paralyzed winged creatures fall and swimming creatures may drown.

Silence 15' radius

Illusionist 4

Range: 360'

Duration: 2 rnd/tvl

Libram Magica, P. 56

- This spell induces complete silence in 15' radius around target. All sound is stopped, conversation and spells impossible and no noise passes through.
- The point can be cast in space/on and object/on a creature.
- An unwilling creature or item on that creature receives a save vs. Spell to negate.
- This spell is a defense against sonic or language based attacks or spells.

Hallucinatory Terrain

Illusionist 5

Range: 400'+40'/tvl

Duration: 12 turns/tvl

Libram Magica, P. 34

- Makes one 10 yard cube per level of outdoor terrain look like a different type (e.g. field into forest, grassland into desert or the like).
- Requires full turn to cast.
- Affected terrain looks, sounds, smells like the other sort.
- Structures, equipment or creatures in terrain are not hidden or altered in appearance.
- A save vs. spells negate the illusion but the creatures or characters affected must actively attempt to do so.

Hold Giant

Illusionist 5

Range: 180'

Duration: 2d8 turns

Libram Magica, P. 36

- Functioning much like hold person, this spell will render any living (not undead) giant humanoid creature paralyzed.
- Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech.
- A successful save vs. Spells will negate the effect.
- The spell may be cast at a single giant, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

Programmed Illusion

Illusionist 5

Range: 180'

Duration: special

Libram Magica, P. 47

- This spell functions like the spell, spectral force, which is an advanced form of phantasmal force complete with auditory, smell, and thermal effects, except that the illusion follows a script determined by the caster.
- The illusion follows the script without requiring the caster to concentrate.
- The illusion can include preprogrammed intelligible speech.
- The caster sets a triggering condition when casting the spell based on an audible, tactile, olfactory, or visual trigger.
- The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Hold Monster

Illusionist 6

Range: 180'

Duration: 2d8 turns

Libram Magica, P. 36

- Target any one living creature.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Paralyzed winged creatures fall and swimming creatures may drown.

Mislead

Illusionist 5

Range: 10'

Duration: special

Libram Magica, P. 43

- The caster becomes invisible (as if by means of improved invisibility) and at the same time an illusory double of him or her appears (as if by means of spectral force).
- The double appears within the given range, but thereafter moves as the caster directs it in visible range (which requires concentration).
- The double moves at the caster's speed and can talk and gesture as if real, but cannot attack or cast spells though it can pretend.
- The illusory as the caster concentrates upon it, plus 3 additional rounds. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

Projected Image

Illusionist 5

Range: 240'

Duration: 6 turns

Libram Magica, P. 47

- Caster creates a quasi-real illusory version of themselves.
- Looks, sounds, smells like caster.
- Any spells cast seem to come from the illusion.
- A line of sight must be maintained between the caster and the illusion or the spell breaks (including **dimension door**, **teleport**).
- The illusion breaks if it is struck in combat.
- There is no special sensory feedback to the caster from the illusion.
- Spell ranges are from the caster, not the illusion.

Invisibility Mass

Illusionist 6

Range: 240'

Duration: special

Libram Magica, P. 38

- This spell bestows the effect of an invisibility spell on all creatures within a 30x30 foot area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

Phase Door

Illusionist 5

Range: touch

Duration: 1 use/2*lvl

Libram Magica, P. 46

- Create a magical passage through a wall/floor/ceiling/ground. The phase door is invisible and inaccessible to all creatures except the caster and a guest (counts as second use).
- The passage is 10'+5'/3*lvl deep. Caster "teleports" through.
- The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.
- A higher level caster can dispel magic harmlessly ejecting occupants.
- Other creatures can use door if caster trigger conditions are met.

Wizard Eye

Illusionist 5

Range: 240'

Duration: 6 turns

Libram Magica, P. 67

- Caster creates an invisible magic human sized "eye" through which he or she can see.
- The eye has Darkvision.
- It can be created anywhere in range and line of sight.
- It can thereafter move at 40'/round anywhere within range.
- The eye cannot pass through solid objects.
- The eye is lost if the caster stops concentrating.

Maze

Illusionist 6

Range: 60'

Duration: 1 turn/see text

Libram Magica, P. 41

- Banish target creature into an extra-dimensional labyrinth.
- Once per round, victim saves vs. spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim.
- On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If filled with a solid object, target appears in nearest open space.
- Spells and abilities that move a creature within a plane, such as teleport or dimension door, do not help a creature escape a maze spell. Minotaurs are not affected by this spell.

Permanent Illusion

Illusionist 6

*Range: 180;
Duration: permanent*

Libram Magica, P. 45

- This spell functions like the spell, spectral force, which is an advanced form of phantasmal force complete with auditory, smell, and thermal effects, except that the illusion follows a script determined by the caster.
- The illusion follows the script without requiring the caster to concentrate on it. That script repeats endlessly.
- The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to or if other communication is attempted.

Shadow Walk

Illusionist 6

*Range: touch(special)
Duration: 1 hr/lvl*

Libram Magica, P. 55

- Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature/lvl are transported to border between Material and Shadow Planes. In the region of shadow, the travellers move effectively at 50 miles/hr.
- Caster cannot make out terrain details during transit, so arrival not perfect. Arrives 1d10 times 100 feet in a random horizontal direction from the desired endpoint, as nearly as possible.
- The travellers always arrive at ground level or water level. If underground as close as possible in altitude to intended endpoint.

Raise Shade

Illusionist 7

*Range: touch
Duration: instantaneous*

Libram Magica, P. 50

- **Complicated spell. See Rulebook!**
- Similar to reincarnation, the caster brings back a dead character in a shadowy semblance of its former self, the death can be no more than one week before and the subject's soul must be free and willing to return.
- Since the dead character is returning in a new body of shadow-stuff, all physical ills and afflictions are repaired. The condition of the remains is not a factor. This process takes one hour to complete. When the body is ready, the subject becomes aware.
- Shades do not like bright light.
- **See rulebook for more.**

Shadow Storm

Illusionist 6

*Range: 100'+10'/lvl
Duration: 1 rnd*

Libram Magica, P. 55

- This spell summons a 30 foot radius intense storm of shadow-stuff and negative energy at some point within the range that drains vitality.
- Lose 1 pt strength/constitution for ever 2 levels of caster, save vs. Spell for half.
- If strength goes to zero, death results with the creation of a Shadow (see Monsters).
- Strength returns 1 point/turn of rest.
- Constitution returns 1 point/day of rest with a chance of being permanent (see Encounters)

True Seeing

Illusionist 6

*Range: touch
Duration: 1 rnd/lvl*

Libram Magica, P. 62

- This spell confers on the target the ability to see all things as they actually are.
- Can see thorough normal/magical darkness, find secret doors, see the exact locations of displaced creatures or objects, sees invisible or creatures hid by illusion, sees through normal and magical disguises, sees through illusions, sees the true form of polymorphed creatures, changed and transmuted things.
- This vision does not penetrate solid objects, penetrate concealment or give X-ray vision.
- In addition, the spell effects cannot be further enhanced by other magic.