

ILLUSIONISTS!

GENERALLY APPEARING AS A NEW CLASS FOR DUNGEONS & DRAGONS

By Peter Aronson

Illusionists are a sub-class of magic-users who, as the name implies, employ illusion and similar powers. Their prime requisite is dual, in that they must have both a good **intelligence** and a **dexterity** of not less than 15 as a high degree of manual conjuration is involved when they cast their spells. Although severely limited in the number of magical items they can employ, Illusionists make up for this restriction by the power of their magic.

Level	Experience Points	Number of Spells & Level				
		1	2	3	4	5
Minor Trickster	0	1	-	-	-	-
Trickster	3000	2	-	-	-	-
Master Trickster	6000	3	-	-	-	-
Cabalist	12000	4	1	-	-	-
Visionist	25000	4	3	-	-	-
Phantasmist	50000	4	4	1	-	-
Apparitionist	75000	4	4	2	-	-
Spellbinder	110000	4	4	3	1	-
Illusionist	175000	5	4	4	2	1
Illusionist, 10th	350000	5	5	4	3	2
Illusionist, 11th	525000	5	5	4	4	3
Illusionist, 12th	700000	5	5	5	4	4
Illusionist, 13th	875000	5	5	5	5	5

ILLUSIONISTS SPELLS

1st Level

1. Phantasmal Forces
2. Light
3. Wall of Fog
4. Darkness
5. Change Self
6. Gaze Reflection
7. Hypnotism
8. Detect Invisible

3rd Level

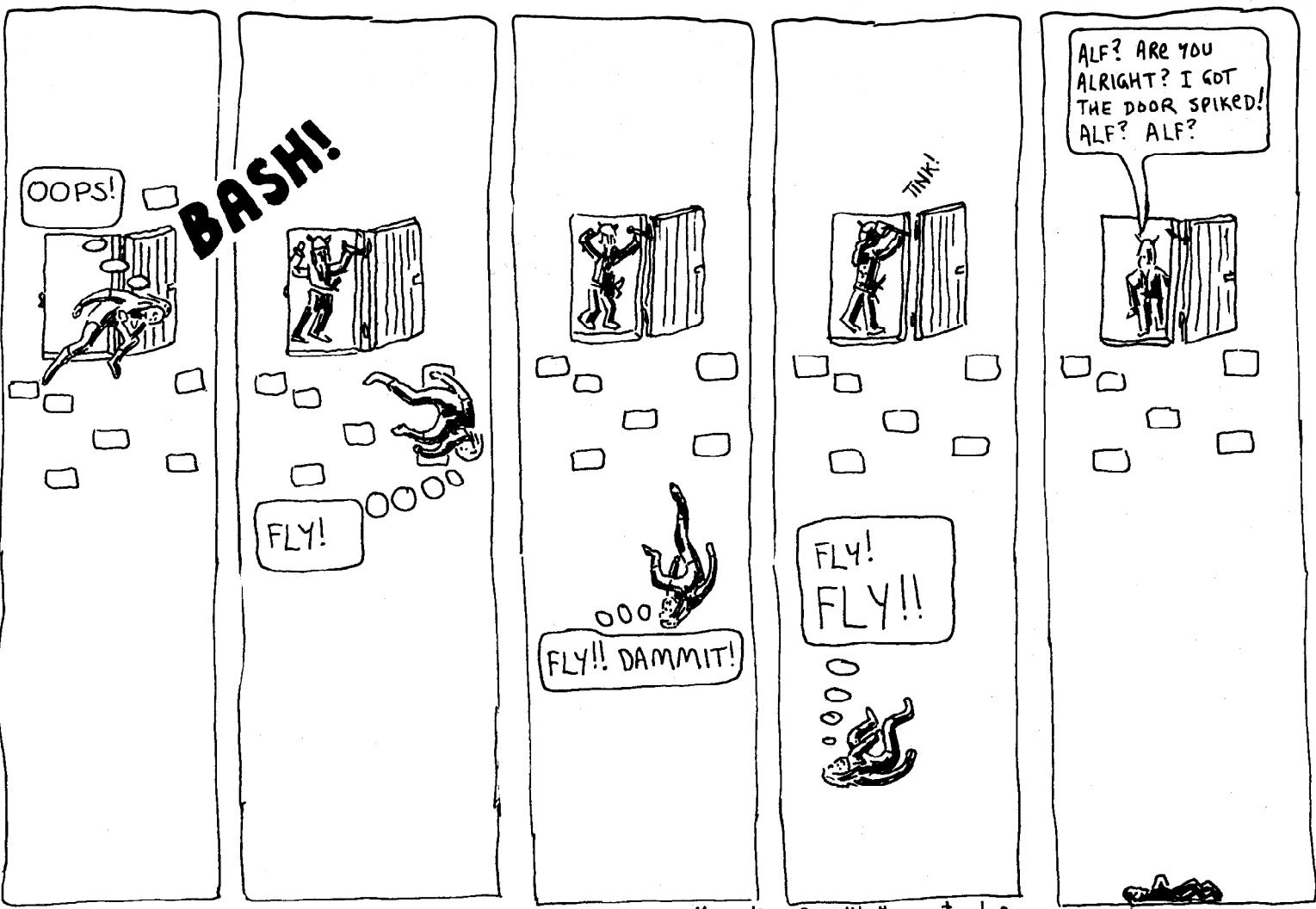
1. Invisibility 10' Range
2. Fear
3. Spectral Forces
4. Continual Light
5. Continual Darkness
6. Paralyzation
7. Non-Detection
8. Hallucinatory Terrain

2nd Level

1. Imp. Phantasmal Forces
2. Invisibility
3. Fog
4. Blindness
5. Hypnotic Pattern
6. Misdetection
7. Detect Magic
8. Deafness

4th Level

1. Improved Invisibility
2. Massmorph
3. Shadow Monsters
4. Shadow Magic
5. Minor Creation
6. Emotions
7. Confusion
8. 1st Level Magic-User Spells



MARC MILLER, with thanks to LOREN WISEMAN

5th Level

1. Projected Image
2. Summon Shadow
3. Major Creation
4. Chaos
5. 2nd Level Magic User Spells
6. Demi-Shadow Monsters
7. Demi-Shadow Magic
8. Create Spectres

Note: Imp. = Improved.

Items that Illusionists can use:

Illusionists Scrolls (or those with Magic-User Spells otherwise employable by this class):
 Crystal Balls (not with ESP or Clairaudience)
 Fear Wand
 Paralyzation Wand
 Illusion Wand
 Magic Detection Wand

ILLUSIONIST SPELLS EXPLANATION:**1st Level**

1. **Phantasmal Forces:** Same as Magic Users.
2. **Light:** Same as Clerics.
3. **Wall of Fog:** An opaque wall of fog with the same dimensions as a Wall of Fire, but with no other effect than blocking vision. Range 16".
4. **Darkness:** Same as Anticlerics.
5. **Change Self:** An illusion spell that can make the user appear to a creature of the same general size and shape. i.e. a human could make himself look like a Gnoll, but not a Wyvern. Duration: the Level of user + 10 + roll of a 6-sided die.
6. **Gaze Reflection:** A spell that simply acts as a perfect mirror, reflecting the gaze of a Balailisk or Medusea as if a mirror was in front of their eyes. Range 8". Duration: 1 turn.
7. **Hypnotism:** Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. Range 8".
8. **Detect Invisible:** Same as Magic-Users.

2nd Level

1. **Improved Phantasmal Forces:** Same as regular Phantasmal Forces but the Illusionist can move while employing the spell. Also the illusion will last up to 3 turns after the Illusionist has stopped concentrating.
2. **Invisibility:** Same as Magic Users.
3. **Fog:** A cloud of opaque fog that acts like a Cloudkill except that is has no effect but to obstruct vision.
4. **Blindness:** A spell that if it succeeds will cause the object to become blind until the spell is dispelled or removed by the caster. Range 12".
5. **Misdirection:** A spell that if it succeeds can cause a detect spell to malfunction (Detect Good, Evil, Magic, etc.). Its chance of success is determined in the same way as Dispell Magic.
6. **Hypnotic Pattern:** A pattern that the Illusionist projects in front of him that will hold motionless staring at the pattern anybody that it catches. It can catch 4-24 1st level types, 3-18 2nd level types, 2-12 3rd or 4th level types, 1-6 5th, or 6th level types. The effect will last as long as the Illusionist concentrates + 3 + the roll of a 6-sided die (4-9) turns afterwards. Range 12".
7. **Detect Magic:** Same as Magic Users.
8. **Deafness:** Same as Blindness but affects hearing.

3rd Level

1. **Invisibility 10' Range:** Same as Magic Users.
2. **Fear:** A spell that projects a field not unlike that produced by a Fear Wand. It will affect 4-40 1st level types, 3-30 second level types, 2-20 3rd level types, 1-10 4th level types, 1-6 5th level types, 1-4 6th level types. Range 18".

3. **Spectral Forces:** Similar to Improved Phantasmal Forces, but includes sound, smell and temperature illusions, also these are not destroyed by touch and they last up to 5 turns after the Illusionist has stopped concentrating.

4. **Continual Light:** Same as Clerics.

5. **Continual Darkness:** Same as Anticlerics.

6. **Paralyzation:** A spell that paralyzes twice as many hit dice as the Illusionist's level, lasts until dispelled or the Illusionist removes it. Range 18".

7. **Nondetection:** A spell that prevents Detection spells from working against the Illusionist using it. It also acts like an Amulet vs. ESP and Crystal Balls. Duration 2 times the level of the Illusionist.

8. **Hallucinatory Terrain:** Same as Magic Users.

4th Level

1. **Improved Invisibility:** Same as Invisibility. 10' range, but allows you to attack while using it.

2. **Massmorph:** Same as Magic Users.

3. **Shadow Monsters:** This spell allows the Illusionist to create semi-real monsters that have 1/5 the hit dice of the original (note: fractions are handled thusly: 1/5 over, nothing; 2/5, +1; 3/5, +2; 4/5, +2). The armor class of the creatures is automatically 9. The creatures do not get special abilities, such as turning to stone, draining life levels, doing more than one die damage when hitting, or breath weapons unless their victim believes that they are the real creatures. The Illusionist can raise his level in hit dice of shadow monsters. Such monsters take double damage from silver.

4. **Shadow Magic:** This spell allows using of semi-real offensive spells that have the following effects. Lightning Bolts and Fire Balls, one hit die for every 4 levels; Wall of Fire or Ice, 1 or 2 points of damage; Death Spell, 1-8 1st level types. However, if the target should believe that the spell used against it is the real one, then it has full normal effect Range and Duration are the same as the spell being mimicked.

5. **Minor Creation:** Creation of Djinn style materials up to wood in hardness, the maximum that can be created in a day is 100 gold pieces times level of Illusionist weight. The materials will last 4 + level of Illusionist + any bonus or penalty for hardness the referee cares to add days.

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

7. **Confusion:** Same as Magic-Users.

8. **1st Level Magic-Users Spells:** This allows the Illusionist to use all 1st level Magic Users spells.

5th Level

1. **Projected Image:** Same as Magic Users.

2. **Summon Shadow:** A spell similar to Invisible Stalker except the creature summoned is a Shadow. (one Shadow for every level above 5th the Illusionist has attained)

3. **Major Creation:** Gives user full Djinn creation powers, up to 300 times level of Illusionist gold pieces weight per day materials created.

4. **Chaos:** A spell that affects an area 3" X 3", confusing the entire area. A creature caught in an area hit by the spell is automatically confused until it leaves; however high level fighters and high Illusionists are not affected. Range 12"; duration: as long as the Illusionist concentrates.

5. **2nd Level Magic Spells:** Same as 1st level Magic Users spells but with 2nd level spells.

6. **Demi-Shadow Monsters:** Same as Shadow Magic, but the monsters are 2/5 the hit dice of the original, and the armour class is 8. The amount summoned is now a maximum of 1-1/2 times the level of the Illusionist in hit dice.

7. **Demi-Shadow Magic:** Same as Shadow Magic but the damage is doubled.

8. **Create Spectres:** If a person is killed, this spell can be used to cause him to become a spectre with hit dice equal to half the killed character's level rounded up. A character must have been at least 2nd level to be raised as a spectre. The spectre is raised with its mind and memory intact. It does not come under the control of the raiser; it still retains its alignment. A spectre can only be raised 24 + 6 times the level of the Illusionist turns after death.