

**Blur** DC:

Illusion (Glamer)  
 Level: Brd 2, Sor/Wiz 2  
 Components: V  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: 1 min./level (D)  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

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

**Color Spray** DC:

Illusion (Pattern) [Mind-Affecting]  
 Level: Sor/Wiz 1  
 Components: V, S, M  
 Casting Time: 1 standard action  
 Range: 15 ft.  
 Area: Cone-shaped burst

Duration: Instantaneous; see text  
 Saving Throw: Will negates  
 Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its Hit Dice.  
 2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)  
 3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.  
 5 or more HD: The creature is stunned for 1 round.  
 Sightless creatures are not affected by color spray.

**Disguise Self**

Illusion (Glamer)  
 Level: Asn 1, Brd 1, Sor/Wiz 1, Trickery 1  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Personal

Target: You  
 Duration: 10 min./level (D)

You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

**Displacement** DC:

Illusion (Glamer)  
 Level: Brd 3, Sor/Wiz 3  
 Components: V, M  
 Casting Time: 1 standard action  
 Range: Touch

Target: Creature touched  
 Duration: 1 round/level (D)  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes (harmless)

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.  
 Material Components: A small strip of leather twisted into a loop.

**Dream**

Illusion (Phantasm) [Mind-Affecting]  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 1 minute  
 Range: Unlimited

Target: One living creature touched  
 Duration: See text  
 Saving Throw: None  
 Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message. If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. Creatures who don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell. The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

**False Vision**

Illusion (Glamer)  
 Level: Brd 5, Sor/Wiz 5, Trickery 5  
 Components: V, S, M  
 Casting Time: 1 standard action  
 Range: Touch  
 Area: 40-ft.-radius emanation

Duration: 1 hour/level (D)  
 Saving Throw: None  
 Spell Resistance: No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the major image spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static.  
 Arcane Material Components: The ground dust of a piece of jade worth at least 250 gp, which is sprinkled into the air when the spell is cast.

**Ghost Sound** DC:         

Illusion (Figment)  
 Level: Adp 0, Asn 1, Brd 0, Sor/Wiz 0  
 Components: V, S, M  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Illusory sounds  
 Duration: 1 round/level (D)  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell.  
 Material Components: A bit of wool or a small lump of wax.

**Hallucinatory Terrain** DC:         

Illusion (Glamer)  
 Level: Brd 4, Sor/Wiz 4  
 Components: V, S, M  
 Casting Time: 10 minutes  
 Range: Long (400 ft. + 40 ft./level)  
 Area: One 30-ft. cube/level (S)

Duration: 2 hours/level (D)  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.  
 Material Components: A stone, a twig, and a bit of green plant.

**Hypnotic Pattern** DC:         

Illusion (Pattern) [Mind-Affecting]  
 Level: Brd 2, Sor/Wiz 2  
 Components: V (Brd only), S, M; see text  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights in a 10-ft.-radius spread  
 Duration: Concentration + 2 rounds  
 Saving Throw: Will negates  
 Spell Resistance: Yes

A twisting pattern of subtle, shifting colors weaves through the air, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of Hit Dice of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. Affected creatures become fascinated by the pattern of colors. Sightless creatures are not affected. A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component.  
 Material Components: A glowing stick of incense or a crystal rod filled with phosphorescent material.

**Illusory Script** DC:         

Illusion (Phantasm) [Mind-Affecting]  
 Level: Asn 2, Brd 3, Sor/Wiz 3  
 Components: V, S, M  
 Casting Time: 1 minute or longer; see text  
 Range: Touch

Target: One touched object weighing no more than 10 lb.  
 Duration: One day/level (D)  
 Saving Throw: Will negates; see text  
 Spell Resistance: Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The illusory script appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the illusory script spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by dispel magic, the illusory script and its secret message disappear. The hidden message can be read by a combination of the true seeing spell with the read magic or comprehend languages spell. The casting time depends on how long a message you wish to write, but it is always at least 1 minute.  
 Material Components: A lead-based ink (cost of not less than 50 gp).

**Illusory Wall** DC:         

Illusion (Figment)  
 Level: Sor/Wiz 4  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Image 1 ft. by 10 ft. by 10 ft.  
 Duration: Permanent  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search reveals the true nature of the surface, though such measures do not cause the illusion to disappear.

**Invisibility** DC:         

Illusion (Glamer)  
 Level: Adp 2, Asn 2, Brd 2, Sor/Wiz 2, Trickery 2  
 Components: V, S, M/DF  
 Casting Time: 1 standard action  
 Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level  
 Duration: 1 min./level (D)  
 Saving Throw: Will negates (harmless) or Will negates (harmless, object)  
 Spell Resistance: Yes (harmless) or Yes (harmless, object)

The creature or object touched becomes invisible, vanishing from sight, even from darkvision. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack.

### Invisibility (continued)

Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent (on objects only) with a permanency spell.

### Invisibility, Mass

DC:

Illusion (Glamer)  
Level: Sor/Wiz 7  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)

Target: Any number of creatures, no two of which can be more than 180 ft. apart  
Duration: 1 min./level (D)  
Saving Throw: Will negates (harmless) or Will negates (harmless, object)  
Spell Resistance: Yes (harmless) or Yes (harmless, object)

This spell functions like invisibility, except that the effect is mobile with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 180 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 180 feet.)

Material Components: An eyelash encased in a bit of gum arabic.

### Magic Aura

Illusion (Glamer)  
Level: Brd 1, Magic 1, Sor/Wiz 1  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Touch

Target: One touched object weighing up  
Duration: One day/level (D)  
Saving Throw: None; see text  
Spell Resistance: No

to 5 lb./level You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful (if it is an artifact, for instance), magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Focus: A small square of silk that must be passed over the object that receives the aura.

### Invisibility, Greater

DC:

Illusion (Glamer)  
Level: Asn 4, Brd 4, Sor/Wiz 4  
Components: V, S  
Casting Time: 1 standard action  
Range: Personal or touch

Target: You or creature touched  
Duration: 1 round/level (D)  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless) or Yes (harmless, object)

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

### Invisibility Sphere

DC:

Illusion (Glamer)  
Level: Brd 3, Sor/Wiz 3  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Personal or touch  
Area: 10-ft.-radius emanation around the creature or object touched

Target: You or a creature or object weighing no more than 100 lb./level  
Duration: 1 min./level (D)  
Saving Throw: Will negates (harmless) or Will negates (harmless, object)  
Spell Resistance: Yes (harmless) or Yes (harmless, object)

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

### Magic Mouth

DC:

Illusion (Glamer)  
Level: Brd 1, Sor/Wiz 2  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or object  
Duration: Permanent until discharged  
Saving Throw: Will negates (object)  
Spell Resistance: Yes (object)

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by you and can be delivered over a period of 10 minutes. The mouth cannot utter verbal components, use command words, or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object or creature. The spell functions when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical darkness or invisibility does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, Hit Dice, or class except by external garb. The range limit of a trigger is 15 feet per caster level, so a 6th-level caster can command a magic mouth to respond to triggers as far as 90 feet away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance

Magic Mouth (continued)

. Magic mouth can be made permanent with a permanency spell.

Material Components: A small bit of honeycomb and jade dust worth 10 gp.

## Major Image

DC:

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration: Concentration + 3 rounds  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No

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

## Minor Image

DC:

Illusion (Figment)

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
Duration: Concentration +2 rounds  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No

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

## Mirage Arcana

DC:

Illusion (Glamer)

Level: Brd 5, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

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

Duration: Concentration +1 hour/ level (D)  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No

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

## Mirror Image

Illusion (Figment)

Level: Adp 2, Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal; see text

Target: You  
Duration: 1 min./level (D)

Several illusory duplicates of you pop into being, making it difficult for enemies to know which target to attack. The figments stay near you and disappear when struck. Mirror image creates 1d4 images plus one image per three caster levels (maximum eight images total). These figments separate from you and remain in a cluster, each within 5 feet of at least one other figment or you. You can move into and through a mirror image. When you and the mirror image separate, observers can't use vision or hearing to tell which one is you and which the image. The figments may also move through each other. The figments mimic your actions, pretending to cast spells when you cast a spell, drink potions when you drink a potion, levitate when you levitate, and so on. Enemies attempting to attack you or cast spells at you must select from among indistinguishable targets. Generally, roll randomly to see whether the selected target is real or a figment. Any successful attack against an image destroys it. An image's AC is 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking like they're burned or dead after being hit by a fireball). While moving, you can merge with and split off from figments so that enemies who have learned which image is real are again confounded. An attacker must be able to see the images to be fooled. If you are invisible or an attacker shuts his or her eyes, the spell has no effect. (Being unable to see carries the same penalties as being blinded.)

## Misdirection

DC:

Illusion (Glamer)

Level: Asn 3, Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object, up to a 10-ft. cube in size  
Duration: 1 hour/level  
Saving Throw: None or Will negates; see text  
Spell Resistance: No

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

## Mislead

DC:   5       6

Illusion (Figment/Glamer)  
 Level: Brd 5, Luck 6, Sor/Wiz 6, Trickery 6  
 Components: S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: You/one illusory double  
 Effect: You/one illusory double  
 Duration: 1 round/level (D) and concentration + 3 rounds;  
 see text  
 Saving Throw: None or Will disbelief (if interacted with);  
 see text  
 Spell Resistance: No

You become invisible (as improved invisibility, a glamer), and at the same time, an illusory double of you (as major image, a figment) appears. You are then free to go elsewhere while your double moves away. The double appears within range but thereafter moves as you direct it (which requires concentration beginning on the first round after the casting). You can make the figment appear superimposed perfectly over your own body so that observers don't notice an image appearing and you turning invisible. You and the figment can then move in different directions. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as you concentrate upon it, plus 3 additional rounds. After you cease concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per level, regardless of concentration.

## Nightmare (continued)

Knowledge	Will Save Modifier
None <sup>[1]</sup>	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

[1] You must have some sort of connection to a creature you have no knowledge of.

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

## Nightmare

DC:   5       5

Illusion (Phantasm) [Mind-Affecting, Evil]  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S  
 Casting Time: 10 minutes  
 Range: Unlimited

Target: One living creature  
 Duration: Instantaneous  
 Saving Throw: Will negates; see text  
 Spell Resistance: Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil. If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.) Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

## Permanent Image

DC:   6       6

Illusion (Figment)  
 Level: Brd 6, Sor/Wiz 6  
 Components: V, S, F  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)

Effect: Figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
 Duration: Permanent (D)  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal elements, and the spell is permanent. By concentrating, you can move the image within the limits of the range, but it is static while you are not concentrating.  
 Material Components: A bit of fleece plus powdered jade worth 100 gp.

## Persistent Image

DC:   5       5

Illusion (Figment)  
 Level: Brd 5, Sor/Wiz 5  
 Components: V, S, F  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)  
 Duration: 1 min./level (D)  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

This spell functions like silent image, except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.  
 Material Components: A bit of fleece and several grains of sand.

## Phantasmal Killer

DC:         4

Illusion (Phantasm) [Fear, Mind-Affecting]  
 Level: Sor/Wiz 4  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Target: One living creature  
 Duration: Instantaneous  
 Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text  
 Spell Resistance: Yes

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

## Phantom Trap

Illusion (Glamour)  
Level: Sor/Wiz 2  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Touch

Target: Object touched  
Duration: Permanent (D)  
Saving Throw: None  
Spell Resistance: No

This spell makes a lock or other small mechanism seem to be trapped to anyone who can detect traps. You place the spell upon any small mechanism or device, such as a lock, hinge, hasp, cork, cap, or ratchet. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the effect is illusory and nothing happens if the trap is "sprung"; its primary purpose is to frighten away thieves or make them waste precious time. If another phantom trap is active within 50 feet when the spell is cast, the casting fails. Material Components: A piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 50 gp to prepare.

## Project Image

Illusion (Shadow)  
Level: Brd 6, Sor/Wiz 7  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: One shadow duplicate  
Duration: 1 round/level (D)  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No

You tap energy from the Plane of Shadow to create a quasi-real, illusory version of yourself. The projected image looks, sounds, and smells like you but is intangible. The projected image mimics your actions (including speech) unless you direct it to act differently (which is a move action). You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened. If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can't cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image. Objects are affected by the projected image as if they had succeeded on their Will save. You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use dimension door, teleport, plane shift, or a similar spell that breaks your line of effect, even momentarily, the spell ends. Material Components: A small replica of you (a doll), which costs 5 gp to create.

## Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]  
Level: Sor/Wiz 8  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft. -radius spread  
Duration: Concentration + 2 rounds  
Saving Throw: None  
Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice. 6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.) 7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds. 13 or more: Confused for 1d4 rounds. Sightless creatures are not affected by scintillating pattern. Material Components: A small crystal prism.

## Programmed Image

Illusion (Figment)  
Level: Brd 6, Sor/Wiz 6  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Long (400 ft. + 40 ft./level)

Effect: Visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)  
Duration: Permanent until triggered, then 1 round/level  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: No

This spell functions like silent image, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. (See magic mouth for more details about such triggers.) Material Components: A bit of fleece and jade dust worth 25 gp.

## Rainbow Pattern

Illusion (Pattern) [Mind-Affecting]  
Level: Brd 4, Sor/Wiz 4  
Components: V (Brd only), S, M, F; see text  
Casting Time: 1 standard action  
Range: Medium (100 ft. + 10 ft./level)

Effect: Colorful lights with a 20-ft. -radius spread  
Duration: Concentration +1 round/ level (D)  
Saving Throw: Will negates  
Spell Resistance: Yes

A glowing, rainbow-hued pattern of interweaving colors fascinates those within it. Rainbow pattern fascinates a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. An affected creature that fails its save is fascinated by the pattern. With a simple gesture (a free action), you can make the rainbow pattern move up to 30 feet per round (moving its effective point of origin). All fascinated creatures follow the moving rainbow of light, trying to get or remain within the effect. Fascinated creatures who are restrained and removed from the pattern still try to follow it. If the pattern leads its subjects into a dangerous area each fascinated creature gets a second save. If the view of the lights is completely blocked creatures who can't see them are no longer affected. The spell does not affect sightless creatures. Verbal Component: A wizard or sorcerer need not utter a sound to cast this spell, but a bard must sing, play music, or recite a rhyme as a verbal component. Focus: A crystal prism. Material Components: A piece of phosphor.

## Scintillating Pattern

Illusion (Pattern) [Mind-Affecting]  
Level: Sor/Wiz 8  
Components: V, S, M  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Colorful lights in a 20-ft. -radius spread  
Duration: Concentration + 2 rounds  
Saving Throw: None  
Spell Resistance: Yes

A twisting pattern of discordant, coruscating colors weaves through the air, affecting creatures within it. The spell affects a total number of Hit Dice of creatures equal to your caster level (maximum 20). Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted. The spell affects each subject according to its Hit Dice. 6 or less: Unconscious for 1d4 rounds, then stunned for 1d4 rounds, and then confused for 1d4 rounds. (Treat an unconscious result as stunned for nonliving creatures.) 7 to 12: Stunned for 1d4 rounds, then confused for 1d4 rounds. 13 or more: Confused for 1d4 rounds. Sightless creatures are not affected by scintillating pattern. Material Components: A small crystal prism.

## Screen

Illusion (Glamour)  
Level: Sor/Wiz 8, Trickery 7  
Components: V, S  
Casting Time: 10 minutes  
Range: Close (25 ft. + 5 ft./2 levels)  
Area: 30-ft. cube/level (S)

Duration: 24 hours  
Saving Throw: None or Will disbelief (if interacted with); see text  
Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When casting the spell, you dictate what will and will not be observed in the spell's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed. Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

## Seeming

DC:   5       5

Illusion (Glamour)  
Level: Brd 5, Sor/Wiz 5  
Components: V, S  
Casting Time: 1 standard action  
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature per two levels, no two of which can be more than 30 ft. apart  
Duration: 12 hours (D)  
Saving Throw: Will negates or Will disbelief (if interacted with)  
Spell Resistance: Yes or No; see text

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

## Shadow Conjunction

DC:   4       4

Illusion (Shadow)  
Level: Brd 4, Sor/Wiz 4  
Components: V, S  
Casting Time: 1 standard action  
Range: See text

Effect: See text  
Duration: See text  
Saving Throw: Will disbelief (if interacted with); varies; see text  
Spell Resistance: Yes; see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjunction can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. Shadow conjunctions are actually one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjunctions to be real are affected by them at full strength. Any creature that interacts with the conjured object, force, or creature can make a Will save to recognize its true nature. Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjunction's level (5th) rather than the spell's normal level. In addition, any effect created by shadow conjunction allows spell resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

## Shadow Conjunction, Greater

DC:        7

Illusion (Shadow)  
Level: Sor/Wiz 7  
Components: V, S  
Casting Time: 1 standard action  
Range: See text

Effect: See text  
Duration: See text  
Saving Throw: Will disbelief (if interacted with); varies; see text  
Spell Resistance: Yes; see text

This spell functions like shadow conjunction, except that it can duplicate any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 6th level or lower. The illusory conjunctions created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

## Shades

DC:         9

Illusion (Shadow)  
Level: Sor/Wiz 9  
Components: V, S  
Casting Time: 1 standard action  
Range: See text

Effect: See text  
Duration: See text  
Saving Throw: Will disbelief (if interacted with); varies; see text  
Spell Resistance: Yes; see text

This spell functions like shadow conjunction, except that it mimics sorcerer and wizard conjuration spells of 8th level or lower. The illusory conjunctions created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

## Shadow Conjunction (continued)

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are one-fifth as large. A creature that succeeds on its save sees the shadow conjunctions as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

## Shadow Evocation

DC:   5       5

Illusion (Shadow)  
Level: Brd 5, Sor/Wiz 5  
Components: V, S  
Casting Time: 1 standard action  
Range: See text

Effect: See text  
Duration: See text  
Saving Throw: Will disbelief (if interacted with)  
Spell Resistance: Yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard evocation spell of 4th level or lower. (For a spell with more than one level, use the best one applicable to you.) Spells that deal damage have normal effects unless an affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is one-fifth as strong (if applicable) or only 20% likely to occur. If recognized as a shadow evocation, a damaging spell deals only one-fifth (20%) damage. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save (or spell resistance) that the spell being simulated allows, but the save DC is set according to shadow evocation's level (5th) rather than the spell's normal level. Nondamaging effects have normal effects except against those who disbelieve them. Against disbelievers, they have no effect. Objects automatically succeed on their Will saves against this spell.



**Veil** DC:

Illusion (Glamer)  
 Level: Brd 6, Sor/Wiz 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Long (400 ft. + 40 ft./level)

Target: One or more creatures, no two of which can be more than 30 ft. apart  
 Duration: Concentration + 1 hour/level (D)  
 Saving Throw: Will negates; see text  
 Spell Resistance: Yes; see text

You instantly change the appearance of the subjects and then maintain that appearance for the spell's duration. You can make the subjects appear to be anything you wish. The subjects look, feel, and smell just like the creatures the spell makes them resemble. Affected creatures resume their normal appearances if slain. You must succeed on a Disguise check to duplicate the appearance of a specific individual. This spell gives you a +10 bonus on the check. Unwilling targets can negate the spell's effect on them by making Will saves or with spell resistance. Those who interact with the subjects can attempt Will disbelief saves to see through the glamer, but spell resistance doesn't help.

**Ventriloquism** DC:

Illusion (Figment)  
 Level: Brd 1, Sor/Wiz 1  
 Components: V, F  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Intelligible sound, usually speech  
 Duration: 1 min./level (D)  
 Saving Throw: Will disbelief (if interacted with)  
 Spell Resistance: No

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

**Weird** DC:

Illusion (Phantasm) [Fear, Mind-Affecting]  
 Level: Sor/Wiz 9  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures, no two of which can be more than 30 ft. apart  
 Duration: Instantaneous  
 Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text  
 Spell Resistance: Yes

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

**Zone of Silence** DC:

Illusion (Glamer)  
 Level: Brd 4  
 Components: V, S  
 Casting Time: 1 round  
 Range: Personal  
 Area: 5-ft. -radius emanation centered on you

Duration: 1 hour/level (D)

By casting zone of silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within, including language-dependent or sonic spell effects. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected. Note, however, that a successful Spot check to read lips can still reveal what's said inside a zone of silence.