

SCHOOL OF ILLUSION

CREDITS

LEAD DEVELOPER

Kevin Wilson

MANAGING DEVELOPER

Greg Benage

WRITING

Michael Ferguson, Scott Gearin, Lysle Kapp, Lizard, Sam J. E. Point, Kevin Wilson

INTERIOR ILLUSTRATIONS

Ed Cox, Britt Martin, Patricio Soler, Kieran Yanner

GRAPHIC DESIGN

Brian Schomburg

COVER DESIGN

Brian Schomburg

EDITING

Greg Benage, Kevin Wilson

ART DIRECTION

Kevin Wilson

LAYOUT

Kevin Wilson

PUBLISHER

Christian T. Petersen

PRINTING

Bang Printing

FANTASY FLIGHT GAMES

1975 W. County Rd. B2, Suite 1

Roseville, MN 55113

651.639.1905

www.fantasyflightgames.com

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ILLUSION

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

Figment: A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language the character cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless the character knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly. For example, it is possible to use a silent image spell to create an illusory cottage, but the cottage offers no protection from rain. A clever caster, however, can take pains to make the place look old and decrepit, so that the rain falling on the occupants seems to fall from a leaky roof.

Glamer: A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

Pattern: Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

Phantasm: A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

Shadow: A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

Saving Throws and Illusions (Disbelief): Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

WELCOME!

Fantasy Flight Games is pleased to present *School of Illusion*, the third softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *School of Illusion* is an exploration of the arcane school of Illusion intended for use by both DMs and players.

In this book, you'll find new prestige classes, new magic items, new feats, and more than 60 new spells in the school of Illusion.

THE DISCIPLINES

This book introduces the concept of sub-schools of magic, or "disciplines." These are small, commonly themed groups of spells similar to divine domains, but intended for arcane spellcasters. In *School of Illusion*, there are 9 disciplines of magic, themed according to the tasks or spell effects that most typify Illusion magic: avoidance (avoid), deception (decep), disguise (disg), fascination (fasc), invisibility (invis), message (mess), shadow (shad), terror (terr), and true illusion (true). Each discipline is briefly described below.

The avoidance discipline employs illusions to create quick diversions, artful misdirection, and colorful escapes rather than creating intricate fantasies.

The deception discipline is most useful for misleading other spellcasters for one reason or another. In particular, these spells are the bane of diviners.

Disguise spells often alter a target's features, making him appear like someone else. Spells that trade or alter physical features belong in this category.

The nature of the fascination discipline leads to two basic sorts of spells: those involving mesmerization, which inspire a child-like wonder or awe, and those involving obsession, which invariably leads to dangerous fixations that can lead to a sinister end.

Spells in the invisibility discipline conceal someone or something from sight.

Spells from the shadow discipline fall into two categories. Either they are related to darkness and shadows, or they use energy from the Plane of Shadow to give partial substance

to illusions. Typically, these are the only illusions with a tactile element to them.

The message discipline is used to communicate with others—either through magical speech, text, or dreams.

Spells in the terror discipline strike at the victim's subconscious, driving his most dreaded, innermost fears to the surface. Nightmares and madness also fall into this discipline.

Finally, the true illusion discipline contains those spells that create false images, sounds, etc., in a straightforward manner. These spells are the backbone of the school of Illusion.

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THE DEVOTED ILLUSIONIST

Devoted illusionists are practitioners of the arcane arts who have dedicated their lives entirely to exploring and expanding the study of illusion. Unlike a specialist, a devoted illusionist is incapable of casting other schools of magic. However, this intense focus is what allows them to completely master their chosen field of study.

Adventures: Devoted illusionists, like wizards, come from all walks of life. The only real requirements are a glib tongue, sharp wits, and the opportunity for study. Because of their specialization, there is often a camaraderie between devoted illusionists that can transcend alignment. Other devoted illusionists are seen as colleagues in the same field of study, if perhaps a bit misguided or naive. In fact, devoted illusionists of 15th level or higher will often refuse to duel one another directly, since most of their spells are worthless against each other.

Characteristics: Devoted illusionists rely as much on their wits as on their magic. An illusion in the hands of a clever and creative illusionist can be infinitely more effective than one used in a boring and repetitive manner by a less intelligent spellcaster. Devoted illusionists constantly re-examine their spells seeking out new uses that they've previously overlooked.

Alignment: As master deceivers and liars, devoted illusionists are always chaotic. Good-aligned devoted illusionists often dislike the casual taking of life and use their powers to avoid it, while evil-aligned devoted illusionists usually see direct combat as a waste of resources and effort, preferring to trick their way out of such conflicts.

Religion: Devoted illusionists usually worship gods or goddesses of trickery and magic, when they worship at all. Typically, they only remember their gods at all when they find themselves in trouble.

Background: Devoted illusionists often set out to become wizards initially, but find themselves falling into this specialty either through chance or choice. Very few actively seek out membership in this class from an early age.

Some become devoted illusionists because that was what their mentor taught them. Others turn to illusion either because of their own playful nature or because the raw destructiveness of other forms of magic sickened them.

Races: Gnomes, obviously, often show great potential as devoted illusionists. Their inherent understanding of illusions aids them in every step of their education. Humans, halflings, elves, and half-elves are the next most common devoted illusionists, while half-orc and dwarf devoted illusionists are extremely rare.

Other Classes: Devoted illusionists prefer to work with others who understand the frequent need for a "light touch" when adventuring. Rogues, bards, clerics, druids, monks, rangers and other classes that dislike frontal assaults and "noisy" conflicts are near and dear to a devoted illusionist's heart. Such a party of adventurers can often complete an entire mission without ever shedding blood.

On the other hand, barbarians, fighters, paladins, sorcerers, wizards, and other classes that prefer loud explosions and brutal toe-to-toe fights are considered crass and ignorant by the devoted illusionist's standards.

GAME RULE INFORMATION

Devoted illusionists have the following game statistics.

Abilities: A devoted illusionist needs high scores in Intelligence and Dexterity, just like a wizard. However, a high Charisma is much more desirable to the devoted illusionist, who needs to bluff or negotiate through situations much more often. A high Constitution is beneficial, as always, but a high Wisdom can serve as insurance against madness or having the character's own spells reflected against her. Strength is perhaps the only ability that the devoted illusionist has little use for, disdaining brute force in order to trick or beguile opponents.

Alignment: Any chaotic.

Hit Die: d4.

Starting Gold: 4d4 x 10 gp.

CLASS SKILLS

The devoted illusionist's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the devoted illusionist.

Armor and Weapon Proficiency:

Devoted illusionists are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff. Devoted illusionists are not proficient with any type of armor nor with shields. Armor of any type interferes with a devoted illusionist's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Spells: A devoted illusionist casts arcane spells. She is limited to a certain number of spells of each spell level per day, according to her class level. A devoted illusionist must prepare spells ahead of time by getting a good night's sleep and spending 1 hour studying his spellbook. While studying, the devoted illusionist decides which spells to prepare. To learn, prepare, or cast a spell, a devoted illusionist must have an Intelligence score of at least 10 + the spell's level. A devoted illusionist's bonus spells are based on Intelligence. The Difficulty Class for saving throws against devoted illusionist spells is 10 + the spell's level + the devoted illusionist's Intelligence modifier.

Bonus Languages: A devoted illusionist may substitute Draconic for one of the bonus languages available to the character. Like wizards, devoted illusionists often find that they need to be able to read ancient texts written in Draconic in order to pursue their current avenue of research.

Spellbooks: Devoted illusionists must study their spellbooks each day to prepare their spells. A devoted illusionist cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all devoted illusionists can prepare from memory).

Devotion: Devoted illusionists may only learn, prepare, and cast spells from the Universal school and the school of Illusion. Other schools of magic are entirely closed to them except through the Opposed Spell feat (see page. 25).

Devoted illusionists receive a +4 bonus to Spellcraft checks to learn illusion spells (see PHB, Chapter 10, Writing a New Spell into a Spellbook).

DEVOTED ILLUSIONIST



TABLE 1: THE DEVOTED ILLUSIONIST

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Devotion, discipline mastery	4	2	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Augment illusion (1 level)	5	3	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Illusion focus (+1)	5	3	2	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Augment illusion (2 levels)	5	4	3	—	—	—	—	—	—	—
5	+2	+1	+1	+4	Clear senses	5	4	3	2	—	—	—	—	—	—
6	+3	+2	+2	+5	Augment illusion (3 levels), illusion focus (+2)	5	4	4	3	—	—	—	—	—	—
7	+3	+2	+2	+5		5	5	4	3	2	—	—	—	—	—
8	+4	+2	+2	+6	Augment illusion (4 levels)	5	5	4	4	3	—	—	—	—	—
9	+4	+3	+3	+6	Illusion focus (+3)	5	5	5	4	3	2	—	—	—	—
10	+5	+3	+3	+7	Discipline mastery, augment illusion (5 levels)	5	5	5	4	4	3	—	—	—	—
11	+5	+3	+3	+7		5	5	5	5	4	3	2	—	—	—
12	+6/+1	+4	+4	+8	Augment illusion (6 levels), illusion focus (+4)	5	5	5	5	4	4	3	—	—	—
13	+6/+1	+4	+4	+8		5	5	5	5	5	4	3	2	—	—
14	+7/+2	+4	+4	+9	Augment illusion (7 levels)	5	5	5	5	5	4	4	3	—	—
15	+7/+2	+5	+5	+9	Master of illusion, illusion focus (+5)	5	5	5	5	5	5	4	3	2	—
16	+8/+3	+5	+5	+10	Augment illusion (8 levels)	5	5	5	5	5	5	4	4	3	—
17	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	2
18	+9/+4	+6	+6	+11	Augment illusion (9 levels), illusion focus (+6)	5	5	5	5	5	5	5	4	4	3
19	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4
20	+10/+5	+6	+6	+12	Discipline mastery, augment illusion (10 levels)	5	5	5	5	5	5	5	5	5	5

Discipline Mastery: Devoted illusionists may choose one illusion discipline that they have mastered. Devoted illusionists can channel stored spell energy into any spell in a discipline they have mastered, in much the same way as a cleric. Devoted illusionists can “lose” a prepared spell in order to cast any spell from a mastered illusion discipline of the same level or lower. For example, a devoted illusionist that has mastered the true illusion discipline may lose one of her prepared 2nd-level spells to cast *minor image* (also a 2nd-level spell).

At 10th and 20th levels, a devoted illusionist chooses one additional illusion discipline to master.

Augment Illusion: At 2nd level, a devoted illusionist begins to accumulate a storehouse of power that she may use to augment her spells as she sees fit. This allows her to ignore one level of metamagic cost when preparing spells. So, a devoted illusionist could prepare one silent *ventriloquism* as a 1st-level spell instead of a 2nd-level spell. The devoted illusionist can also use these levels to decrease the metamagic level penalty if she does not have enough to completely ignore it.

At 4th level and every 2 levels thereafter, a devoted illusionist may ignore one additional level of metamagic cost when preparing spells.

Illusion Focus: At 3rd level, a devoted illusionist receives a +1 bonus to all caster level checks (1d20 + caster level) to beat a creature’s spell resistance when casting illusion spells. In addition, the DCs of all illusion spells the devoted illusionist casts are increased by 1. These benefits stack with bonuses provided by the Spell Focus and Spell Penetration feats. These bonuses increase by 1 each at 6th, 9th, 12th, 15th, and 18th levels.

Clear Senses: Beginning at 5th level, a devoted illusionist automatically succeeds at all saves against illusion spells unless they were cast by a character four levels or HD higher than the devoted illusionist. Even if this ability is overridden due to the enemy caster’s level or HD, the devoted illusionist still receives a competence bonus to the save equal to one half his class level. Thus, a 4th-level devoted illusionist who had an illusion spell cast at her by an 8th-level wizard would still receive a +2 competence bonus to her save, even though the wizard is four levels higher than her.

Master of Illusion (Sp): As *true seeing* cast by a sorcerer of the devoted illusionist’s level, except that the ability does not let the caster see through normal darkness, view the true form of polymorphed, changed, and transmuted things, or see into the Ethereal Plane. The devoted illusionist may turn this ability on and off at will.