

# Illusionist Studies

Taps into the powers of the Illusionist. Once Illusionist Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Illusionist.

Modification Point cost: 2

# Prerequisites

1. Seeker Abilities: "Magical Prowess".

# Conversation Piece

Causes the distinct sounds of talking, singing, shouting, etc.

**Modification Point cost:** 2

**Area of Effect:** 1 space (5') will hold sounds the caster wishes to be heard. Even though the sounds come from one space, they can be heard 1 space (5') out in all directions per level of the caster.

**Example:**

- At level #0 and level #1 audible sounds will come 1 space (5') from the casting point of the spell.
- At level #2 audible sounds will come 2 spaces (10') from the casting point of the spell.
- At level #3 audible sounds will come 3 spaces (15') from the casting point of the spell, etc.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 hour (720 turns) x the level of the caster.

**Effect time:** Instant.

**Explanation:** Causes the distinct sounds of talking, singing, shouting, a warning given, etc., whether close by, or through a door or wall (the way a sound is heard will be strictly stated by the caster as the casting of this spell).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Touch.

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** Not applicable.

**Value:** Scroll: 2,000 white-gold / **Spell-rune:** 20 white-gold

# Illusions Garb

Create the illusion of a peasant, manipulating the reactions of others in favor of the targeted.

**Modification Point cost:** 2

**Area of Effect:** Caster or target.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 hour (+1 additional hour x the level of the caster).

**Effect time:** 1 turn (5 seconds).

**Explanation:** When this spell is cast, the targeted will be cloaked in the illusion of a peasant.

All roll-checks based on any form of sympathy towards the targeted will have a bonus of +10 (+1 per 3 levels of the caster).

There will also be a +1 added to roll-checks for a high charisma as follows: +1 per 2 points of Charisma above 30.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5')

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2 Spell-points will not begin to regenerate until the "Duration" of this spell has ended.

**Susceptibilities:** None.

**Value:** Scroll: 1,000 white-gold / **Spell-rune:** 10 white-gold

# Lesser Illusion Familiar

Familiar created from solely illusion.

**Modification Point cost:** 2

**Area of Effect:** Not applicable.

**Avoidance-roll:** To create this familiar, the caster must make a successful avoidance-roll vs. “Intelligence”.

**Casting time:** 72 hours.

**Damage:** None.

**Duration:** Permanent

**Effect time:** Instant.

**Explanation:** This is a familiar created from the substance of illusion. Lesser Illusion Familiar will appear as anything the caster wishes.

It can communicate verbally and mentally with the caster and others.

The caster can also see from the eyes of Lesser Illusion Familiar at a range of 10 spaces (50') per point of the caster’s awareness.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Not applicable.

**Resting time:** 24 hours.

**Special:** None.

**Spell Preparation:** None, yet the caster must not be disturbed in ANY way, or the spell will fail.

**Spell-points to cast:** 2 The caster will lose 2 spell-points permanently for the casting of this spell. These points are not forced from the caster, but are given freely. These spell-points will NEVER regenerate.

**Susceptibilities:** None.

**Value:** **Scroll:** 18,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

# Trinket

Causes the illusion of a small, hand-sized, item to appear.

**Modification Point cost:** 2

**Area of Effect:** Object no larger than what the caster can easily hold in one hand.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 24 hours.

**Effect time:** Instant.

**Explanation:** When this spell is cast, an illusionary trinket will appear within the palm of the caster's hand. This trinket can appear as anything the caster wishes (i.e., ring, amulet, rock, etc.).

This trinket will gift its holder with a +5 on all avoidance-rolls and checks vs. "Awareness" and detecting illusions.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** +5

**Notes:** None.

**Range:** Touch. The caster must touch the open hand of the one to receive the Trinket.

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2 Spell-points will not begin to regenerate until the "Duration" of this spell has ended.

**Susceptibilities:** None.

**Value:** Scroll: 3,000 white-gold / **Spell-rune:** 30 white-gold