

Illusionist Studies

Taps into the powers of the Illusionist

Modification Point cost: 2

Prerequisites

1. Seeker Studies: "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

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.