

ACKS - Illusionist

Illusionists are specialized mages. Their spells usually deceive and manipulate the senses and the mind. Their more powerful spells use a combination of illusory components and proto-matter drawn from the plane of shadows. These potent spells produce pseudo- and quasi-real effects that may actually harm an opponent.

Base Information

Prime	INT
Requirements	None
Hit Dice	1d4
Max. Level	14

Illusionist Level Progression				Spell Progression					
Experience	Title	Level	Hit Dice	1	2	3	4	5	6
0	Prestidigitator	1	1d4	1	-	-	-	-	-
2,500	Minor Trickster	2	2d4	2	-	-	-	-	-
5,000	Trickster	3	3d4	2	1	-	-	-	-
10,000	Master Trickster	4	4d4	2	2	-	-	-	-
20,000	Cabalist	5	5d4	2	2	1	-	-	-
40,000	Visionist	6	6d4	2	2	2	-	-	-
80,000	Phantasmist	7	7d4	3	2	2	1	-	-
160,000	Apparitionist	8	8d4	3	3	2	2	-	-
310,000	Spellbinder	9	9d4	3	3	3	2	1	-
460,000	Illusionist	10	9d4+1*	3	3	3	3	2	-
610,000		11	9d4+2*	4	3	3	3	2	1
760,000		12	9d4+3*	4	4	3	3	3	2
910,000		13	9d4+4*	4	4	4	3	3	2
1,060,000		14	9d4+5*	4	4	4	4	3	3

* A character's CON-modifier no longer applies

Illusionist Attack Throw and Saving Throws						
Level	Petrify & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throw
1-3	13+	13+	15+	11+	12+	10+
4-6	12+	12+	14+	10+	11+	9+
7-9	11+	11+	13+	9+	10+	8+
10-12	10+	10+	12+	8+	9+	7+
13-14	9+	9+	11+	7+	8+	6+

At 1st level, illusionists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every six levels of experience. Illusionists may only fight with quarterstaves, clubs, daggers, and darts and cannot wear armor or use shields.

Illusionist can learn and cast illusion spells. The number and levels of spells the illusionist can use in a single day are listed on the Illusionist Spell Progression table. An illusionist's spell selection is limited to the spells in his repertoire. An illusionist's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus.

*For instance, Taskin, a 3rd level illusionist, is able to cast two 1st level spells and one 2nd level spell per day. If he has 16 INT (+2 modifier) he can have up to four 1st level and three 2nd level spells in his repertoire. More information on casting spells and individual spell descriptions can be found in the **ACKS CR's** Spells chapter and below.*

When an illusionist reaches 5th level, he may begin to research spells, scribe magical scrolls, and brew potions. When an illusionist reaches 9th level, he is able to create more powerful magic items such as weapons, rings, and staffs. An illusionist may also build a sanctum when he reaches 9th level. He will then attract 1d6 apprentices of 1st-3rd level plus 2d6 normal men seeking to become illusionists. Their intelligence scores will be above average,

but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the illusionist's service, apprentices must be provided food and lodging, but need not be paid wages. If the illusionist builds a dungeon beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them. Additional rules for illusionist's sanctum are detailed in the **ACKS CR's** Campaign chapter.

At 11th level, an illusionist may learn and cast ritual illusion spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the illusionist may create necromantic servants and become undead. These rules are in the Campaign chapter.

In all other respects, treat an illusionist as a mage.

Illusionist's Spell List

All of the following spells are illusion rituals / spells. (CR = Spell from **ACKS's** Core Rulebook, PG = Spell from **ACKS's** Player Companion).

Level 1	
1.	Auditory Illusion*
2.	Color Spray*
3.	Dancing Lights*
4.	Darkness Globe*
5.	Detect Illusion*
6.	Detect Invisibility (CR)
7.	Doppelganger*
8.	Hypnotism*
9.	Light (CR)
10.	Phantasmal Force (CR)
11.	Refraction*
12.	Wall of Vapor*

Level 2	
1.	Blindness*
2.	Blur*
3.	Deafness*
4.	Detect Magic (CR)
5.	Fog Cloud*
6.	Hypnotic Pattern (PG)
7.	Invisibility (CR)
8.	Magic Mouth (CR)
9.	Mirror Image (CR)
10.	Misdirection*
11.	Phantasmal Force, Greater*
12.	Ventriloquism (CR)

Level 3	
1.	Continual Light (reversible) (CR)
2.	Dispel Phantasm*
3.	Fear (PG)
4.	Feign Death (CR)
5.	Hallucinatory Terrain (CR)
6.	Illusionary Script*
7.	Invisibility 10' Radius (CR)
8.	Nondetection (PG)
9.	Paralyze*
10.	Rope Trick*
11.	Spectral Force (PG)
12.	Suggestion*

Level 4	
1.	Charm Monster (CR)
2.	Confusion (CR)
3.	Dispel Magic (CR)
4.	Illusory Stamina*
5.	Implant Emotion*
6.	Invisibility, Greater*
7.	Massmorph (CR)
8.	Minor Creation*
9.	Phantasmal Monsters*

Level 5	
1.	Confusion, Greater*
2.	Feeblemind (CR)
3.	Major Creation*
4.	Maze*
5.	Phantasmal Door*
6.	Phantasmal Killer (PG)
7.	Phantasmal Monsters, Greater
8.	Project Image (CR)
9.	Shadow Evocation*
10.	Summon Shadow*
11.	Strength of Mind*

Level 6	
1.	Conjure Animals*
2.	Invisible Stalker (CR)
3.	Permanent Illusion (PG)
4.	Phantasmal Monsters, Advanced*
5.	Programmed Illusion (PG)
6.	Shadow Evocation, Greater*
7.	Spectral Force, Permanent*
8.	Spectral Force, Programmed*
9.	Suggestion, Mass*
10.	True Seeing (CR)
11.	Veil*

Rituals

Level 7	
1.	Astral Spell*
2.	Limited Wish*
3.	Prismatic Spray*
4.	Prismatic Wall*
5.	Vision*

A Note on Illusion Spells

An illusion is a simulated reality, fooling the senses and the mind. Very powerful illusions are semi-real and have the ability to actually affect their targets physically. Illusions are not perceived as such as long as a player states that his character has cause to think something is not real or a character directly interacts with them. The illusion may then be disbelieved with a successful saving throw vs. spells (or sometimes even automatically as determined by the Judge). Simply hearing another character tell you, that this and that is an illusion is not sufficient enough to disbelieve something. What is real for one character is not necessarily so for another character.

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Spells

Auditory Illusion

Level: 1
Duration: 3 rounds per level
Range: 60' +10' per level

The caster of this spell is able to create false sounds. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 medium sized beings (or 8 small or 2 large ones). The sound may increase by 4 medium sized beings for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be humanlike, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. Creatures are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Blindness

Level: 2
Duration: See below
Range: 30'

If the victim fails a saving throw versus spells, he is rendered permanently blind, unless healed. The original caster may remove the effect at any time, otherwise **cure blindness** or **dispel magic** must be used.

Blur

Level: 2
Duration: 3 rounds, +1 round per level
Range: 0

The caster's outline appears blurred, shifting and wavering. The result of this distortion is that all opponents suffer -4 to their attack throws to hit the caster with melee and missile weapons the first round of an attack, and -2 on subsequent rounds. The caster also gains +1 to saving throws versus spell-like devices or spells that require a successful attack to take effect.

Color Spray

Level: 1
Duration: Instant
Range: 10' per level

A vivid cone of clashing colors springs forth from the caster's hand, causing 1d6 creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. The cone is 5' wide at the origin, 20' long, and 20' wide at its terminal end. A total of HD worth of creatures equal to the caster's level may be affected. Each creature within the cone is affected according to its Hit Dice. HD fewer or equal to the caster: The creature is unconscious for 2d4 rounds. HD up to two greater than the caster's: The creature is blinded for 1d4 rounds. HD 3 or greater than the caster's: The

creature is stunned for 1 round. Only beings of 6 HD or levels, or with more HD or levels than the caster, may save versus spell to avoid the spell's effects. Sightless creatures are not affected by color spray.

Confusion, Greater

Level: 5
Duration: 12 rounds
Range: 120'

This spell is a more powerful version of **confusion**. The function is identical, except every being in a 40' square area is affected. The targets can save versus spells to avoid the effects.

Conjure Animals

Level: 6
Duration: 2 rounds per level
Range: 30'

The caster can summon normal animals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 HD of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level illusionist can summon 9 HD of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Dancing Lights

Level: 1
Duration: 2 rounds per level
Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Darkness Globe

Level: 1
Duration: 1 turn, +1 round per level
Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including **infravision**. **Light** or **continual light** render the effects of a darkness globe ineffective, such that the normal lighting conditions of the environment are present.

Deafness

Level: 2
Duration: See below
Range: 60'

If the victim fails a saving throw versus spells, he is rendered permanently deaf. The deafness is magical, not physical, so typical spells employed for the purpose of curing physical ailments are ineffective. The caster may remove the effect at any time, otherwise **dispel magic** must be used.

Detect Illusion

Level: 1
Duration: 3 rounds, +2 round per level
Range: Touch

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Dispel Phantasm

Level: 3
Duration: Permanent
Range: 10' per level

This spell may be used by an illusionist to dispel **phantasmal force**. Illusions created by others of the illusionist class are dispelled with the same probabilities as **dispel magic**; however, illusions created by other classes are dispelled automatically.

Doppelganger

Level: 1
Duration: 2d6 rounds, + 2 rounds per level
Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid of the caster's size, but apparent weight and clothing or items may be altered in any way.

Fog Cloud

Level: 2
Duration: 4 rounds, +1 round per level
Range: 10'

A 40' high, 20' long x 20' high bank of fog billows forth at the caster's command. The cloud is identical in appearance to that produced **cloudkill**; however, its only effect is to obscure vision as a wall of vapor. The fog cloud travels away from the caster in a specified direction at a rate of 10' per round.

Hypnotism

Level: 1
Duration: 1 round, +1 round per level
Range: 30'

The caster's gestures and droning incantation fascinate nearby creatures, causing 1d6 creatures in range to be mentally vulnerable to **suggestion**, exactly as the spell of that name. A successful saving throw versus spells may negate the effect. Creatures not of the caster's race have a +2 bonus to their saving throw.

Illusory Script

Level: 3
Duration: Permanent
Range: 20', +20' per level

The caster may 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 the caster at the time of the casting are able to read the writing; it is unintelligible to any other being, although an illusionist recognizes it as illusory script. Any unauthorized creature attempting to read the script triggers a potent effect, and must save versus spells or suffer effects identical to the spell *confusion*. This effect lasts 3d6 turns.

Illusory Stamina

Level: 4
Duration: 3 turns per level
Range: Touch

When this spell is cast, up to 4 medium sized beings may be touched and made to feel as if they are healthier than they truly are. The net effect is that they seem to have been healed of 50% of any damage they have sustained below their maximum. In addition, for 1 round every 10 rounds affected beings may move as if under the effects of **haste**. However, at the end of the spell's duration, affected beings lose all illusory hit points in addition to any new damage sustained. If this drops a being to below 0 hp, death occurs.

Implant Emotion

Level: 4
Duration: See below
Range: 10' per level

By means of this spell the caster can invoke a specific emotion in a subject unless he succeeds in a saving throw versus spells. The following emotions may be induced, with the following effects on the subject: fear as the spell, -2 to save; rage, +1 to hit, +3 to damage, +5 to hp, subject will fight to the death; hate, saving throws, to hit, damage, and morale +2; despair, as the symbol. Note that implant emotion may also be cast to negate the effects from a creature influenced by this spell.

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Invisibility, Greater

Level: 3

Duration: 4 rounds, +1 round per level

Range: Touch

This spell is nearly identical to **invisibility**, except it is of limited duration and the creature touched is capable of attacking. When attacking, the invisibility may leave shimmering or other subtle indications of the creature's presence, allowing an opponent to attack with a -4 penalty.

Magic Mouth

Level: 2

Duration: See below

Range: See below

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 the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells 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, but not intelligent creatures. The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. 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, HD, or class except by external garb. The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a magic mouth to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met

Major Creation

Level: 5

Duration: 6 turns per level

Range: Touch

Major creation is much like minor creation; however, vegetable matter may be created with twice the duration.

Maze

Level: 5

Duration: See below

Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence. Minotaurs and mindless monsters, such as most constructs and undead, are not affected by this spell.

Maze

INT	Wandering Time
2 or lower	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-12	4d4 rounds
13-15	3d4 rounds
16-18	2d4 rounds
19 or higher	1d4 rounds

Minor Creation

Level: 4

Duration: 6 turns per level

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation.

Misdirection

Level: 2

Duration: 1 round per level

Range: 30'

By means of this spell, the caster misdirects the information from divinations such as **detect evil**, **detect magic**, **detect lie**, and the like. On casting the spell, an object or creature is chosen within range. For the duration, the opposite information or otherwise misleading or wrong information is conveyed when a detection spell is applied. The caster of such a detection spell is allowed a saving throw to avoid the effect.

Paralyze

Level: 3

Duration: See below

Range: 10' per level

The caster may affect creatures up to twice his level of HD total, in a designated 20' x 20' area, making them feel as if they cannot move. All creatures that fail a saving throw versus spells are affected. Affected creatures may repeat the save once per round to remove the effect. The effect may also be dismissed by the caster at any time, otherwise **dispel magic** can negate the effect.

Phantasmal Door

Level: 5

Duration: 1 round per level

Range: 10'

The caster of this spell fabricates an illusory door. He may then appear to enter it, and pursuers are fooled into thinking this is the case. In reality, the caster becomes **invisible**, and is standing next to the door. The invisibility only lasts for the duration of this spell. Any beings who pursue the caster through the phantom door believe themselves to enter a featureless 10' square room.

Phantasmal Force, Greater

Level: 2
Duration: See below
Range: 240'

This spell is an improved version of the spell **phantasmal force**. The area of effect is a 40' cube, +10 square feet per level. In addition to a visual illusion, subtle auditory effects accompany the illusion so that a creature makes sound as it moves, or similar effects are heard. Coherent speech is not possible, but mumbling sounds may be heard. The caster can move at 50% his normal movement rate while concentrating on the spell, and the illusion does not disappear until 2 rounds after the caster stops concentrating on the illusion. Refer to **phantasmal force** for more details.

Phantasmal Monsters

Level: 4
Duration: 1 round per level
Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 hp per the creature's normal HD. Victims are allowed a saving throw vs. spells to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this save. If the save succeeds, the phantasmal monsters have an effective AC 0 and all damage is -80%, rounding up at .5.

Phantasmal Monsters, Greater

Level: 5
Duration: 1 round per level
Range: 30'

This spell is identical to **phantasmal monsters**, but the monsters created are stronger. These monsters have 3 hp per HD. Each creature has AC 2 and -60% to damage if the saving throw vs. spells succeeds.

Phantasmal Monsters, Advanced

Level: 6
Duration: 1 round per level
Range: 30'

This spell is identical to **phantasmal monsters**, but the monsters created are stronger. These monsters have 4 hp per HD. Each creature has AC 4 and -40% to damage if the saving throw vs. spells succeeds.

Refraction

Level: 1
Duration: 1 round
Range: 0

By means of this spell the caster makes the space in front of him reflective, like a mirror. Any gaze attack directed at the caster does not affect him, but instead is turned back at the attacker.

Rope Trick

Level: 3
Duration: 2 turns per level
Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five medium sized creatures. Creatures in the space can pull the rope up into the space, making the rope „disappear“. Otherwise, the rope dangles in mid-air unless it is removed. Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Shadow Evocation

Level: 5
Duration: See below
Range: 50', +10' per level

The caster taps energy from the plane of shadow to cast a quasi-real, illusory version of an existing spell. The possible spells include **fireball**, **lightning bolt**, **cone of cold**, and **magic missile**. These spells have normal effects unless an affected creature succeeds at a saving throw vs. spells. Each disbelieving creature takes only one hp damage per caster level from the attack.

Shadow Evocation, Greater

Level: 6
Duration: See below
Range: 60', +10' per level

Greater shadow invocation is a more powerful version of shadow invocation, allowing the caster to tap the plane of shadow to cast **cloudkill**, a **wall of fire**, or a **wall of ice**. This spell is also capable of producing the spells allowed by shadow invocation; however, should a victim succeed a saving throw vs. spells, damage from spells is 2 hp per caster level, and the wall of fire and wall of ice may inflict 1d4 hp damage per level.

Spectral Force, Permanent

Level: 6
Duration: See below
Range: 240'

This more powerful version of **spectral force** persists indefinitely when the caster ceases to concentrate on it.

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Spectral Force, Programmed

Level: 6
Duration: See below
Range: 240'

This spell functions as a **spectral force**, except it is triggered when a set of circumstances specified by the caster occurs, and/or when a specific command is uttered. Once triggered, the spectral force lasts for 1 round per caster level.

Suggestion

Level: 3
Duration: 6 turns, +6 turns per level
Range: 30'

The caster may influence the actions of a humanoid by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, a victim may be led to believe that an action is not harmful. For instance, being told to drink something that is poisonous and that it is actually a hearty drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

Suggestion, Mass

Level: 6
Duration: 6 turns, +6 turns per level
Range: 30'

This spell functions like suggestion, except that it can affect 1 humanoid per caster level within 30'. If used on only 1 being, that being must save versus spells with a -2 penalty. The caster may only issue one **mass suggestion**, he may not issue separate suggestions per affected creature.

Summon Shadow

Level: 5
Duration: 1 round, +1 round per level
Range: 10'

By means of this spell, the caster brings forth 1 shadow per 3 caster levels. These creatures serve the caster, and will fight to the death if ordered. They remain until killed or the spell duration ends.

Veil

Level: 6
Duration: 1 turn per level
Range: 10' per level

The caster instantly changes the appearance of a 20' square area, including creatures in it if desired. The illusion is maintained for the

spell's duration. The caster can make the subjects appear to be anything desired. They look, feel, and smell just like the creatures the spell makes them resemble, or the area looks, feels and smells like a different area desired. Affected creatures resume their normal appearances if slain. This spell may also be used to mimic the effects of **hallucinatory terrain**, but the illusion does hold up even under physical inspection. **True seeing** or similar magical effects will reveal the illusion for what it is.

Wall of Vapor

Level: 1
Duration: 2d4 rounds, +1 round per level
Range: 30'

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the **wall of vapor** before its duration has expired.

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Astral Projection

Level: 7
Duration: See below
Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether. The caster can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded. The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered. While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes. The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

Limited Wish

Level: 7
Duration: See below
Range: Unlimited

A limited wish allows the caster to create nearly any type of effect. For example, a limited wish can duplicate any spell of 6th level or lower, undo the harmful effects of many spells, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack throw. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Judge's discretion.

Prismatic Sphere

Level: 9
Duration: 1 turn per level
Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 HD, which lasts 2d4 turns. The caster can pass into and out of the prismatic sphere and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Prismatic Sphere			
Color	Order	Effect	Negated By
Red	1	Stops non-magical ranged weapons. Deals 10 points of fire damage	<i>Passwall</i>
Orange	2	Stops magical ranged weapons. Deals 20 points of damage	<i>Fly</i>
Yellow	3	Stops poisons, gases, and petrification. Deals 40 points of damage	<i>Disintegrate</i>
Green	4	Stops breath weapons. Poison: death, saving throw vs. poison to negate	<i>Passwall</i>
Blue	5	Stops divinations and mental attacks. Petrify: saving throw vs. petrify to negate	<i>Magic Missile</i>
Indigo	6	Stops all spells. Insanity: saving throw vs. wands to negate	<i>Continual Light</i>
Violet	7	Energy field that sends creature to another plane: saving throw vs. spells to negate	<i>Dispel Magic</i>

Prismatic Spray

Level: 7
Duration: Instant
Range: 0

This spell causes seven shimmering, intertwined, multicolored beams of light to spray from the caster's hand. The beams are intertwined in a „fan“ of light that is 70' long, 5' wide at the origin and 15' wide at the terminal end. Each beam has a different power. Creatures in the area of the spell with 8 HD or less are automatically blinded for 2d4 turns. Every creature in the area is randomly struck by one or more beams, which have additional effects that are identical to the same color of the globes produced by **prismatic sphere**. See that spell description for these effects.

Prismatic Spray	
1d8	Result
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Indigo
7	Violet
8	Struck by 2 rays: roll twice more, ignoring any 8.

Prismatic Wall

Level: 7
Duration: 1 turn per level
Range: 10'

Prismatic wall creates a vertical, opaque wall, a shimmering, multicolored plane of light that protects the caster from all forms of attack. For all purposes this spell functions identically to **prismatic sphere**, except a shimmering wall is produced rather than an opaque globe.

Vision

Level: 7
Duration: See below
Range: 0

By means of this spell, the caster sacrifices an object of no less than 300 gp value in order to entice an answer to a question from a powerful entity. If the vision is imparted, the caster sees an illusory depiction as his answer, which can take a form that interacts with all senses. However, an answer is not guaranteed. Roll on the table below to determine the outcome.

Vision	
1d20	Result
1-5	Success: the vision is accurate and detailed.
6-11	Ambiguous: only partial or periphery information is imparted
12-20	Failure: caster is affected by a geas to do the bidding of the power consulted.