

Illusionists

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing Illusionists, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

Illusionist

Illusionists are “specialist” Magic-Users who focus on the creation and manipulation of illusions, and at higher levels the quasi-real stuff of the planes of shadow. Though “normal” Magic-Users can create illusions, those created by a real illusionist are superior in quality and realism. Because of their expertise at creating and understanding illusions, Illusionists always gain an additional +2 on saves vs. any sort of illusion or phantasm.

See the Spells section for the list of Illusionist spells, as well as descriptions of those spells that have been added.

Illusionists do the same “kind” of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned.

SPELLS

Below are listed spells available to the Illusionist subclass described above.

First Level Illusionist Spells

1	Audible Glamer
2	Detect Invisibility
3	Change Self
4	Color Spray
5	Dancing Lights
6	Detect Illusion
7	Light*
8	Magic Mouth
9	Mirror Image
10	Ventriloquism

Second Level Illusionist Spells

1	Alter Self
2	Blur
3	Continual Light
4	Detect Magic
5	Dispel Illusion
6	Invisibility
7	Obscurement
8	Phantasmal Force
9	Read Languages
10	Rope Trick

Third Level Illusionist Spells

1	Illusionary Wall
2	Invisibility, 10' Radius
3	Phantom Steed
4	Shadow Door
5	Spectral Force
6	

Fourth Level Illusionist Spells

1	Advanced Illusion
2	Dispel Magic
3	Hold Person
4	Improved Invisibility
5	Silence, 15' Radius
6	Suggestion

Fifth Level Illusionist Spells

1	Confusion
2	Hallucinatory Terrain
3	Mislead
4	Programmed Illusion
5	Project Image
6	Wizard Eye

Sixth Level Illusionist Spells

1	Mass Invisibility
2	Permanent Illusion
3	Shadow Walk
4	True Seeing
5	Maze
6	Phase Door

DESCRIPTION OF NEW SPELLS

Advanced Illusion Range: 180'
Duration: 1 minute/level

This spell functions like the spell **spectral force**, except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion will not respond if spoken to.

Alter Self Range: self
Duration: 10 minutes/level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his own kind or even into himself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as levitation), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, and so forth).

Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural or spell-like abilities of the new form.

Audible Glamer Range : 60 ft. + 10 ft./level
Duration : 2 rounds/level

Audible glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an audible glamer 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 six humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty humans.

Note that this spell is particularly effective when cast in conjunction with **phantasmal force**.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

Blur Range : touch
Duration : 1 minute/level

When a blur spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack.

A **detect invisible** 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).

Change Self Range : self
Duration : one turn/level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

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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 the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

Color Spray Range : 20' (see text)
Duration : instantaneous

This spell causes vivid cone of clashing colors to be projected from the caster hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its Hit Dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Dancing Lights Range : 40' + 10'/level
Duration : 2 rounds/level

Depending on the version of the spell selected, the caster creates up to four lights that resemble 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-foot-radius area in relation to each other but otherwise move as the caster desires, up to 100 feet per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Detect Illusion Range: 60'
Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. **Detect illusion** allows detection of visual illusions only; it does not detect auditory illusions such as **audible glamor**.

Dispel Illusion Range: 120'
Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a cubic area 20' on a side. **Dispel illusion** affects spells such as **audible glamor**, **phantasmal force**, **spectral force**, **advanced illusion**, etc. The GM has the responsibility to identify which spells are illusions.

Any illusion spell cast by a character of a level equal to or less than the **dispel illusion** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the **dispel illusion** caster level. For example, a 10th level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the GM should assume it was.

Non-illusion spells cannot be ended by this spell.

Illusionary Wall Range: 60'
Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10' square area, up to 1' thick. The section of wall created 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 may reveal the true nature of the surface; the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Improved Invisibility Range: touch
Duration: 1 round/level

This spell works exactly like **invisibility**, except that it does not end if the subject attacks or casts a spell.

Mass Invisibility Range: touch
Duration: 1 round/level

This spell functions like **invisibility**, **10' radius**, except that it confers invisibility upon all creatures within 180' of the recipient.

Maze

Range : 60'
Duration : 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extradimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. Spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the **maze** spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as **teleport** or **dimension door**, do not help a creature escape a **maze** spell.

Minotaurs are not affected by this spell.

Mislead

Range: 10'
Duration: special

The caster becomes invisible (as if by means of **improved invisibility**) and at the same time an illusory double of him or her appears (as if by means of **spectral force**). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's 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 the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The **improved invisibility** lasts for 1 round per caster level, regardless of concentration.

Obscurement

Range: 100' + 10'/level
Duration: 10 minutes/level

A bank of fog, up to a 20' cube in volume, billows out from the point the caster designates. The cloud moves at a rate of 10' per round under the control of the caster (so

long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5', all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

Permanent Illusion

Range: 180'
Duration: permanent

This spell functions much like **advanced illusion**, except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Phantom Messenger

Range: special
Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of grey from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the Messenger disappears.

The Messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When created, the Messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at least once (even if he or she was lost at the time). After the caster attaches any message or small item(s) to the legs of the bird, he or she releases it, and it flies without error to the specified location.

The caster may additionally visualize a specific person, whom the Messenger will seek out near the target location. Note that this does not allow location of a person; the Messenger will fly around the target area looking for the target creature.

The Messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the Messenger will continue indefinitely until the target area is reached. If a target creature was specified, the Messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the Messenger will immediately land in the target area. After it

lands the Messenger will wait patiently for the message or item(s) to be removed, and then disappear in a faint puff of smoke. If the item(s) or message are not removed immediately the Messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the Messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed Range: touch
 Duration: 1 hour/level

The caster conjures a quasi-real horselike creature. The steed can be ridden only by the caster or by the one person for whom he specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40 feet per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain certain powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A mount's abilities include those of mounts of lower caster levels; for example, a phantom steed created by a 13th level caster can pass over water, sand, or mud as well as cross chasms.

Phase Door Range: touch
 Duration: special

This spell creates an ethereal passage through any type of wall. The opening is 5' wide, 10' high, and 10' deep (+5' deep per three caster levels). The **phase door** is invisible and inaccessible to all creatures except the caster or one creature chosen by him or her. The caster (or the creature chosen) can use this "door" one time for every two caster levels. The spell ends when all "charges" are used or when one turn has passed. The caster (or the creature chosen) disappears when he or she enters the phase door and appears when he or she exits.

A spell like **true seeing** or similar magic reveals the presence of a **phase door** but it does not allow its use. When **phase door** ends, creatures within the passage are ejected out the nearest exit.

Programmed Illusion Range: 180'
 Duration: special

This spell functions like **advanced illusion**, except that this spell activates when a specific condition occurs. The caster sets the triggering condition 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 religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Rope Trick Range: touch
 Duration: 1 hour/level

When this spell is cast upon a piece of normal, non-magical rope from 5 to 30 feet 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, similar to a **bag of holding**. Creatures in the extradimensional space are hidden, beyond the reach of spells (including divinations), unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extradimensional opening, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 3' square window were centered on the rope. The window is present on the Material Plane, but is invisible, and even creatures that can see the window can't see through it.

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.

When the spell ends, creatures or objects within the extradimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Shadow Door Range : 10'
Duration : 1 round/level

With this spell, the caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes **invisible** (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10' square room of similar style to the surrounding area. The caster remains invisible for the duration of the spell, unless, as with an **invisibility** spell, he or she attacks any creature or casts a spell.

Shadow Walk Range: touch (see text)
Duration: 1 hour/level

Shadow walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the edge of the Material Plane where it borders the Plane of Shadow. In the region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 times 100 feet in a random horizontal direction from the desired endpoint, as nearly as possible. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Spectral Force Range : 180'
Duration : special

This spell functions like **phantasmal force**, except for the following: Sound, smell, and thermal effects are included, creatures created do not necessarily disappear when touched (if the caster causes the illusion to react appropriately, i.e. suffering illusory wounds when attacked), and the spell will last for 3 rounds after concentration ceases.

Suggestion Range : 30'
Duration: up to 1 hour/level

By means of this spell, the caster influences a target creature 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.

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 the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the suggestion, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to suggestion.

Illusions, Saving Throws and Disbelief

The victim of an illusion doesn't get an automatic save vs. Spells. He must have a good reason to believe that a creature, object, or situation is an illusion. The GM must base his or her decision on the quality and the credibility of the illusion.

An illusion of quality is an illusion created by a caster who has a clear "mental vision" of a creature, an object or a situation. For example, a caster cannot create an illusion of quality of a red dragon if he or she has never seen a red dragon.

An illusion can be credible only if the creature, the object or the situation is realistic. For example, the illusion of a door on a wall is credible, but not a door floating in the

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air. Also, illusions created by spells of high level have more chance to be credible since several senses are affected.

Therefore, if an illusion is not of quality and/or credible, the GM can decide to allow an automatic save vs Spells.

In addition, a player can announce to the GM that his or her character does not "believe" in the existence of a creature, an object or a situation. The GM must then

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make a secret save vs. Spells for that character. Note that the GM should always roll the save, even if the creature, object, or situation is not an illusion (as omitting the roll would give this away to the player).

If the save is successful (and the creature, object, or situation is really an illusion), the GM must announce this fact to the player. If the character then tells his or her comrades, they in turn receive a save vs. Spells with a +4 bonus.

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