

THE BOOK OF GLAMOUR

“It’s not what it is that matters, it’s what it appears to be.”

—Tarin Fezurk, Illusionist

Witch, warlock, hypnotist, illusionist—the words for those who toy with people’s perceptions of reality are always traced with a touch of fear. Even a master of earth cannot move a mountain, but the illusionist can move the mountain without breaking a sweat, simply by making everyone think the mountain has been moved—and sometimes that is more than enough. The wielder of fire may be able to kill your lover with a ball of flame, but can he get you to kill your own lover? Which is worse? The path of glamour can certainly be employed for good, but in reality, very little happens in terms of black and white.

An illusionist who immerses himself in the art of glamour is riding a very slippery path to glory. Sure, wielding fire or channeling lightning is much more immediately dangerous than working with the subtle intricacies of perception and light, but glamour has a way of seducing its students. The weak-minded who study the art tend to lose themselves in it, falling into hedonism and the pursuit of spectacle and shallow pleasures. Any greater motivations or ideals they may have had going into the art soon fall away, replaced quickly by distractions and the weakness of immediate gratification. However, those who have the will to dominate the temptations of this book will find Glamour exceptionally helpful in achieving their outward goals. Illusion is the art of manipulating perceptions, and what better talent for a budding leader to possess than the ability to captivate the crowd and fan the flames of their emotions. The illusionist is no cold loner calling the wind upon some distant mountaintop, he is a bright and social animal, making friends and creating drama and weaving a web of people and stories all around him.

Now, a short lesson in terms. Glamour is the art of affecting perception. It has two chief elements to it, illusion and sensation. Illusion affects the world around the perceiver. It may create a scream by vibrating the air, or the vision of a ghost by bending the light that passes through an area. Illusions are perceived naturally, through the unmodified senses. One sees a sunset because it is there, and one also sees an illusion because it is there; it simply is not everything it appears to be. Sensation (or charm, colloquially), on the other hand, is the art of manipulating the senses or mind of the perceiver to make them experience something that is not there, like a phantom flavor, or love for an

unlikely target. Most glamours fall into the illusion category though, and hence, those who cast from this book are typically known as illusionists.

Unlike the elemental magics, glamours do not employ the Primal words of power. This is a more refined pursuit, requiring a full language to express all its nuances. It is the Sylvan language—the tongue of the elves and the fairies—that fuels the subtle incantations of illusion. This is the sixth of the seven ancient languages, and is the closest of the seven to the languages of mortals. In fact, it is said that the language of man first came about when mortals attempted (and failed) to copy the speech of the fair folk. Because of this, the Sylvan words appear to have an unusual pull on the minds of mortals—a dual sensation, perhaps, of both familiarity and loss. Like most mortal languages and like Celestial before it, Sylvan has a full grammar and a full written compliment. However, Sylvan is unique in that it is the first written language with an alphabet. Both Celestial and Natural (Sylvan’s parent language) are written in pictures and symbols. Sylvan has more characters than other written languages, and can often be quite difficult to spell, as the ancient words have passed through many different tongues and ears over the eons.

Fortunately, spelling is not much of a worry for the illusionist. The power of the magic comes from the sound of the voice and the timeless words caressing the ears of their targets. Interestingly, rhyming patterns appear to amplify the magic. For those who acquire a fluency in the Sylvan language, this is not an issue, but others will need to weave instructions in their own language into their spells in order to configure their spells and these will only work if spoken in rhyme. The example words given here in this book will invoke an illusion, but they won’t instruct the energies to form the shape of a dog instead of a tree, for example; that instruction must come from the words of the caster himself. Hand gestures also may play into the art of glamour, but are less difficult to master.

The basic tenet of the Book of Glamour is Charm. This is the subtle gift of being able to affect people’s attitudes towards you in a positive fashion. This ability is not learned through intense study, but by a chance encounter or relation to the fairy world. It may not be the best idea to dine or drink with a fairy, but if you survive the encounter, you will definitely come out changed, and a little bit of the fairy magic will have rubbed off on you.

The Sylvan word for charm is *Durwathin*. To invoke it is to attract the attentions of all nearby souls, calling to their desires like a beacon. The magic of the charm will linger on

the air, drawing others to the caster like a baking pie might draw a hungry man towards the oven.

Spells in the Book of Glamour are more closely tied to one's talent for the dramatic and the poetic than to any arcane runes or difficult patterns. To progress past the most basic of spells, one will need to have a knack for performance. Races without arms or hands (or those with missing limbs) are not hampered as much here as with other magics. Illusionists do not need to purchase the standard "Look Ma" ability (or even qualify for it) to cast hands-free. Simply add an extra 1d6 to your mana cost and take a -2 to your Magical Attack roll to cast.

The magical words and rhymes of this book, on the other hand, are far more key to casting effective Glamour spells. Races with no vocal chords will have a very difficult time casting from this book. Even if the "Quiet Casting" ability is purchased, the penalty for using it is increased to a -6 to all magical attack or defense rolls.

Before we proceed further though, we must tackle a common myth. It is indeed a curious irony that those who pursue the art of glamour are often amongst the most beautiful people to begin with. However, this is not generally because they enhance themselves with their glammers (though it is certainly possible), but because being beautiful (or hideous in some cases) is in and of itself the first temptation that leads one down the path of Glamour. The beautiful learn quickly that one does not need strong armies or pillars of flame to get what one wants, one need only smile and ask for it. And that is the basis of the art of illusion.

GLAMOUR EFFECTS

For the most part, the effects of Glamour spells are defined explicitly in their individual write-ups, but there are a few rules that are universal amongst all spells in this book.

First off, all Glamour spells require both verbalization and specific hand gestures. Generally these are performed at the same time unless the spell description says otherwise. The words listed can be spoken in Sylvan if the caster's language skill is high enough, or the caster may attempt an appropriate rhyme in his own language. It is highly suggested that GMs encourage players to make up their own rhymes, even though some rudimentary examples are given here. GM's may want to give small advantages (a bonus to one's roll maybe) if a player comes up with a unique and particularly clever rhyme.

Next, Glamour spells are almost all cast with one's Magical Attack roll. This school of magic is very much about imposing your will upon others. When casting any spell, the

illusionist must score a Magical Attack roll (or Defense if specified) of at least 10+Spell Order, or the effect will fizzle out—even if there is no opponent to resist it. Such failed attempts do not eat up any Mana, they simply waste the caster's time (and may put him in a difficult situation).

Most spells in this book do not deal damage, but any that do work by dumping pure, unfocused magical energy into their targets. This is not unlike electricity, although these energies do not have an affinity with metal or water, but with living flesh. When dealing wound damage, pure magic will strike a targeted location, like an arrow, and then diffuse throughout the rest of the body. Roll a random location for the starting location (right arm, say), and then pick (or roll) two contiguous locations at random—torso, then head, for example. The first location will take half the damage, and the other two will each take a quarter.

When casting spells that allow multiple mana stacks for greater effect, the illusionist can generally only add in as many stacks as the highest order spell he knows (unless otherwise stated).

Illusion spells present a false reality to the targets. Typically, those affected by these spells will not hear the words of the casting—or more accurately, they will hear them, but when the spell goes off, their memory of the last few seconds will fade, and they will not remember that they heard the words of the spell being spoken. If the caster is interrupted mid-casting, any observers will definitely know they heard him chanting something.

Illusions can be amazingly effective tools, but will work only as long as they are believable. Observers do not generally get a defense roll unless there is some reason for them not to believe the illusion. Only if the observer feels that the illusion seems funny or out of place, or too good to be true, or so on, can he attempt to try to scrutinize it by rolling Will.

Those who succeed at their defense rolls vs. an illusion will still see the illusion (or hear/taste/smell/feel it), but it will appear transparent and flimsy to them—they will mostly be able to see through the illusion, and they will definitely know that it is simply a trick of the light or a hologram of sorts that they are seeing.

If the target fails a defense roll, they are considered to have accepted the illusion as part of their reality, and will not get another defense roll unless something odd happens that breaks that reality. If the ghost sneezes, for example, or the fearsome dragon breathes fire on them and they are unharmed. At this point, targets are allowed a second defense

roll. If this roll is failed, the target is assumed to have rationalized the non-sequitur. Maybe the person the ghost used to have terrible allergies and it is just a reflexive pattern, or maybe they just got really lucky and the dragon fire went right past them.

Hand gestures for Glamour spells are not automatically absorbed into the magic of the spell like the words are. However, these movements can often be performed quite subtly, so that even if the spell fails, nobody will realize the caster was up to anything. Read the casting descriptions and use your best judgment to adjudicate. If it seems that the spell can be cast with one's hands down to the side or behind one's back, the caster should be able to cast the spell stealthily. Roll Subterfuge vs. Awareness to avoid being seen.

Contrary to popular belief, illusions do not kill directly. If an illusionary troll rips your head off, your heart does not stop beating because you think you are dead. Illusions kill by fooling the target into doing something dumb, like running from the troll and falling through an illusionary floor and off a cliff. If an illusion pretends to kill you and you don't die and you still fail your defense roll, you are certain to become aware that you are dealing with an illusion (or possibly a dream or hallucination), but you will still see the illusion and will have to do your best to try to ignore it.

Some spells can be maintained once cast. Unlike with other books, Glamour spells are easier to maintain. An illusionist may maintain as many spells in a round as the order of the highest-order spell he knows. He may continue to cast spells normally while maintaining his other spells. Mana for maintained spells is paid at the start of the first round after the duration expires. If the caster stops maintaining a spell, it will continue to finish out its current duration. An illusionary lion will still act mostly like a real lion even if the caster has stopped focusing his attention on it.

It is possible with Glamour spells to pay an extended maintenance cost up front for a spell. If a spell costs 1d8 per minute, the caster can pay 10d8 to cast the spell for a duration of 10 minutes with no maintenance needed.

Finally, as a game master, it is your job to keep your players in line. Just because a player believes he is seeing an illusion does not mean his character does. This book may require a bit more careful judgement than others. Try, if you can, to really put yourself into the minds of the characters and see how they would react to a given situation. If a dragon suddenly shows up in your math class and you fail your defense roll, it is perfectly reasonable for you to assume that the dragon must be an illusion that you just can't see the edges of. However, how much is your character really willing to risk in that belief, given that failing to run away may very easily get him killed?

BASIC TENETS

Charm

Prerequisite: Magical Awakening (Fairy Touched)

Sacrifice: Free with awakening

Mana Cost: 1

Duration: 10 Minutes

Area of Effect: Caster

Roll: Magical Attack 10 or better

Resist: None

Casting Time: 1 Action

Effect: Gives a minor bonus to social skill rolls

Words: *Durwath'in*

Casting: The caster speaks the sylvan word for charm while holding two fingers out and then turning them upwards as he smiles.

Those with a touch of fairy magic in their blood can summon a bit of the charm of the Fair Folk to help bolster their own interactions with others. This spell does not affect others or even create an illusion of sorts, it simply works by boosting the caster's natural confidence in himself. Some claim that the spell makes the caster taller or more attractive or even smarter, but such rumors have never been scientifically proven.

In effect, 1 Mana point burned infuses the caster with 10 minutes of charm. While under the effect of this tenet, the caster can add a +2 to any attempted field skill roll used for social interaction, such as Silver Tongue, Seduction, Intimidation, or Ride Animal. If employed with trade skills, such as Performer or Musician, this spell will increase the caster's effective skill by 5.

FIRST ORDER SPELLS

Unlike with more complex spells, Illusionists can take first-order spells immediately after gaining the basic tenets necessary.

Daze

Order: 1

Prerequisite: Charm, Linguist (Sylvan): 10+ or rhyme

Sacrifice: 1

Mana Cost: 1d4

Range: 60m

Target: Single creature

Area of Effect: Target

Duration: 1 round

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Effect: Stuns target for the rest of the round

Words: ***Dottearee'ot***

Casting: The illusionist points out a hand towards the target with two fingers extended while either uttering the Sylvan word for Daze or a brief rhyme that evokes the function of this spell.

Rhyme example: Scribble, scrabble, your thoughts now scramble

This spell causes one target to become unfocused to the point that they are unable to act for the rest of the round. Movement, attacking, and spellcasting are impossible, and the target will not be able to use Acrobatics or any other defensive abilities. Defense rolls are also made at a -4 penalty. Speech is possible, but only very simple words and phrases, and the victim will sound groggy, as if just waking up.

Material Component: A sprig of Cannabis held in the off-hand will increase the defense penalty to -6. The sprig burns to ash on use. Can be found in forest or grass plains with a partial success in Herbalism.

Magnetism

Order: 1

Prerequisite: Charm, Magnetism 7+, Linguist (Sylvan): 10+ or rhyme

Sacrifice: 1

Mana Cost: 1d4

Range: Self

Target: Caster

Area of Effect: Target

Duration: 2d4 rounds

Roll: Magical Attack 11 or better

Resist: None

Casting Time: 1 Action

Effect: Increases caster's Magnetism score

Words: ***Induathin***

Casting: The illusionist passes an open palm over his body, ending on his face with a tight circle. While doing this, the caster must speak the Sylvan word for magnetism or a brief rhyme that evokes the function of this spell.

Rhyme example: As you like so shall you see, as you like so shall I be.

Magnetism is the most basic form of control over others that glamour provides. It is a partial illusion that allows the caster to come across as more sincere and trustworthy, painting the caster in the best possible light, adding to their attractiveness and general likability. It will not stop an enemy who hates the caster from attacking, though if they stop and listen, they may believe the caster's word. A quick tongue and some fast storytelling combined with this simple spell can be effective and useful.

When cast, the caster's Magnetism score increases, and all skills and abilities based upon this increase as well (such as Magical Attack, Will, Silver Tongue, and so on). For every 5 points above 5 that the caster's magical attack roll scores, a +1 is granted. So the bonus is +1 at a roll of 11, +2 at 15, +3 at 20, +4 at 25, and so on.

This spell does not stack with the Charm basic tenet.

Material Bonus: A sprig of Dodder (also known as Beggarweed or Scaldweed) held in the off-hand will add +2 to the caster's Magical Attack roll. The sprig crumbles to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

Ventriloquism

Order: 1

Prerequisite: Charm, Linguist (Sylvan): 10+ or rhyme

Sacrifice: 1

Mana Cost: 1d4 per minute

Range: Line of sight

Target: Single point in space

Area of Effect: Earshot from target

Duration: Maintained

Roll: Magical Attack 11 or better

Resist: Will to recognize as a false sound

Casting Time: 1 Action

Effect: Caster can throw his voice

Words: *Edo Alvoce*

Casting: The caster must hold two fingers with his thumb and then flick them outward in the direction he wishes his voice to go. While doing this, the caster must speak the Sylvan words for throw voice or a brief rhyme that evokes the function of this spell

Rhyme example: Now here now there, the voice of the air

This spell allows the caster to throw their voice without seeming to move their lips. The remote voice will sound just the casters normal voice (as if they were there speaking), it will just appear to come from somewhere other than the caster. The caster can speak normally through the spell as long as it is maintained. The caster can also choose at any time to speak normally and not to throw his voice, and may even switch back and forth between speaking in person and remotely.

If anyone who hears the voice makes their defense roll, they will know that the caster is somehow throwing their voice, but it may not be readily apparent that the effect is magical in nature.

At any point, the caster can attempt a Performer roll. If it is at least partially successful, he will be able to attempt to disguise his voice to match that of someone else the target may know. Roll Silver Tongue vs. the target's Subterfuge to see if the target is fooled. Only one perform roll can be attempted per encounter.

Material Bonus: Chipped wood from a sculpted doll held in the off-hand will add +5% to performance rolls and +2 to Silver tongue rolls to attempt to disguise the caster's voice. The wood will crumble to dust upon use.

SECOND ORDER SPELLS

Illusionists who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells. It is also recommended that one study either the book of Air or the book of Light and Darkness to aid one's path here.

Glitter

Order: 2

Prerequisite: Charm, Light [LD], Linguist (Sylvan): 20+ or rhyme

Sacrifice: 1

Mana Cost: 1d4

Range: 60m

Target: Single creature or object

Area of Effect: Target

Duration: 2d4 rounds

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Effect: Causes single creature or object to glow

Words: Illoree'othum

Casting: They caster must aim a hand at the target, fan their fingers out and then curl them back inward in a wave-like motion.

Rhyme example: Gimmer shine, glitter thine

This spell causes the target to glow and glitter, as if backlit by a bright fire. The effect is not harmful, but can be useful. First and foremost, it prevents the target from being able to hide under most conditions. It also allows the target to be visible in darkness, and grants a +2 bonus to any attacker trying to physically hit the target.

This spell can be used on inanimate objects, perhaps to highlight the thing to those around. It can also be used on one's self to frighten animals or just for added drama during a performance.

Material Bonus: A sprig of Briony (also known as gout root or wood vine) held in the off-hand raises the attack bonus to +3. The sprig crumbles to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

Phantom Sound

Order: 2

Prerequisite: Ventriloquism, Linguist (Sylvan): 20+ or rhyme

Sacrifice: 1

Mana Cost: 1d6 per minute

Range: Line of sight

Target: Single point in space

Area of Effect: Earshot from target

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: Edo Da'thru

Effect: Produces strange sounds from thin air

Casting: The caster must hold three fingers with his thumb and then flick them outward in the direction he wishes the sound to come from.

Rhyme example: Crash and smash, voices clash

Similar to ventriloquism, this spell causes sound to spring up from thin air. However, the caster is no longer limited to the sounds of his own voice. Any sound the caster is familiar with may be created or replicated, from stampeding elephants to belching

goblins. The sounds can be as loud or soft as necessary, but never loud enough to damage the average person's hearing. The caster may also talk at the same time the sounds are going off.

This spell has numerous uses, including to effectively distract from other more real sounds, such as the sound of the caster creeping up behind a target. Add +4 to Stealth rolls if this spell is employed intelligently. If the target wins the defense roll, they will still hear the sounds, but will recognize them as false (halve any Stealth bonus and recommend die upgrades for any Awareness rolls).

Material Bonus: The dried ear of an animal held in the off-hand increases the caster's Magical Attack roll by +2. The ear crumbles to dust on use.

Scent

Order: 2

Prerequisite: Magnetism, Purify Air[A], Linguist (Sylvan): 20+ or rhyme

Sacrifice: 1

Mana Cost: 1d6 per minute

Range: 60m

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *Ala'ru Fargessluem*

Effect: Changes the target's natural scent

Casting: The caster must trace the outline of the target with their hand, from head to toe, focusing on the scent they wish to produce.

Rhyme example: Essence of flower adds to your power

This spell changes the target's natural scent. It may be used to make a target smell rank and foul, like a wet goblin, like fresh-cooked meat or baking bread, or it may be used to give the target no apparent scent at all.

Scent is most often used for entertainment purposes, though can also be employed to throw off anyone tracking the target by scent. It may also improve Disguise rolls by up to +2 in applicable situations. The caster can also use this spell on themselves to aid in seduction (+2 if the caster knows something about the target's preferences) or to put off an attacking animal (+4 to Animal Empathy).

Not counting any indirect consequences, this spell is essentially harmless. No “real” ill effects can occur from this spell, though a foul enough odor may cause some to vomit.

Material Bonus: Rose petals held in the off-hand add an additional +1 to any skill bonuses. The petals crumble to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

Sleep

Order: 2

Prerequisite: Daze, Linguist (Sylvan): 20+ or rhyme

Sacrifice: 1

Mana Cost: 1d6

Range: 60m

Target: Single creature

Area of Effect: Target

Duration: Until woken or 1d4 hours

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Hallara Kinsonta*

Effect: Makes target go to sleep

Casting: The caster must wave their hand before the face of the target, fanning their fingers from open to closed.

Rhyme example: Heavy eyes, gentle sighs, dream dreams as you lie

An alternate form of the Daze spell, Sleep makes the target feel so overwhelmingly tired and exhausted that they are unable to bring themselves to anything other than lie down and fall fast asleep. If the target cannot lie down where he is for some reason, he will simply collapse. If the Will roll is made, the spell has no effect (the target will simply feel a little tired but can shake it off).

This is a natural sleep, and any allies (if present) may wake the sleeping person with a kick or a prod. Sleeping creatures can be fairly easily killed if not defended (auto-crit to selected location unless the attacker rolls a 1). If there is a defender nearby, treat this as a stealth attack. Any physical attack will wake the sleeper if it does not kill him outright. Woken creatures are aware but prone, and cannot get up until the next round.

The physical appearance of this spell varies, ranging from a sparkling cloud of gas, to a brief glow around the victim, to no visible effect at all. The effect can be chosen by the caster.

Material Bonus: A sprig of Agrimony (also known as cocklebur or sticklewort), if held in the off-hand, increases the Magical Attack roll by +2. The sprig crumbles to dust on use. Can be found in forest or grass plains with a full success in Herbalism.

Suggest

Order: 2

Prerequisite: Magnetism, Linguist (Sylvan): 20+ or rhyme

Sacrifice: 1

Mana Cost: 1d6

Range: Earshot

Target: Single creature

Area of Effect: Target

Duration: See below

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Illoree'othum*

Effect: Causes target to believe a specific statement

Casting: The illusionist must point one hand at the target while slowly forming a fist in the other as they speak the suggested words.

Suggest is a much more focused type of charm. This spell does not have any Sylvan words that must be spoken; the verbal focus is the suggestion itself, which must be in a language the target understands. The caster simply speaks one sentence to one target, and if the Will save is failed, the target will take the sentence as absolute truth and act upon it if it makes sense to.

The spell's effectiveness depends greatly on what is said and when, and how the sentence is worded. The more subtle the suggestion the better. The target of this spell will never go against his core personality; this spell cannot be used to make him directly harm himself or those he cares about. However, it could be used to make a guard think you are allowed to pass, or make a merchant think you already paid him.

If the caster manages to get the suggested words to rhyme in a meaningful and legitimate way, a +2 bonus is awarded to the Magical Attack roll. If the victim fails his save, the suggestion will stay with him until some outside fact challenges it (such as his commander asking him why he let someone pass). If not challenged, the suggestion will stay as part of his consciousness, and he may end up acting upon it weeks later.

Material Bonus: Sweetpea leaf held in the off-hand will provide the rhyming bonus if a rhyme is not used. The leaf crumbles to dust on use. Can be found in gardens or cultivated lands with a partial success in Herbalism.

THIRD ORDER SPELLS

Illusionists who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Confusion

Order: 3

Prerequisite: Sleep, Linguist (Sylvan): 30+ or rhyme

Sacrifice: 2

Mana Cost: 1d8 per target

Range: 120m

Target: Number of creatures up to caster's Glamour stack limit

Area of Effect: Targets

Duration: 1d6 rounds

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action (single target) or Full-Round (multiple targets)

Words: *Yá'dorain*

Effect: Prevents targets from acting

Casting: The caster must point his hand with two fingers held together while the rest are curled back, waving his hand over the targets in his line of sight.

Rhyme example: Sights unknown, thoughts unshown, your mind is thrown.

A more powerful version of the Daze spell, Confusion lasts longer and is able to affect more than one target. All targets must be in the caster's line of sight at time of casting. Those affected will react as if waking from a deep sleep and will be unable to take any actions other than clumsily defending themselves (-4 to defense rolls).

The number of targets that can be affected by this spell is equal to the order of the highest-order Glamour spell the caster knows.

Material Bonus: A stone with swirling patterns naturally formed in it, if held in the off-hand, increases the defense penalty to -6. The stone will crumble to dust upon casting.

Flavor

Order: 3

Prerequisite: Scent, Linguist (Sylvan): 30+ or rhyme

Sacrifice: 2

Mana Cost: 1d8 per 10 minutes

Range: 120m

Target: Single object or person

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *O'Fukkkmee*

Effect: Changes the flavor of the target

Casting: The wielder must point one hand at the target or object and shake it as if flicking spice into a bowl while focusing on the flavor they wish to simulate.

Rhyme example: The salting, the sweetening, an adventure in eating.

This spell imparts a false flavor along with a matching scent to the person or object targeted, which will only be fully noticeable when tasted. This spell is used mostly for amusement, seduction, or to spice up bad food, but it can be an absolute life-saver if someone is about to become the main course for an animal, creature, or monster with discriminating taste buds.

It is important to note that this spell in no way changes the reality of what is being consumed, only the taste. If the caster wants to impart a specific flavor (as opposed to just good or bad) a Focus roll will need to be made along with the Magical Attack roll. A 10 is needed for simple flavors, such as salt or feces. 15 is needed for more specific flavors such as garlic or chocolate, and 20 for complex flavors like fine wine or aged cheese.

Material Bonus: A teaspoon of salt, if held in the off-hand, increases the Focus roll by +2. The salt evaporates on use.

Mana Bolt

Order: 3

Prerequisite: Sleep, Light [LD], Linguist (Sylvan): 30+ or rhyme

Sacrifice: 2

Mana Cost: 1d6 per missile

Range: 120m

Target: Single creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Ranged Defense

Casting Time: 1 Action

Words: *Cō'voltair*

Effect: Fries target with pure magic

Casting: The caster must outstretch their arm and flex their fingers towards the target in cruel hooks. Each finger can produce up to one bolt. Both hands must be used if casting more than 5 bolts.

Rhyme example: Power sing, pain to bring.

One of the most iconic spells in all magic, this wicked incantation sends forth bolts of pure energy from the fingertips of the caster that pass through armor and burn the flesh of their victim. The caster may cast as many bolts in a round as his max Glamour stack (equal to the order of the highest-order Glamour spell he knows). Caster may choose to fire all bolts in a single attack roll (multi-fire) or force a separate attack roll for each bolt (rapid-fire).

Each bolt, if it hits, deals 1d8+Depth points of damage to the target. The first 2 points of damage reduction from the target's armor are ignored.

Material Bonus: Aspen pinecone if held in the off-hand will increase the armor piercing ability, ignoring up to 4 points of armor for each bolt. Each bolt cast burns one scale off the cone, and most aspen pinecones have 30 or so scales. Can be found in forest with a partial success in Herbalism.

Mesmerize

Order: 3

Prerequisite: Suggest

Sacrifice: 2

Mana Cost: 1d10

Range: 120m + Earshot

Target: All targets in range

Area of Effect: Target

Duration: See Below

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Effect: Causes targets to believe a particular statement or state

Casting: The wielder holds both their arms a bit out to the side, opening up their hands and fingers wide. This gesture is can be done subtly enough to hide it from notice.

This spell is exactly the same as Suggest, only it affects everyone around the caster instead of just a single target. Each person affected is allowed a separate Will roll to ignore the effects.

To cast this spell, the illusionist must speak a single sentence aloud. Those who fail their defense roll are affected exactly as if by the spell Suggest and believe whatever the caster just told them. As with Suggest, a rhyming sentence will grant a +2 to the caster's Magical Attack roll.

Material Bonus: A small willow branch, if held in either hand, will replicate the rhyme bonus if a rhyme is not spoken. The branch crumbles to dust on use. Can be found in forest with a partial success in Herbalism.

Silence

Order: 3

Prerequisite: Daze, Phantom Sound, Linguist (Sylvan): 30+ or rhyme

Sacrifice: 2

Mana Cost: 1d6 per round

Range: 120m

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *Ah'thru*

Effect: Dampens any sounds made by the target

Casting: They caster aims their arm at their target and quickly brings their fingers down on their thumb.

Rhyme example: Voice be crushed, your sound is hushed.

This spell causes the sound to be dampened around the target, making anything they say or do totally silent. The spell affects the target's voice and any other sound directly produced by their body. If the target pounds on a table, for example, no sound will be produced, but if the target throws a rock that strikes a gong, the gong will sound.

This spell has multiple uses. It may be used to allow someone to creep past guards (+5 to Stealth), to take out the guard without anyone hearing him scream, to embarrass a politician, or to disrupt a pesky spell caster. If cast upon another spell-caster, that caster will not be able to cast any spell that require speech while the spell is in effect. If the caster has the quiet casting ability, he may use it, otherwise, he is likely unable to do much.

The target of this spell may not even notice that they are under its effect until they do something that should normally make a sound, like try to talk. If cast upon an object, that object will not make any sound, nor will it make a sound if it strikes something. If cast upon a ranged weapon, this will allow for totally stealthy attacks.

Material Bonus: A small branch of slippery elm, if held in the off-hand, increases the Magical Attack roll by +2. The sprig crumbles to dust on use. Can be found in forest with a partial success in Herbalism.

Simple Illusion

Order: 3

Prerequisite: Glitter, Suggest, Linguist (Sylvan): 30+ or rhyme

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: 120m

Target: Single point in space

Area of Effect: 3x3x3 meter cube

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: ***Dogronnee ua Illoree***

Effect: Projects a false image in the air

Casting: They caster waves their arm at the target having, the gesture ending near the waist with a gentle bow.

Rhyme example: A phantom wall shall block them all.

The first true illusion in this book of illusion, this spell creates an insubstantial image that has no physical effect on the real world beyond the light it is made of. The illusion can take any appearance, from a person to a burning fire, to a spectral figure, to a brick wall. Those who make their defense roll will see the illusion as transparent; those who fail will see it for what it appears to be.

The effect can be cast upon a fixed area (covering a doorway with a blank wall perhaps), or an object (making a bit of complete junk appear to be a valuable piece of art maybe). The illusion must fit entirely into the allowed area of effect, but need not fill it. If touched, the illusion will have no substance, and this will result in a second Will roll. If there is no object beneath that feels remotely like the illusion, the character feeling the illusion will likely guess that he is dealing with an illusion even if he has not made his roll to see through it yet.

This illusion also does not have any sound or scent to it. Creatures with sensitive ears or heightened senses of smell may gain a Will bonus based upon the illusion. An illusory brick wall would not elicit a bonus, but a walking troll might give a sound bonus because it doesn't make any footsteps and because it doesn't reek. Grant a Will bonus of +4 in such circumstances (but only if the defender is close enough that he normally would smell or hear the illusion if it were real).

Material Bonus: A small branch of ash, if held in the off-hand, increases the area of effect to a 5x5x5 meter cube. The sprig crumbles to dust on use. Can be found in forest with a partial success in Herbalism.

Understanding

Order: 3

Prerequisite: Phantom Sound, Suggest, Linguist (Sylvan): 30+ or rhyme

Sacrifice: 2

Mana Cost: 1d6 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack 13+

Resist: Melee defense vs. touch

Casting Time: 1 Action

Words: *Eidofaan Alvocce*

Effect: Allows target to understand a foreign language

Casting: The caster must put his little finger into his ear and twist it as he touches the target with this other hand.

Rhyme example: Hear and comprehend, nearer now to friend.

Another harmless but amazingly useful spell, Understanding allows the target to understand the speech of any creature that he does not know the language of. The effect will last as long as the spell is maintained, and it applies to all words the target hears, no

matter who speaks them or what language they are spoken in. This spell does not work both ways, however, and does not allow the target to speak in a manner that a foreigner will understand; the spell Convey must be used for such a purpose.

This spell works by translating the emotional intent behind the words spoken. Thus the person speaking the words must also understand them. If a document is written in French, say, someone who does not speak French cannot read it aloud and have this spell translate it for the target.

The game master has the option to decide that the words of extremely magical, alien, ancient, or divine creatures may be excluded from this spell if it makes narrative sense. This option should be used extremely sparingly.

Material Bonus: An owl feather, if held in the off-hand, doubles the duration. The feather crumbles to dust on use. Can be found in forest with a partial success in Survivalist.

FOURTH ORDER SPELLS

Illusionists who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Alter Self

Order: 4

Prerequisite: Simple Illusion, Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d10 per hour

Range: Caster

Target: Self

Area of Effect: Caster

Duration: Maintained

Roll: Magical Defense

Resist: Will (See Below)

Casting Time: Full round

Words: *Ala'ru Amae*

Effect: Changes the caster's appearance

Casting: The caster passes his hand slowly down over his face from top to bottom, and then back up again.

Rhyme example: Now see me, now see he.

This extension of simple illusion allows the caster to believably place his illusion over his own form, altering his outward appearance. The illusion will stay with him as he moves, making him appear to be someone else.

This spell is limited in function, and allows mostly minor cosmetic changes to the caster, such as changes in hair color, hair style, skin color, facial features, eye color, height, weight, cleanliness, tattoos, or scars. As with simple illusion, this spell does not alter the caster's natural scent, and if touched will have no tactile feel beyond the caster's normal form.

Unless the caster tries to change his shape drastically (adding extra limbs or the like), unlike other illusions, those who look upon it do not normally get a Will roll to see through it if they find it suspect. In practice, this spell adds +10 to the Disguise skill. If the disguise works, the illusion will not be noticed. Only if the Disguise roll fails will the observer get a Will roll. Also, if the observer actually touches the caster's face and notices that it doesn't feel right, a Will roll is allowed.

Material Bonus: A cocoon of some kind of insect, if held in the off-hand, increases the Disguise bonus to +12. The cocoon crumbles to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

Blur

Order: 4

Prerequisite: Simple Illusion, Darkness [LD], Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d6 per round

Range: Caster

Target: Self

Area of Effect: Caster

Duration: Maintained

Roll: Magical Defense 14+

Resist: None

Casting Time: 1 Action

Words: *Aamae Samanala*

Effect: Obfuscates form

Casting: The caster, holding his palm flat, moves his arm rapidly across his body back and forth.

Rhyme example: I am here, I am there, I am where?

An interesting use of an illusion spell, Blur does not try to present something false to the observer so much as it does simply try to obscure where a real thing is.

When this spell is cast, the caster blurs out of visual focus, making it hard to hit him. This effect does not exactly add to the caster's defense score, as he has no control over it. Instead, any visual-based attack that would normally strike the caster has a 40% chance of missing instead. This even applies to spells, such as Mana Bolt, that depend on the caster being where he appears to be (as opposed to in the general area).

One interesting approach when faced with this spell is to simply close one's eyes and fight blind. Since the spell is entirely visual-based, this effectively negates the spell completely. Of course, fighting-blind is fairly dangerous unless one has taken the blind-fighting heroic power.

Material Bonus: A sprig of pussy willow, if held in the off-hand, increases the miss chance to 50%. The sprig crumbles to dust on use. Can be found in forest or along river banks with a partial success in Herbalism.

Complex Illusion

Order: 4

Prerequisite: Simple Illusion, Phantom Sound, Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d12 per minute

Range: 200m

Target: Single creature, object, or point in space

Area of Effect: 5x5x5 meter cube

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Dosronee ua Illoree og Dáthru*

Effect: Creates an illusion with both light and sound

Casting: The caster holds out two fingers like a knife and sculpts the air as if carving a statue, then snaps his finger together.

Rhyme example: Fire burn, dragon roar, a fearsome creature guards this door.

A major improvement on the simple illusion, this spell adds the element of sound into the mix, allowing the illusionist to create a much more believable false reality. Complex illusions can also move away from their original locations (as long as they manage to fit

entirely within a 5x5x5 area). The entire area of the spell can be moved by the caster at will, at a rate of up to 5 meters per round per point of Depth the caster possesses.

Creatures with sensitive ears do not get any bonuses to see through this spell. The illusion still has no tactile feel. Those who touch it get an automatic defense roll. Observers are also allowed a defense roll if the illusion is of something that would normally have a strong odor (such as a filthy troll) and they are close enough to smell it. Those with an enhanced scenting abilities get a +4 to defense rolls if within scent range.

Material Bonus: A branch of olive, if held in the off-hand, increases the effective area to a 8x8x8 meter cube. The sprig crumbles to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

Cone of Silence

Order: 4

Prerequisite: Silence, Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d10 per round

Range: 200m

Target: Single creature, object, or point in space

Area of Effect: 5 meter radius around target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex (See Below)

Casting Time: 1 Action

Words: *A'k'thru Eiffaillu*

Effect: Casts silence over an area

Casting: The caster must suck inward while waving his hand outward towards the target.

Rhyme example: All be still, I've had my fill

This spell is almost identical to the Silence spell above, only everything within an area round the target is silenced as well. No sounds originating in the area of effect will be heard by anyone inside or outside the area.

This spell is actually less effective as a bonus to Stealth as the standard Silence spell. The extra area tends to make things sound funny. Still, it will add +4 to Stealth if applied in a way that makes sense. Mostly this is used to silence enemy spell casters. Note that even if the target of the spell makes his Reflex roll, the spell will still go off; it will just target the spot he is standing instead of him. This will still silence him though, as long as he remains in the area of the effect.

Material Bonus: A dandelion gone to seed, if held in the off-hand, increases the effective area to 7 meters. The flower crumbles to dust on use. Can be found in grassy plains with a partial success in Herbalism.

Convey

Order: 4

Prerequisite: Understanding, Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: Touch

Target: Single Creature

Area of Effect: All creatures listening to target

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: *Eidofaan Iamaa Alvocce*

Effect: Allows anyone listening to understand speaker regardless of language

Casting: The caster puts one finger in his ear and twists it while he touches the target with the other hand (usually himself).

Rhyme example: Our barrier is broken as my words are spoken.

Another harmless but exceptionally useful spell, one begins to wonder why the illusionist is so mistrusted in the world. Convey is essentially the reverse of the Understanding spell; when the target of the spell speaks, anyone who can hear him can understand his words, regardless of the language spoken.

This spell only works when the listener is present in person. If the words of the speaker are recorded and played back, or piped over a PA system, the magic of the spell will not travel with them.

Material Bonus: The tongue of a newt, if held in the ear hand, increases the duration to 10 minutes. The tongue crumbles to dust on use. Can be found in wetlands with a partial success in Survivalist.

Enthrall

Order: 4

Prerequisite: Confusion, Mesmerize, Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d12 per minute

Range: 200 meters

Target: Single Creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Hia'saphayee Iama*

Effect: Target must obey all of caster's orders

Casting: The caster holds his wrists together before him, as though bound.

Rhyme example: Sublime, divine; for a time, you are mine.

Any preconception that those who cast from this book mean no ill to others must surely be dispelled upon a quick study of this powerful charm. Enthrall allows the caster to make one person his loyal and loving slave. If the victim fails his defense roll, he is compelled to follow any commands of the caster as explicitly as he can (though he is allowed a second defense roll anytime he is asked to endanger himself). The target must be able to hear and understand the caster's orders (the Convey spell can be quite useful here). Commands can be friendly ("stop attacking us"), creepy ("marry me"), or downright horrible ("go kill the mayor").

This spell will work on animals and the like as long as the animal can actually understand what the caster's commands are.

When the spell is worn off, the victim will remember everything that happened, and if he was forced to do something out of character, will likely realize he had been under a spell. If the caster tries this spell on more than one person at a time, there is a 50% chance that the other victims will snap out of the spell and realize they have been charmed.

Material Bonus: A cocoa bean, if held in the off-hand, increases the duration to 10 minutes. The bean crumbles to dust on use. Can be found in jungle areas with a partial success in Herbalism.

Invisible Touch

Order: 4

Prerequisite: Sleep, Simple Illusion, Shape Air [A], Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d8 per round

Range: 200 meters

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Akarethee*

Effect: Target feels an illusionary tactile sensation

Casting: The caster must pinch his thumb and forefinger together and twist his wrist.

Rhyme example: So little, so much—this invisible touch.

A key step on the road to mastery of illusion, this spell allows the caster to cause the target to feel a phantom sensation, as if he were being touched by something. The sensation can vary, from a caress, to a bee sting, to a splash, to a shove. Since only the sensation of touch is created, this spell cannot injure someone directly, and does not affect inanimate objects (although it may lead to the target injuring himself in reaction to it).

This spell is best employed by a creative mind, a knight may be plagued by an itch under his armor, or the caster may abuse his knowledge of the target's ticklish spot. If employed in a way that makes sense (a tap on the shoulder to get a guard to look the other way, maybe), this spell can provide up to a +4 bonus to Stealth rolls.

Unlike with most other illusions, the Will roll here doesn't necessarily mean the target is trying to look past the spell, but more is resisting the urge to do something about it. In the case of the itchy knight, a failed Will roll may mean he has to spend an action to scratch himself. In the case of the guard, making his Will roll may mean he does not look around when tapped, and in fact become only more alert to the fact that something is amiss.

Material Bonus: A holly leaf, if held in the off-hand, increases the Magical Attack roll by +2. The leaf crumbles to dust on use. Can be found in forest with a partial success in Herbalism.

Mana Drain

Order: 4

Prerequisite: Mana Bolt, Linguist (Sylvan): 40+ or rhyme

Sacrifice: 2

Mana Cost: 1d8 per bolt

Range: 200m

Target: Single creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *Illusū'oree Cō'voltair*

Effect: Energy bolt that drains target's mana

Casting: The caster extends a straight arm towards the target, with all fingers clawed.

Rhyme example: A shower of light drains power and might

An intriguing extension of the much more common Mana Bolt spell, this non-lethal incantation simply drains the target's magical energy instead of damaging his physical body. As it is exceptionally useful for subduing spellcasters without harming them, this spell is frequently learned by wizarding police (where such a thing exists) and other people in positions of defense.

As with Mana Bolt, the caster can unleash as many bolts in a single casting as his current stack limit (highest-order spell known). Each bolt deals $1d10 + \text{Depth}$ points of damage to the target's Mana score. As with Mana Bolt, the caster can decide whether to roll a single attack roll for all bolts, or separate rolls for each bolt.

It is worth nothing that this spell is doubly effective if cast upon one's self, as one must pay both the cost and the effect... though not that this would be advised under most circumstances.

Material Bonus: A wand of oak, if held in the off-hand, increases the damage dealt to $1d12 + \text{Depth}$. This stick crumbles to dust on use. Can be found in forest or plains with a partial success in Herbalism.

FIFTH ORDER SPELLS

Illusionists who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Alter Other

Order: 5

Prerequisite: Alter Self, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 2d8 per hour

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense (vs. touch)

Casting Time: Full Round

Words: *Ala'ru Yumarae*

Effect: Changes the target's appearance

Casting: The caster feigns a look of surprise, then confusion while laying a hand upon the target.

Rhyme example: Erased for a space, your face replaced

This natural extension of the Alter Self spell allows the caster to put his illusion over the visage of another, making them appear to be someone else—whether they want to or not.

As with Alter Self, this spell allows mostly minor cosmetic changes, such as alterations in hair color, hair style, skin color, facial features, eye color, height, weight, cleanliness, tattoos, or scars. This spell does not alter the caster's natural scent, and if touched will have no tactile feel beyond the caster's normal form. Also, as with Alter Self, the illusion will stay with the target as he moves, making him appear to be someone else.

All bonuses and effects, including the +10 to Disguise, are the same as with the Alter Self spell. This of course, assumes that the target is attempting to disguise himself.

What makes this spell different is the ability to apply it to an unwilling target. All it takes is a touch, and if the change is minor enough, the target may not even be aware that he has been altered (people don't normally see themselves unless they look in a mirror). The spell can be employed to fool assassins, thwart kidnappers, incite lovers' feuds, and many other delicious undertakings.

Material Bonus: A cocoon of some kind of insect, if held in the off-hand, increases the Disguise bonus to +12. The cocoon crumbles to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

Desire

Order: 5

Prerequisite: Enthrall, Flavor, Invisible Touch, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 1d12

Range: Line of sight

Target: Single creature

Area of Effect: Target

Duration: 1-4 hours or until satisfied

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Yuama Socomsulee Ata*

Effect: Target is overcome with desire for a particular person or thing

Casting: The caster places a finger to his throat and slowly draws it down his body while pointing at the target.

Rhyme example: Your heart consumed, by desire doomed.

Another iconic weapon of the book of Glamour, Desire is just what the name implies—a spell that creates an intense emotional desire in the target to satisfy a particular craving. The object of the desire must be named in the rhyme, and can be almost anything, though not anything directly or obviously harmful to the target. When the spell hits, the target will be overcome with a strange and strong compulsion to satisfy this desire, and if he does not succeed at his Will roll, will be utterly compelled to do so.

Once ensorcelled, the target will do anything in his power to satisfy this desire. This can be complicated (trying to make love to the queen) or simple (put on that funny-looking hat). Satisfying the compulsion will be the target's number-one priority as long as the spell is in effect, and all other efforts will be put aside unless they get him to his goal.

Once the desire is satisfied, the spell ends. If the duration expires before then, the desire will fade, and the target will remember everything he felt, but will no longer feel compelled by it, as if it were just a passing whim.

Material Bonus: A pinch of gold dust, if tossed into the air with the pointing hand, increases the duration to 1d4 days. The dust disappears on use. Can be bought anywhere or panned in mountain streams with a full success in Survivalist.

Detect Illusion

Order: 5

Prerequisite: Complex Illusion, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 1d6

Range: Line of sight

Target: Visible area

Area of Effect: Target

Duration: Instant

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 Action

Words: *Illoreenx al Dogronee*

Effect: Identifies all illusionary effects in line of sight

Casting: The caster places his hands over his eyes like a veil and then draws them away.

Rhyme example: Near or far, I see you for what you are

It takes an illusionist to know an illusionist, as they say. While the standard See Magic spell does not work too well with illusions (a resist roll is required, and then the item with the illusion is only identified as magical in some respect), this more specialized version fills in the gaps. When cast, all illusions within the caster's immediate visions are revealed as illusions of some kind. Additionally, the caster may roll a resistance roll against each illusion in order to see past it.

Illusions detected or seen through by the caster are not broken, and will not be visible to anyone else unless the caster chooses to share this knowledge. A caster who wins his resist roll against an illusion is treated as if he made his Will roll vs. it, and it will appear transparent to him from then on.

Material Bonus: A small glass lens, if held in the off-hand, increases the Magical Defense roll to see past illusions by +3. The lens crumbles to dust on use. A lens can be bought in most cities or crafted from glass with a Full success in Potter.

Ecstasy

Order: 5

Prerequisite: Enthrall, Sate [L], Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 1d8 per round

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. touch, Will

Casting Time: 1 Action

Words: Voltair al Namae

Effect: Causes intense wave of pleasure in target

Casting: The caster holds one hand down, tracing the infinity loop in the air with two fingers while holding out the other to touch the target.

Rhyme example: A rush of blood, the senses flood

A much-loved crossover in the tree from the book of Life—though often considered mostly for entertainment purposes, this spell does have a variety of other uses as well, particularly when employed on an unwilling target.

When the caster makes contact with the target, a wave of pure pleasure washes over the target, neutralizing all pain and making every inch of the body vibrate with pure warmth and joy. The feeling is akin to that of an orgasm, only it lasts as long as the spell is maintained (which can be quite a while). Though wonderful in every respect, this sensation can be rather distracting. The target must make a Will roll (opposed to the caster's Magical Attack) to accomplish each and every action he attempts. If he wants to speak, he must make a Will roll. If he wants to walk, he must make a Will roll. If he wants to defend himself from attackers, he must make a Will roll. In short, this spell essentially prevents the target from doing anything while it is in effect. A powerful tool indeed.

Also, keep in mind that this spell can be extremely addicting when employed on a willing subject. The illusionist can easily employ Ecstasy to keep several loyal thralls hanging on his every word and doing whatever he asks them to. Be careful out there.

Material Bonus: A feather, if held in the touching hand, increases the range of the spell to 5 meters (roll Ranged Defense to dodge instead of Melee Defense). The feather crumbles to dust on use. Can be found or purchased anywhere there are birds. (Partial success in survivalist to find in the wild).

Invisibility

Order: 5

Prerequisite: Complex Illusion, Blur, Alter Self, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 1d12 per round

Range: Caster

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Words: *Silvalaeir*

Effect: Caster turns invisible

Casting: The caster twitches the fingers of one hand over his head as if sprinkling invisible dust.

Rhyme example: One with light, into the night

One of the most sought-after magical effects in all creation, Invisibility is just what the name implies—a spell that turns the caster invisible, preventing others from being able to see him. The spell has many uses, whether for thieving and assassinating or for simply retreating safely.

Invisible creatures are only hidden from the eyes; they can still be heard, smelled, touched, and so on. They do not cast a shadow. When a creature becomes invisible, his clothes and most things he carries with him will be invisible as well (unless they stick out past 1 foot from his body). This tends to limit weaponry to lighter items, like daggers. Throwing dust or paint or a blanket over the caster will not help much, as the spell will just incorporate such things as part of the body's clothing after 1 round (unless the item sticks out past a foot, like a chain).

Invisibility adds a +10 to Hide rolls and a +5 to Stealth rolls (Stealth is much more about silence). This version of the spell is a bit weaker than the higher-order versions, which means that if the caster moves quickly or suddenly while invisible, he will be perceived as a blurry object. This makes melee fighting a bit less desirable. Opponents in combat get a -5 to all melee attack and defense rolls when fighting you, and cannot make called shots against you. Ranged attack and defense rolls are made at a -10 penalty (as if blind). Those with the Blind Fighting heroic power get only half the penalty. Creatures with hunter, predator, or stalker scent get a +2 off the penalty in melee combat. The caster will also become partially visible if he moves faster than his normal movement rate in a round (by running or sprinting). This blur effect is only temporary though; it does not cancel the spell—once the caster slows down again, the full effect will return immediately.

Invisibility allows the caster to hide in plain sight. It also allows the caster to make a Hide roll immediately when the spell is cast, even if people are actively looking at him. Creatures with scent vision or supernatural vision will not be affected by the spell, though those with darkvision will be. Also, unlike with other illusions, this one cannot be seen past with a strong Will.

Material Bonus: A pinch of silver dust, if sprinkled for real, reduces to the Mana cost to 1d12 per minute. The dust disappears on use. Silver can be purchased in most civilized areas or mined in mountainous areas (Full success in Engineer: Mining and Laborer to mine).

Leech

Order: 5

Prerequisite: Mana Drain, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 1d10 per bolt

Range: Line of sight

Target: Single creature or object

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *Illus'u'oree Anikkiniik*

Effect: Energy bolt that steals the target's mana and returns it to the caster

Casting: The caster extends a straight arm towards the target, with all fingers clawed, then retracts the fingers into a fist.

Rhyme example: A siphon you'll be, your life into me.

An artful (and very effective) extension of the Mana Drain spell, this spell works much the same, only all Mana drained from the target is returned to the caster.

As with Mana Bolt, the caster can unleash as many bolts in a single casting as his current stack limit (highest-order spell known). Each bolt deals 1d12+Depth points of damage to the target's Mana score (and returns that amount as mana to the caster). As with Mana Bolt, the caster can decide whether to roll a single attack roll for all bolts, or separate rolls for each bolt.

Note that the caster still has to pay for the cost of this spell before he can cast it and get his mana back... and if all bolts miss, this spell can be a net loss. This spell can allow a caster to go above his normal Mana maximum though.

Material Bonus: A wand of mahogany, if held in the off-hand, reduces the casting mana cost to 1d8 per bolt. This stick crumbles to dust on use. Can be found in forest or plains with a full success in Herbalism.

Multi-Image

Order: 5

Prerequisite: Blur, Alter Self, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 1d8 per image per round

Range: Touch

Target: Single creature or object

Area of Effect: 5 meter diameter

Duration: Maintained

Roll: Magical Attack

Resist: Melee defense vs. touch

Casting Time: 1 Action

Words: *Taddelis Nanae*

Effect: Creates multiple illusionary copies of the target

Casting: The caster holds up both arms in a dramatic gesture and flings his hands out, his fingers splaying in all directions.

Rhyme example: The more the merrier, quite the barrier.

This spell creates a number of illusionary copies of the target all around the target.

Generally this spell is used by the caster as a means of defending himself (or others) from attacks in combat by confusing his opponents. Each copy looks exactly like the original and moves in exactly the same way, only it has no substance. Any attack that hits a copy will just pass right through it.

The caster can project as many copies in a single casting as his current stack limit (highest-order spell known). Under most circumstances (unless the attacker has more to go on), when an image is hit in combat, roll percentage dice to determine if the real target was struck. So if there are 4 copies (5 including the caster), there is a 20% chance of hitting the real target. Or if there are 5 copies (6 total), you can roll a d6 and if you roll a 1, the real target is hit.

Once a copy (or if the real one) is hit, the caster can try to shuffle the images about like a shell game to make attackers lose track of which one they interacted with. Roll Subterfuge vs. Awareness at the start of each round to make observers lose track of which image is which. All copies must stay within 5 meters of the original at all times. Unlike standard illusions, these images cannot be seen past with a Will roll. Though this spell can be cast upon an object, it is of much more limited use in this case, as objects generally don't move much.

Material Bonus: A small piece of a mirror (at least 1 square inch per copy to be made), if held in the off-hand, reduces the mana cost of the spell to 1d8 per copy per minute. The mirror crumbles to dust on use. Can be purchased in an civilized area.

Perfect Illusion

Order: 5

Prerequisite: Complex Illusion, Invisible Touch, Flavor, Convey, Linguist (Sylvan): 50+ or rhyme

Sacrifice: 3

Mana Cost: 2d10 per minute

Range: Line of sight

Target: Single creature, object, or point in space

Area of Effect: 7x7x7 meter cube

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Dogronæ va Illoræ og Dáthru og Fargessluem*

Effect: Creates an illusion with sound, scent and even substance

Casting: The caster sculpts the air with one hand, and then jabs at the sculpted air with two fingers of the other hand.

Rhyme example: From thin air, a woman, where stands there no man.

This mind-bending feat of magic creates an illusion that looks, sounds, smells, feels, and even tastes real. There is very little immediate difference between an illusionary person created via this spell, and the real person in the flesh, only once the spell expires, the illusionary person will disappear. There is almost no limit to what can be done with this spell. A dragon could be created, or a palace, or a bridge that disappeared when someone walked on it, or anything. It could even be a cup of tea that smells like home and tastes like candy floss.

Illusions do not think. Interactions made by the illusion can be pre-programmed (to say a particular line, maybe) or directed by the caster, who must be able to witness the proceedings. Pre-programmed illusions will not feel as natural as guided ones (their love making may seem stiff and awkward, perhaps). Illusions also do not necessarily have whatever abilities the thing they are copying has (an illusionary dragon can breathe illusionary fire, but it can't burn anything or hurt anyone with it).

Illusions can fight, but do not have particularly sharp edges and deal damage as a club with a strength equal to the caster's Depth. However, keep in mind that an illusionary

person can still pick up a real sword or a real rifle and use it normally. Illusions will act on the caster's reflex and get as many attacks as reflex warrants. Also, an illusion may feel like it has substance, but that does mean it can support the weight of an armored tank. Each point of Depth can support roughly 100 lbs. If someone tries to push through an illusory wall or door, they can try to make an opposed Strength check vs. the caster to do so. (The caster's proficiency in this book will apply to this roll).

GM's should be stingy about letting people make Will rolls against perfect illusions. Unless there is some specific detail to give away the illusion, most people who interact with it will have no idea it is illusory.

Material Bonus: A branch of pussy willow, if held in the off-hand, increases the effective area to a 10x10x10 meter cube. The sprig crumbles to dust on use. Can be found along rivers with a partial success in Herbalism.

SIXTH ORDER SPELLS

Illusionists who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Dispel Illusion

Order: 6

Prerequisite: Detect Illusion, Perfect Illusion, Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 2d8 per area stack dispelled (see below)

Range: Line of sight

Target: Single effect or point in space

Area of Effect: Target effect or 10x10x10 cube (stackable)

Duration: 1 round

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 Action (single effect) or Full round (area)

Words: *Sellii'x Dosronee*

Effect: Cancels all illusions in the area of effect

Casting: The caster holds his hands together, fingers linked and palms facing out, then pushes them forward, sweeping them apart and ending up pointing outward.

Rhyme example: Undo the conceal, reveal the real

A special dispel targeted directly at illusion spells, this incantation is somewhat more flexible than more general dispel effects. This spell can be cast upon a single, known

illusion to cancel it, or it can be cast into a general area, blindly canceling all illusions that happen to be in the area.

If cast at a specific spell, the caster can stack extra mana into this spell to try to overpower the targeted spell. Each mana added adds +1 to the caster's Magical Defense roll. The caster can stack this up to his stack limit (at least +6 since he knows this spell).

If cast at an area, the Caster rolls his Magical Defense and it is compared to each illusion effect that happens to be in the area. Each illusion that does not exceed the dispel roll is canceled. The area of effect can be stacked, so a 60x10x10 meter cube could be affected for 12d8, say. Each stack produces a cube of area, but these need not be contiguous (so 6 10x10x10 cubes could be cast at different places in the field of vision).

For purposes of this spell, an illusion is essentially any spell from this book that has any kind of a duration.

Material Bonus: Iron filings, if scattered with the casting gesture, increases the Magical Defense roll by +2. The filings dissipate on use. Can be purchased in civilized areas or picked up from soil with a lodestone.

Illusion Shell

Order: 6

Prerequisite: Alter Self, Perfect Illusion, Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 2d12 per minute

Range: Caster

Target: Self

Area of Effect: 5 meter radius

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Dogronee va Aamae*

Effect: Mobile illusion, or caster transforms himself into anything he desires

Casting: The caster holds both hands above his head and claws his fingers down over his body

Rhyme example: The flesh is pliant, and now a giant

A natural progression of the Alter Self effect, this spell employs the power of perfect illusion to transform the caster into whatever he desires to be. If he wants to be a

demon, he can be a demon, and he will look like a demon, feel like a demon, smell like a demon, and even sound like a demon when he speaks.

This spell is an illusory transformation though, and it does not convey super strength, the ability to breath fire, or any other ability outside the realm of illusion. If the caster makes himself appear to be a giraffe, he can perhaps lift objects off a high shelf, but nothing too heavy. Treat the caster's Depth as the illusion's Strength when it comes to such things. Also, all parts of the illusion must remain within 5 meters of the caster's body at all times.

Beyond these restrictions, this spell is really only limited by the caster's imagination. He could become a mailbox and steal people's letters. He could become a taxi and pick someone up and drive off (slowly). He could turn into a six-armed woman and attack with an arsenal of guns (though at a severe penalty).

Material Bonus: A sprig of mistletoe, if held in the off-hand, increases the duration of the spell to 2d12 per 5 minutes. The sprig crumbles to dust on use. Can be found in forest or grass plains with a full success in Herbalism.

Improved Invisibility

Order: 6

Prerequisite: Alter Other, Invisibility, Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 2d8 per round

Range: Touch

Target: Single creature or object

Area of Effect: Target (up to a 10x10x10 meter cube)

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense vs. touch

Casting Time: 1 Action

Words: *Silvalae Yumarae*

Effect: Target becomes invisible to eye, ear, and nose

Casting: The caster opens his palm and then shuts it as if snuffing out a light as he touches the target.

Rhyme example: Now present, now gone, unpleasant aplomb

This spell is improved over its more primitive cousin in a number of ways. First off, it can be cast upon others besides the caster, and even upon inanimate objects (rendering them totally invisible). Secondly, it masks the target's unintentional sounds and scent as well as his appearance.

Improved Invisibility adds a +12 to Hide rolls and a +12 to Stealth rolls. The caster will still be perceived as a blur if he moves rapidly, so fighting is still problematic. Opponents in combat get a -6 to all melee attack and defense rolls when fighting the target of this spell, and cannot make called shots. Those with the Blind Fighting heroic power take a -4 penalty. Ranged attack and defense rolls are made at a -10 penalty (as if blind).

Material Bonus: A dandelion, gone to seed, if held in the off-hand and blown apart as part of the casting, decreases the mana cost to 2d8 per minute. The flower is destroyed on use. Can be found in grass plains with a partial success in Herbalism.

Lust

Order: 6

Prerequisite: Desire, Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 2d6 per round

Range: Line of sight

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Hia'saphayee Essakkas*

Effect: Target is overcome with sexual desire

Casting: The caster places one hand in his mouth and bites down on it while pointing with the other at the target.

Rhyme example: The desire surges, fight not your urges.

A nasty spell in all respects, Lust fills the target with an overwhelming need to procreate. If the Will resist roll is failed, the target will be compelled to drop everything else he is doing, seek out a partner for mating, and proceed to engage that creature in sexual activity. If multiple partners are nearby, the target can choose which one he wants. If only one creature is present, and there is no reasonable way to find someone else quickly, that creature will be chosen as the partner, even if not the right gender or even species. If the partner resists, the target of this spell will attempt to grapple them into submission.

Targets of this spell can still defend themselves if attacked, but they will not stick around to fight; they will move towards their chosen partner as fast as possible.

Material Bonus: An oyster, if held in the off-hand, decreases the mana cost to 2d6 per minute. The oyster crumbles to dust on use. Can be found along coastal regions with a partial success in Survivalist.

Nemesis

Order: 6

Prerequisite: Mesmerize, Prefect Illusion, Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 3d10

Range: Line of sight

Target: Single creature

Area of Effect: Target

Duration: (See below)

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Hallara Aamae*

Effect: Creates an exact copy of the target for him to mentally fight

Casting: The caster traces the target's outline with his off hand as he points at the target with the other.

Rhyme example: To thy own self be true, may thine own self beat you.

This powerful spell is not actually a true illusion, in that it affects the mind of the target instead of his senses. However the target may not really comprehend the subtle distinction here. When this spell is cast, the target may make a Will resistance roll. If this roll succeeds, the spell has no effect. If this roll fails, the target will enter a dream-like state in which he comes face to face with an exact copy of himself that is hell-bent on killing him.

At this point, the target of the spell must fight himself in a one-on-one battle to the death (in an empty arena with no outside help). If he wins, he will break the spell. If he fails, he will collapse to the ground unconscious, with 0 Stamina remaining and 0 wound in his head.

Time flows a little faster in this dream state; for every 4 rounds that lapse, one will pass in the real world. To outside observers, the target will appear to be unconscious while the spell is in effect. Outsiders are free to attack him or hurt him, and he will not be able to perceive this damage.

Material Bonus: A Siamese-twinning fruit (such as a double cherry) or a double-yolked egg, if held in the off-hand, increases the Magical Attack roll by +2. The item crumbles to dust on use. Can be found in forest or grass plains with a full success in Survivalist.

Parasite

Order: 6

Prerequisite: Enthrall, Leech, Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 2d20

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Permanent (see below)

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Pakkanakee Illusu'othum*

Effect: Creates illusory parasite that drains victims mana and returns it to the caster

Casting: The caster touches his own body as if pulling off a leech and then touches it to the target.

Rhyme example: Every hour, I swallow your power

One of the more insidious tricks of the amoral illusionist, Parasite permanently bonds the target creature to the caster, feeding off him and transferring his mana to the caster over time. The parasite itself is an illusory link to the caster, and can look like almost anything, from a huge leech to an amulet that can't be removed to an intricate tattoo.

When the spell is cast, the caster must touch the target in some way, and then the target is allowed a Will roll to resist the spell. If the resist fails, the link is established and the parasite forms. The casting of the spell can be subtle—the caster may give the target a locket to wear, or a ring perhaps, or anything. The target will be aware that they possess the parasite, but may not necessarily know what it is. They will not be able to get rid of the parasite though if they try.

While the parasite is in contact with the target's body, it will drain 1d12+Depth (caster's) points of Mana per hour, and as long as the target is within a mile of the caster, that Mana will be transferred to the caster. If the target does not have 1d12+Depth Mana, it will take whatever he has, draining him to 0. Figure for purposes of this spell that the target naturally regains one 10th of his total Mana each hour that he spends sleeping or resting (a little slower than normal, but the extra Mana serves to power the spell).

This spell will continue to add Mana to the caster beyond his normal maximum—allowing him to exceed his Mana cap by as much as the target's max Mana total.

Note that this spell is not exactly permanent so much as it is maintained, only it is the target's mana that feeds the spell, not the caster's. This spell does cost towards the caster's overall maintenance limit, and can be dropped by the caster at any time. The victim, however, cannot be rid of the spell short of killing the caster or finding someone who can perform a dispel.

Material Bonus: A leech, if held in the off-hand, increases the transference range to 100 miles. The creature crumbles to dust on use. Can be found in swamps or populated areas with poor sanitation, partial success in Healer to extract alive from a victim or Survivalist to find in swampy water.

Permanent Illusion

Order: 6

Prerequisite: Perfect Illusion, Sheen [LD], Linguist (Sylvan): 60+ or rhyme

Sacrifice: 3

Mana Cost: 4d20

Range: Touch (see below)

Target: Single object or Area

Area of Effect: Up to 10x10x10 meter cube

Duration: 1 round

Roll: Magical Attack

Resist: Will

Casting Time: 1 Hour

Words: *Ettemallus Dosronee*

Effect: Creates a fixed, permanent illusion over an area

Casting: The caster meditates in the area or with the object while carefully observing every aspect and square inch of it

Rhyme example: Babbling brook and cawing rook forevermore shall fill this nook

The favorite tool of the mature illusionist who has retired to his own lair, permanent illusion allows the caster to permanently change an area or inanimate object to whatever he desires. The effect is akin to perfect illusion, only it cannot be fixed to a living creature, and it cannot move of its own volition (only if it is bound to an object and that object is moved).

The changes can be cosmetic (making a shack look like a palace) or downright dangerous (making a floor appear where there is a really a deep pit filled with spikes). It's all up to

the caster's whim and imagination. Permanent illusions can be dispelled, and those with cause to question them can still try a Will resistance roll to see them for what they are.

Material Bonus: A knob of petrified wood, if held in the off-hand, reduces the casting time of the ritual to 10 minutes. The knob crumbles to dust on use. Can be found in forests with a full success in Herbalism.

SEVENTH ORDER SPELLS

The seventh order is considered the level of mastery. Only those who truly excel at the art find their way here, though the rewards are great. Illusionists who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Invisible Parasite

Order: 7

Prerequisite: Improved Invisibility, Parasite, Linguist (Sylvan): 70+ or rhyme

Sacrifice: 4

Mana Cost: 3d20

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Permanent

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: *Pakkanakee Illusu'othum Silvalae*

Effect: Creates permanent and unseen link to steal target's mana

Casting: The caster reaches into his mouth and then draws his hand out as if pulling out a long worm.

Rhyme example: Your life force becomes my source

This insidious variant of the Parasite spell is almost the same except in one key aspect—the link between caster and target is invisible and unseen. In fact, if cast well, the target will not even be aware that he is the victim or target of any kind of magic.

Each hour, the target will lose 2d10+Depth (caster's) Mana (if he has it to give), all of which will be transferred to the caster.

The target of this spell will feel no ill effects from it, and unless he is a spellcaster, is unlikely to even notice it. If a caster, he will eventually become aware that something is draining his power, though he will not really have any clues as to what. See Magic and similar spells may reveal that there is some kind of magical effect active on the target. Only a dispel or the death of the caster can end this spell, though the caster can drop it at Will at any time.

Material Bonus: A tapeworm, if held in the off-hand, increases the transference range to 100 miles (from 1 mile). The worm crumbles to dust on use. Can be found in populated areas with poor sanitation, full success in Healer to extract alive from a victim.

Love

Order: 7

Prerequisite: Lust, Perfect Illusion, Linguist (Sylvan): 70+ or rhyme

Sacrifice: 4

Mana Cost: 3d20

Range: Touch (see below)

Target: Single creature

Area of Effect: Target

Duration: Natural (see below)

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Yuama Naidai*

Effect: Causes target to fall in love with a specified person

Casting: The caster makes linked rings in front of his chest with the fingers of each hand, flips them, then opens his hands and traces a heart onto his breast.

Rhyme example: For good or ill, lovest whom thou will.

One of the most famous and sought after magical effects of all time, the power of Love is never to be underestimated. The caster's touch, accompanied by a whisper, will make the target's heart melt for one individual, chosen by the caster. A Will resistance roll is allowed, but if failed, the target will discover himself deep in love with the subject of the spell, and must now guide his life according to this new reality. This love is fully real and natural, and cannot be easily dispelled, although it can be broken over time by the actions of the subject of the affection, were he to spurn or mistreat the target.

It is important to treat this love as real and lasting, and of a strong motivating factor to the target of the spell, particularly when applied to a young person who has little

experience with love. In such a case, this love is very likely to be the driving force behind all that character's actions.

Optionally, and common in fairy magics, the subject of this spell can be left unnamed, and the target will fall in love with the next person they see. This spell can cross gender or even species barriers, though at a severe penalty (-8) if it goes against the target's natural instincts.

The caster's touch need not be direct, but is often delivered through some sort of transference object, such as a drink. The caster casts the spell into the drink and when the target of the spell drinks it, the touch is completed and the spell goes off. In this way the spell can be cast without the target even being known or specified—the spell simply affects whomever ends up drinking the potion. The object (whatever it is) must enter the target's body in some way to complete the effect. This type of love potion will remain potent for only one hour per point of Mana spent to cast the spell (note the caster can deliberately pay more mana to increase this time).

This spell is particularly insidious as it cannot be dispelled. It is not a lasting magical effect, but an instant one that effects a permanent change upon the heart of its target. The only real way to counter this spell is to cast it again with another subject specified. It is also worth noting that the target of this spell can be made to fall in love with himself.

Material Bonus: Some physical token of the desired subject of the affection, such as a lock of hair or a love letter, increases the Magical Attack roll by +2. The item crumbles to dust when the spell is cast.

Perfect Invisibility

Order: 7

Prerequisite: Improved Invisibility, Linguist (Sylvan): 70+ or rhyme

Sacrifice: 4

Mana Cost: 2d10 per round

Range: Line of sight

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Reflex

Casting Time: 1 Action

Words: *Silvalae Samanalaair*

Effect: Total invisibility to all sense, with no blur effect

Casting: The caster places one hand over one eye and ear while pointing at the target with the other.

Rhyme example: This hole in space once bore your face

A final improvement on the invisibility family of spells, perfect invisibility fools three senses: scent, sight, and sound. There is no way to detect the invisible creature without physically touching it—or being killed by it. In addition, the spell can be cast from range, and the coverage of moving targets is greatly improved. There is no blur effect when the target moves, so any amount of movement is totally undetectable. The invisible target can literally move about the battlefield unseen, dispatching enemy after enemy without ever being detected.

Perfect Invisibility adds a +15 to Hide rolls and a +15 to Stealth rolls. Opponents in combat get a -10 to all melee attack and defense rolls when fighting the target of this spell, and cannot make called shots. Those with the Blind Fighting heroic power take a -5 penalty. Ranged attack and defense rolls against the target are made at a -10 penalty (as if blind).

As with invisibility, this spell covers the target's clothes and any equipment within a foot of his body. If cast upon an object, this spell will function with objects up to 10x10x10 meters in size. The target of this spell may attempt a Reflex resist roll when the spell is cast to avoid becoming invisible if the effect is not desired.

Material Bonus: A jellyfish (live or dead), if held in the off-hand, increases duration of the spell, from 2d10 Mana per round to 2d10 per minute. The fish crumbles to dust on use. Can be found along sea shores with a full success in Herbalism.

True Sight

Order: 7

Prerequisite: Dispel Illusion, Linguist (Sylvan): 70+ or rhyme

Sacrifice: 4

Mana Cost: 2d12 per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: Full round

Words: *Enaluukae Samanalaair*

Effect: Caster can see everything around him as it truly is

Casting: The caster closes his eyes and then raises his hands to his eyes as if peeling away a bandage, opening his eyes as his hands come away.

Rhyme example: All things revealed, no strings concealed

This spell truly marks the transition of the illusionist from a charismatic con man to a supreme master of reality. In this case, nothing can fool the caster, he will see all things for what they truly are.

While this spell is in effect, all illusions are seen past, and the presence and true forms of any magical and outer planar beings are visible. Magic in its various forms can be seen on objects and creatures, and obscurations such as fog or smoke or even darkness no longer block the caster's vision. No resist roll is needed to see past illusions and other such magics, this spell sees past everything unless noted otherwise.

It is important to note that while powerful, this spell only affects the caster's eyes. Illusionary sounds or scents may still fool the caster. Also, just because you see magic doesn't mean you understand it—an Arcane Knowledge roll is necessary to determine the nature of any magical effects and auras.

Finally, this spell grants the caster automatic immunity to any magical effects that are sight-based, such as the gaze of a medusa or the blinding flash of a lightning bolt).

Material Bonus: The eye of a newt, if held in the off-hand, increases the duration of the spell from 2d12 mana per round to 2d12 per minute. The eye crumbles to dust on use. Can be found in wetlands with a full success in Survivalist.

EIGHTH ORDER SPELLS

The eighth order is a level beyond mastery. Only the rare few attain this level of knowledge, and with it comes incredible and strange power. Illusionists who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Conduit

Order: 8

Prerequisite: Permanent Illusion, Invisible Parasite, Linguist (Sylvan): 80+ or rhyme

Sacrifice: 4

Mana Cost: 3d20

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: Permanent

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Anikkīnik Illusū'oree Ettemallus*

Effect: Caster gains all of target's mana permanently

Casting: The caster brings the tips of his forefingers together before his eyes.

Rhyme example: The flow reverses, amidst your curses.

Arguably the most powerful spell in the book of Glamour, Conduit allows the caster to exceed the bounds of a single mortal coil. An extension of the Invisible Parasite spell, Conduit works much the same way, only with fewer limitations. Casting this spell establishes a permanent Mana link between the caster and the target. Any Mana the target has from here on out, the caster can use as if it were his own. This does not preclude the target though from using it himself if he can get to it first—he can still cast spells as normal, but anytime the caster does anything that requires Mana, he can take it (or any part of it) from the target instead of from his own pool.

Unlike Parasite, this spell is not considered maintained and does not count towards the caster's maintenance limit—meaning that this can be cast upon an unlimited number of targets, giving the caster a nearly limitless mana pool from which to draw upon. The target does get a Will resist roll when the spell is cast, but if this is failed, the spell cannot be broken short of a dispel, the target's death, or the caster's death. The link will not be usable though unless the caster and target are within 100 miles of one another.

Material Bonus: An umbilical cord from the target's species, if held in the off-hand when the spell is first cast, increases the range of the link from 100 miles to any distance, as long as the caster and linked target exist on the same plane of existence. The cord crumbles to dust on use.

Illusion Self

Order: 8

Prerequisite: Illusion Shell, Perfect Invisibility, Linguist (Sylvan): 80+ or rhyme

Sacrifice: 4

Mana Cost: 3d12 per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: Full round

Words: *Iama Ialar Dogronee va Aamae*

Effect: Caster becomes an illusion

Casting: The caster traces his own body with his hands as if drawing himself

Rhyme example: Myself conceived and you deceived.

Here is where the full power of magic begins to become imagined—when it can effect changes outside the mind's ability to even comprehend. Is the illusionist the illusion, or the illusion the illusionist? What is anything anymore?

This spell on its surface is not much different than the Illusion Shell spell. The caster can make himself appear to be anything that he wishes to be, a trick which fools all the senses. However, when this spell kicks into effect, the caster's body actually ceases to exist, and the illusion of what he is, is all that he is.

What this means in effect is that the caster cannot be touched by physical objects unless he wants to be. Weapons and the like have no effect upon him, though magic will still damage him if cast upon his illusory self. The caster can even fly and pass through solid objects at will, though he can only move at the speed of an illusion—5 meters per round max per point of Depth the caster possesses. There is one limitation though; if the caster wants to physically touch or damage anything, he will open himself up to damage from any physical attacks that occur within 5 Reflex points of his action. He can cast spells though without becoming physically present.

Yet here is where things get really strange. The caster's illusory appearance can be that of nothing. He can turn himself invisible and become the invisibility, in which case he exists only as a consciousness not bound to any physical reality and cannot even be damaged by magic as there is nothing to target. As long as he has the mana to spend, he can remain in this state indefinitely. If the spell ends while the caster is in the middle of any solid object (such as a mountain or a wall), the caster will die (though keep in mind air pockets can exist even underground).

Material Bonus: A vial of nothing (literally a glass tube containing a vacuum), if held in the off-hand, doubles the maximum movement rate while this spell is in effect. The vial shatters on use. Vials can be purchased in nearly any shop and can be emptied with a needle, a syringe or pump, and a bit of wax.

True Senses

Order: 8

Prerequisite: True Sight, Linguist (Sylvan): 80+ or rhyme

Sacrifice: 4

Mana Cost: 2d20 per round

Range: Self

Target: Caster

Area of Effect: Caster

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: Full round

Words: *Enalunkae Yemmat'aa*

Effect: None of caster's senses are affected by magical effects

Casting: The caster holds his hands above his head and slowly pulls them downward, as if peeling a great rind off of himself.

Rhyme example: Awaken, untaken.

An incredible experience for those few who have managed to try it, True Senses unlocks all of the body's senses to the full reality of existence, sensing past any form of magics or obscurements that get in the way. It includes all effects of True Sight, plus any magical sounds, scents, flavors, or sensations will be revealed for what they are and easily looked past. Also, just like how True Sight can see through fog and darkness, True Sense can sense past any obscuring background noises, allowing the caster to pinpoint a single conversation or pin drop in a crowded room. And the same goes for scent—the caster can pick out any given scent in a crowded bouquet of odors.

As with True Sight, no opposed roll is needed to sense past any obscurement (unless otherwise noted). Also, the caster is immune to any sense-based magic (such as a Suggest spell or the blinding flash of a lightning bolt) while under the effect of this incantation.

Material Bonus: A cocoon, if held in the off-hand, increases the duration of the spell, from 2d20 per round to 2d20 per minute. The cocoon crumbles to dust on use. Can be found in forest or grass plains with a partial success in Herbalism.

NINTH ORDER SPELLS

The ninth order represents the highest level of glamour. It is considered far beyond mastery, and reserved for those whose magical knowledge has made them immortal, for it may take more than one lifetime to fully realize one's true power. Illusionists who

wish to learn ninth-order spells must be at least ninth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Awaken

Order: 9

Prerequisite: Conduit, True Senses, Linguist (Sylvan): 90+ or rhyme

Sacrifice: 5

Mana Cost: 3d20 per round

Range: Line of sight

Target: Single creature or area

Area of Effect: 10 meter radius sphere

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Ebbestot Iama Yuamaa Scenethua*

Effect: All in area gain true senses and caster can sense what they do

Casting: The caster reaches both hands up, grabs at the air, and then tears downward as if ripping away a curtain

Rhyme example: You are my eyes—reality, arise

With a rhyme and a gesture, the caster can awaken the senses of anyone around him to the hardest truths of reality, and in doing so, the caster can sense the world through the targets' eyes.

This spell can be cast either upon a single individual or upon an area. When cast into an area, every living creature in the area of effect will be affected by the spell. Individual targets are allowed a Will resistance roll if they wish to prevent the spell's effects upon them; success in this roll blocks the spell for that person.

As long as this spell is maintained, each target gains the full effect of the True Senses spell. Additionally, the caster can feel, see, hear, smell, and taste anything that happens to any of the targets while this spell is in effect, regardless of how far away they get from the caster. No magics can fool the targets of this spell, and no impediments can block their senses.

Material Bonus: A living butterfly, if released in the casting, increases the duration of the spell, from 3d20 per round to 3d20 per minute. The butterfly flies away on use. Can be found in forest or grass plains with a partial success in Survivalist.

Dream

Order: 9

Prerequisite: True Sense, Linguist (Sylvan): 90+ or rhyme

Sacrifice: 5

Mana Cost: 2d20 per round

Range: Line of sight

Target: Single creature or Area

Area of Effect: 10 meter radius sphere

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *Hallara Iamaa Hallara*

Effect: Caster control's target's senses

Casting: The caster covers his eyes, pulls his hands away, and then pulls at the corners of his eyes as if removing grains of sand.

Rhyme example: Sleep, a chance for dreams, yet never what it seems

This versatile spell represents the complete culmination of all the illusionist's talents.

There are two forms of this spell—the first is used to impart messages, and the second allows the caster to take complete control over all of a single creature's senses.

When cast upon an area, this spell affects all living creatures in the area. In this mode, the caster can impart a vision of some kind into the minds of all those affected, a vision that imparts upon all the senses. This may play like a movie of sorts, with the targets seeing, hearing, and feeling in their mind's eye whatever the caster wishes them to. However, the vision remains just that, a vision, and the targets will be able to perceive it as separate from reality, much like they might be able to replay a memory in their head. The vision cannot directly cause the targets to act, unless they choose to act upon the information imparted in the message.

When cast upon a single individual, the magic of this spell is more concentrated, and takes the place of the target's actual perceptions, penetrating the target's ability to perceive thought from reality. With this spell, the caster gains complete control over all of the target's senses, and can direct everything the target believes he is seeing, hearing, feeling, smelling, and tasting. The target reacts in the real world as he does in the dream, and this spell can have devastating effects, potentially causing the target to kill his friends or lovers (if the target feels he is being attacked by a terrible monster, say), or even himself if the effect is done right (making him think he's walking down a hallway instead

of off a bridge). The target may be made to think he is seeing and talking to anyone or anything, and may impart information or secrets he would never give up in any other circumstances.

Targets of either form of the spell are allowed a Will resistance roll to negate the effects of the spell. In the second form of the spell, the target is allowed an additional Will roll any time he receives physical damage from a source not covered by the dream. If the target feels he is fighting a monster and is getting hit no roll is allowed, but if the target is made to think he is just sitting around bored in an empty room while in reality he is being stabbed to death, he gets a roll. Also, while under the effect of this spell, the target does not perceive the real world at all and if he does not think he is in a fight, all attacks can be made as if from stealth, as is the target were sleeping. Even if the target is made to feel he is fighting for his life, the senses of this spell need not line up well with reality, making the target effectively fighting blind (-10 penalty to all attack and defense rolls).

Not only can this spell can be cast via line of sight, it can be cast through crystal balls and other methods of scrying and remote seeing.

Material Bonus: A pinch of sand, gathered from the eyes upon waking, if sprinkled during the casting, increases the area of this spell to a 30 meter radius. The sand dissipates on use. The sand of at least 100 wakings must be combined to gather enough to fuel this spell.

Orgy

Order: 9

Prerequisite: Love, Heal Circle [L], Linguist (Sylvan): 90+ or rhyme

Sacrifice: 5

Mana Cost: 2d100 per minute

Range: Line of sight

Target: Area

Area of Effect: 30 meter radius sphere

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: Full round

Words: *N'aidai Essakkas va Yemmat'aa*

Effect: All creatures in the area are compelled to make love to everyone nearby

Casting: The caster makes the universal sign for doing-it, the index-finger-jabbing-into-a-circled-thumb-and-forefinger.

Rhyme example: The thrill of love spills life, stills strife, fills wife

A fantastical crossover between the books of Life and Glamor, Orgy is the rarest of spells, as it requires of mastery of both. However, it can produce an effect unlike anything else conceivable by force of magic or nature. It can only be compared to an act of divine intervention.

Orgy is cast upon an area; and generally an area filled with a large number of sentient beings. Anyone in the area must immediately roll a Will resist roll, and if this roll is failed, they are affected as if by a combination of the Lust and Love spells. They enter an emotional state where they are literally in love with everyone they see and are confronted with, yet they are also sexually charged, so they are compelled to make wild, passionate, sensual love to each person that crosses their senses. And since the people they are seeing are likely also affected by the spell, the area of effect tends to quickly turn into a writhing, lovemaking pile of human flesh.

Targets of this spell are not capable of willful acts of violence while under the effect of the spell's magic. If attacked, they will avoid or flee the attacker, or try to seduce them.

Material Bonus: A perfume distilled from the ritually-killed bodies of seven divinely beautiful and distinct individuals, if splashed onto a handkerchief and waved into the air, increases the area of the spell to everyone within line of sight of the caster. The perfume evaporates on use.

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