

1 – Dancing Lights

Time to Cast: 1R
 Resist Check: 2d6 vs. INT negates
 Target: caster
 Duration: 3 + 1/F rounds
 Area: 20' + 10/f
 Effect: distract creatures

This spell creates a series of lights that appear to dance in a somewhat hypnotizing manner around the caster. Creatures that fail the RC are distracted by the lights and cannot take any action for the duration of the spell. The spell is broken if a hypnotized creature is attacked.

2 –Blurring Aura

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 2d10 + 5/F minutes
 Area: caster
 Effect: blur caster's identity

This spell creates a blurring aura around the caster that makes him completely unrecognizable. The blur around the caster is quite obvious and will clearly be out of place.

3 – Visual Illusion

Time to Cast: 3R
 Resist Check: none
 Target: 300'
 Duration: 10 + 5/F minutes
 Area: 10' radius
 Effect: create visual illusion

This spell allows the caster to create any visual illusion within the constraints of the spell area. This illusion has all of the visual components of the real thing, but will not move, has no substance and produces no heat, sound, etc.

4 –Lesser Ignore

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 2 + 1/F hours
 Area: caster
 Effect: ignore lesser illusions

This spell will allow the caster to see through any illusion of spell rank 7 or less. When this spell is active, the illusion does not at all effect them, so they are unable to see, hear, touch, etc. any illusion, unless it is their own, for the duration of the spell. This means that they are unaware that an illusion even exists.

5 – Sound Illusion

Time to Cast: 3R
 Resist Check: none
 Target: 300'
 Duration: 10 + 5/F minutes
 Area: single point
 Effect: create auditory illusion

This spell allows the caster to create any sound based illusion at the targeted point. The sound originates from the targeted point and the illusion has no other component.

6 –Self Projection

Time to Cast: 1R
 Resist Check: none
 Target: touch
 Duration: 10 + 3/F rounds
 Area: caster
 Effect: create illusion of self

This spell creates 1 + 1/F illusionary images of the caster. These illusions will look and move exactly like the caster, but will be purely visual in nature.

7 – Scent Illusion

Time to Cast: 3R
 Resist Check: none
 Target: 300'
 Duration: 30 + 15/F M
 Area: 20' + 10/F' radius
 Effect: create scent illusion

This spell will allow the caster to give an area an illusionary scent. Anyone passing through the area will experience the illusionary smell that the caster chooses. This smell will not cause any direct harm to anyone experiencing it.

8 – Motion Illusion

Time to Cast: 2R
 Resist Check: none
 Target: 300'
 Duration: 30 + 10/F minutes
 Area: 10' radius
 Effect: visual/motion illusion

This spell works the same as **Visual Illusion** except that the illusion can move within the radius and the caster can control it. This illusion has all of the visual components of the real thing, but has no substance and produces no heat, sound, etc.

9 – Shroud

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 10 + 5/F minutes
 Area: 10' + 5/F' radius
 Effect: invisible shroud

This spell will cause all creatures in the radius to be under an invisible shroud which will hide their presence to anyone, including others within the shroud. Any movement or sound by a creature within the shroud will make them visible until this movement or sound is stopped.

10 - Combo Illusion

Time to Cast: 3R
 Resist Check: none
 Target: 300'
 Duration: 10 + 5/F minutes
 Area: 10' radius
 Effect: combined illusion

This spell allows the caster to combine all of the aspects of visual, sound, scent, and motion based illusions. With an extra 2 finesses, the caster can add a heat component to the illusion.

11 - Greater Ignore

Time to Cast: 2R
 Resist Check: none
 Target: touch
 Duration: 2 + 1/F hours
 Area: caster
 Effect: ignore bigger illusions

This spell will allow the caster to see through any illusion spell. When this spell is active, the illusion does not at all effect them, so they are unable to see, hear, touch, etc. any illusion, unless it is their own, for the duration of the spell. This means that they are unaware that an illusion even exists.

12 - Extend Illusion

Time to Cast: 1M
 Resist Check: none
 Target: 300'
 Duration: special
 Area: single illusion
 Effect: extend duration

This spell is cast upon a caster's existing **Illusion** (any spell in this group with the word **illusion** in its name) to extend its duration. The amount of the extension depends upon the number of finesses as follows: 0 – 1 day, 1 – 1 week, 2 – 1 month, 3 – 6 months, 4 – 1 year. An illusion that has been extended using this spell cannot be extended a second time.

13 – Great Illusion

Time to Cast: 5M
 Resist Check: none
 Target: 1met
 Duration: 10 + 5/F minutes
 Area: 200' radius
 Effect: creates big illusion

This spell allows the caster to create a very large illusion with all of the same components as the **Combo Illusion** spell.

14 - Displacement

Time to Cast: 5R
 Resist Check: none
 Target: caster
 Duration: 6 + 3/F days
 Area: self
 Effect: displace self

This spell makes the caster invisible and creates an illusionary version of himself 6+1/F' away from the caster. This illusion is semi-intelligent and will move as if an independent entity behaving in a similar fashion as the caster is acting. All sound, smell, and heat given of by the caster instead comes from the illusion, but the illusion is not solid and is not effected by targeted spells (except revoke) and cannot take any damage.

15 – Illusionary Casting

Time to Cast: 1R
 Resist Check: 6d6 vs. PWR negates
 Target: LOS 60 + 15/F'
 Duration: 30 + 10/F minutes
 Area: single target
 Effect: illusionary spells

If the target of this spell fails the RC, all of the spells cast by them for the duration are cast as illusions. They will have all the visual, sound, and smell components, but will not have any other affect and cause no damage. The caster of these spells must still spend units for the cast spells.

16 – Never-ending Illusion

Time to Cast: 10R
 Resist Check: none
 Target: special
 Duration: permanent
 Area: special
 Effect: permanent illusion

This spell will duplicate the effect, target, and area of any lower-ranked **Illusion** spell in this group. The illusion will last until revoked.

