

Abandoned Arts Presents:

# Spell Power

## Enter Image



Feats and plot hooks for the *Enter Image* spell.

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## SPELL POWER: ENTER IMAGE

Presented below are several feats and exciting plot hooks centered around a unifying theme: the *enter image* spell. This spell was first featured in the *Pathfinder® Role-playing Game: Advanced Players Guide* and is referenced [here](#) for your convenience.

## SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

### CONSCIOUS IMAGE [SPELL POWER]

You can distribute your perceptions across multiple likenesses with ease.

**Prerequisites:** ability to cast *enter image*

**Benefit:** While under the effects of an *enter image* spell that you cast, the DCs of Perception skill checks that you make are only increased by 5, (instead of the usual increase of 10). Additionally, while your consciousness fully inhabits a specific image, you may continue to perceive things that happen near other likenesses within range. The DCs of Perception skill checks that you make while doing so are increased by 20.

### FEARSOME IMAGE [SPELL POWER]

*You can menace your opponents through an image that you enter.*

**Prerequisites:** ability to cast *enter image*

**Benefit:** You gain a +2 bonus on Bluff and Intimidate skill checks that you make while your consciousness inhabits a likeness under the effects on an *enter image* spell that you cast. Furthermore, the DCs of Sense Motive skill checks opposing you are increased by 10, as you exert near-perfect control over the body language and expressions that you portray under the effects of the spell.

### MASQUERADING IMAGE [SPELL POWER]

*you can drastically – and even permanently – alter any image that you inhabit.*

**Prerequisites:** ability to cast *enter image*, caster level 9th

**Benefit:** When you animate a painting, drawing, or another two-dimensional likeness under the effects of an *enter image* spell that you cast, you can alter any aspect of the artwork – not merely your own likeness. You can conjure dire landscapes, scrawled messages, monsters, and even more abstract shapes and sights. You can even conjure light which radiates out of the depiction, causing the artwork to shed light as a candle. You can conjure or dismiss the light as a free action.

Additionally, you may choose to end your concentration on *enter image* as a full-round action. If you do, the last likeness that you inhabited remains in whatever condition you left it permanently. If you altered the landscape of a portrait or scribbled a crude message across its canvas under the effects of the spell, these effects become both real and permanent. A likeness that you affect in this way does not retain any light effect that you conjured, as described above.



## SEIZE IMAGE [SPELL POWER]

*You can assume control of any image that bears your likeness – even an animate or intangible one.*

**Prerequisites:** ability to cast *enter image*

**Benefit:** You can use the *enter image* spell to inhabit any image that bears your likeness – even an insubstantial effect or spell, such as an illusion. You can exert the same control over such a likeness that you could over a physical object, even if you are not the caster or controller of such an effect. For example, you could exert control over another spellcaster's *silent image* spell that bears your likeness, or even alter the behavior of a *programmed image* spell.

### ENTER IMAGE PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *enter image* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

❖ An ancient red dragon swoops into a wealthy mining town and demands a great sculpture be constructed in her image. In the months and years that follow, the dragon uses *enter image* to demand tributes and sacrifices – conveying the place and time that each offering should be left through the sculpted likeness.

❖ A cursed mirror inflicts a terrible fate on those that gaze into it, trapping the observer's consciousness within the effects of an *enter image* spell from which they cannot emerge – the "likeness," in this case, being the observer's own reflection.

❖ A sorcerous bogeyman crafts small, eerie dolls depicting his vaguely jester-esque appearance. As the toys find their way into the hands of village children, the bogeyman uses *enter image* spells to observe them and even interact with them as the toys "come to life," sharing secrets and building rapport with the gullible youths.

❖ An eccentric wizard uses *enter image* in conjunction with spells like *fabricate* and *stone shape* to create permanent outlets for his consciousness at will, throughout his arcane demesne.

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