



Grimoire Illusionatus





LEAD DESIGN Reid Stewart ART Jeff Hill

GRAPHIC DESIGN Ivan Manolov

DESIGN Corrado Marcucci, Tyler Morgan, Gavin Smith

PLAYTESTING Arthur C, Basil K, Lisa R, Owen H

> Visit us at www.dreadfox.com! Be our friend on Facebook! Follow us on Twitter!

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

ALCHEMIST SPELLS

1st-Level Alchemist Spells

- **Deodorize:** Object touched becomes devoid of scent.
- **Depalate:** Object touched becomes devoid of taste.
- **False Hope:** False sensation of healing seems to cure 1d8 damage + 1/level (max +5).

2nd-Level Alchemist Spells

Imposing Countenance: Gain a +10 bonus to Disguise as a demi-monstrous race and a +2 bonus to Intimidate checks.

3rd-Level Alchemist Spells

False Hope, Greater: False sensation of healing seems to cure 3d8 damage +1/level (max +15).

4th-Level Alchemist Spells

Anima's Wake: Quasi-real you relives 30 minutes of existence.

Curse of Tongues: Subject's words form in a language of your choosing.

5th-Level Alchemist Spells

Manifest Intellect: Phantasm of you confers +2 to Int and Wis checks, plus rerolls on Knowledge checks and mind-affecting saves.

6th-Level Alchemist Spells

Paranoid Hallucinations: Subject suffers paranoia plus randomly assaults or flees creatures they encounter.

ANTIPALADIN SPELLS

1st-Level Antipaladin Spells

Deceitful Shatter: An object seems to be destroyed by your touch.

Depalate: Object touched becomes devoid of taste.

2nd-Level Antipaladin Spells

Sign of Malevolence: Up to 100 words of text become invisible to creatures that aren't Lawful Evil.

Shadow's Reach: Shadow adds 5 ft. to a weapon's reach.

3rd-Level Antipaladin Spells

Battle Through Pain: Subject briefly ignores physical ailments, ability damage, ability drain and negative hit points.

Storm of Shadows: Thrashing shadows obscure vision within a 20-ft. radius.

4th-Level Antipaladin Spells

Feign to Pieces: Subject suffers 2d6 nonlethal damage/round and may become panicked.

Knight's Colors: Your coat of arms grants allies 5 temporary hit points each round.

BARD SPELLS

O-Level Bard Spells

Black Market Sleight: Figment buys you time to hide an object on your person.

Fragrance: A subtle scent permeates an area.

Least Image: As *silent image*, but the figment is small and automatically disbelieved.

Stagehand's Glamer: Color, dim or brighten 5 cubic ft. of light.

1st-Level Bard Spells

- **Deceitful Shatter:** An object seems to be destroyed by your touch.
- **Deodorize:** Object touched becomes devoid of scent.
- **Depalate:** Object touched becomes devoid of taste.
- **Double Voice:** Hide words within words, choose which layer of speech creatures hear.

False Hope: False sensation of healing seems to cure 1d8 damage + 1/level (max +5).

Gambler's Fortune: Change a card's face.

Impossible Knot: A knot appears impossible to untie.

Perfect Pitch: Substitute your highest soundbased Perform bonus for another soundbased Perform bonus, +1 per 5 ranks.

- Salient Flames: Illusory fire burns subjects in a 10-ft. radius for 1d6 damage each round.
- **Shadow Shot:** A ranged weapon fires shadow projectiles and loads faster.

2nd-Level Bard Spells

- **Conceal Passage^M:** One portal is permanently obscured by illusion.
- **Illusory Lens^M:** One lens (or pair of lenses) presents visual stimuli of your design.

Missive Illusion^F: A six-second illusory scene is activated by removing a seal.

- **Partial Image:** As *silent image*, plus one additional sensation of the caster's choice.
- **Phantasmal Glow:** Eerie light illuminates only illusions.
- **Shadow Guard:** Protective coating of shadow absorbs 10 (or more) points of damage and makes an object harder to see.
- **Shadow's Reach:** Shadow adds 5 ft. to a weapon's reach.
- **Unlikely Disguise:** Creature touched adopts the appearance of an inanimate object.
- Well of Belief: A well of shadow stores beliefs, increasing the DC of illusion spells cast nearby (max +5).

3rd-Level Bard Spells

- Adele's Corridor Subject treats all squares as if 1d4 x 10 ft. further away.
- **Agonizing Nightmare:** A nightmare inflicts 1d6/level damage to a sleeping subject without waking them.
- Betrayer's Visage: Subject perceives friends as foes and foes as friends.
- **Curse of Tongues:** Subject's words form in a language of your choosing.
- **Encroaching Halls:** Illusory barriers force the subject to squeeze.
- **False Hope, Greater:** False sensation of healing seems to cure 3d8 damage +1/level (max +15).
- **Illusionist's Soiree:** A crowd of humanoid figments behave as you design.
- Manipulator's Route: Perpetual illusions let you manipulate a creature's course.
- **Shadow Image:** As *silent image*, but swallows the first disbeliever in a cloud of darkness.
- **Shadow of Doubt:** Dubious shadows force a creature to reroll saves against illusions.
- Subjective Hearing: Subjects hear your illusory sounds in place of true sounds.

4th-Level Bard Spells

- **Contiguous Distortion:** Creatures and objects within 20 ft. of the subject gain concealment.
- **Permanent Scene^M:** Permanent figments with visual and audible elements cycle through minutes of action.
- **Persona Refraction:** Nearby creatures seem to adopt your appearance and mannerisms.
- Mislead Divination: One aura or one magic item property registers as you design.

5th-Level Bard Spells

- **Dreamscape:** A vivid dream of your design inspires morale bonuses or fear penalties on related tasks for 24 hours.
- Twisted Words: The next time the subject speaks, they speak words of your design.

6th-Level Bard Spells

- Arcane Pantomime: Swiftly mimic an arcane enchantment, evocation or illusion spell of 5th level or lower.
- **Cone of Containment:** 60 ft. cone prevents creatures within from seeing anything outside the cone.
- **Cordial Invitation:** A subject that accepts your invitation enters a brief *temporal stasis* and inhabits a dream realm of your device.

CLERIC SPELLS

0-Level Cleric Spells

Fragrance: A subtle scent permeates an area.

1st-Level Cleric Spells

- **Deodorize:** Object touched becomes devoid of scent.
- **False Hope:** False sensation of healing seems to cure 1d8 damage + 1/level (max +5).
- **Shadow Shot:** A ranged weapon fires shadow projectiles and loads faster.

2nd-Level Cleric Spells

- Silversword Ruse: A weapon deals nonlethal damage when it hits DR/cold iron or silver.
- **Shadow's Reach:** Shadow adds 5 ft. to a weapon's reach.

3rd-Level Cleric Spells

- **False Hope, Greater:** False sensation of healing seems to cure 3d8 damage +1/level (max +15).
- **Shadow Guard:** Protective coating of shadow absorbs 10 (or more) points of damage and makes an object harder to see.

4th-Level Cleric Spells

- **Battle Through Pain:** Subject briefly ignores physical ailments, ability damage, ability drain and negative hit points.
- Illusionist's Soiree: A crowd of humanoid figments behave as you design.

Mislead Divination: One aura or one magic item property registers as you design.

5th-Level Cleric Spells

Curse of Tongues: Subject's words form in a language of your choosing.

Feign to Pieces: Subject suffers 2d6 nonlethal damage/round and may become panicked.

6th-Level Cleric Spells

Oppressive Judgement: A subject's sins weigh them down and deal 1d6 Str and Cha damage.

7th-Level Cleric Spells

Shadow Martyr: A martyr comprised of shadow absorbs negative conditions.

8th-Level Cleric Spells

Shadow Hydra: Forms a hydra of material from the shadow plane that uses contiguous shadow in place of a body.

9th-Level Cleric Spells

Testament of Faith: An aura grants one of various +5 sacred (or profane) bonuses to creatures that believe in it.

DRUID SPELLS

0-Level Druid Spells

Fragrance: A subtle scent permeates an area.

1st-Level Druid Spells

- **Deodorize:** Object touched becomes devoid of scent.
- **Depalate:** Object touched becomes devoid of taste.
- **False Hope:** False sensation of healing seems to cure 1d8 damage + 1/level (max +5).

2nd-Level Druid Spells

- Lark's Tracer: Subject trails red dust visible only to you.
- **Phantom Windstorm:** Phantom winds knock believers prone and prevent ranged attacks.

3rd-Level Druid Spells

Manipulator's Route: Perpetual illusions let you manipulate a creature's course.

4th-Level Druid Spells

- **False Hope, Greater:** False sensation of healing seems to cure 3d8 damage +1/level (max +15).
- **Solar Inversion:** Day and night reverse polarities with respect to the subject.

5th-Level Druid Spells

Battle Through Pain: Subject briefly ignores physical ailments, ability damage, ability drain and negative hit points.

Feign to Pieces: Subject suffers 2d6 nonlethal damage/round and may become panicked.

6th-Level Druid Spells

Elemental Mirage: Illusory storm is difficult terrain, reduces visibility, deals damage and believers are staggered, blinded or fatigued.

7th-Level Druid Spells

Shadow Serpent: Forms a primeval serpent of material from the shadow plane.

8th-Level Druid Spells

Lost Grove^M: 1 sq. mile of natural terrain becomes difficult to leave.

9th-Level Druid Spells

Darkwater Mere: Shadow forms a lake that traps and suffocates those caught within.

INQUISITOR SPELLS

O-Level Inquisitor Spells

Black Market Sleight: Figment buys you time to hide an object on your person.

Least Image: As *silent image*, but the figment is small and automatically disbelieved.

1st-Level Inquisitor Spells

Adherent Flanker: Subject's figment grants a +4 bonus to attack rolls and +1d6 extra precision damage when flanking with them.

- **False Hope:** False sensation of healing seems to cure 1d8 damage + 1/level (max +5).
- **Haze:** Illusory mist imposes a -5 penalty on Perception checks and makes figments and phantasms more believable.

2nd-Level Inquisitor Spells

- **Imposing Countenance:** Gain a +10 bonus to Disguise as a demi-monstrous race and a +2 bonus to Intimidate checks.
- Lark's Tracer: Subject trails red dust visible only to you.
- **Shadow's Reach:** Shadow adds 5 ft. to a weapon's reach.

3rd-Level Inquisitor Spells

False Hope, Greater: False sensation of healing seems to cure 3d8 damage +1/level (max +15).

4th-Level Inquisitor Spells

- **Contiguous Distortion:** Creatures and objects within 20 ft. of the subject gain concealment.
- Shade Strike: A phantasm of you repeats your last melee attack.

5th-Level Inquisitor Spells

Oppressive Judgement: A subject's sins weigh them down and deal 1d6 Str and Cha damage.

6th-Level Inquisitor Spells

Cone of Containment: 60 ft. cone prevents creatures within from seeing anything outside the cone.

MAGUS SPELLS

0-Level Magus Spells

- Black Market Sleight: Figment buys you time to hide an object on your person.
- **Least Image:** As *silent image*, but the figment is small and automatically disbelieved.

1st-Level Magus Spells

- Adherent Flanker: Subject's figment grants a +4 bonus to attack rolls and +1d6 extra precision damage when flanking with them.
- **Deceitful Shatter:** An object seems to be destroyed by your touch.
- **Deceptive Reach:** Illusions extend your reach by 5 ft. against the subject for 1 action.
- **Double Voice:** Hide words within words, choose which layer of speech creatures hear.
- **Haze:** Illusory mist imposes a -5 penalty on Perception checks and makes figments and phantasms more believable.

Salient Flames: Illusory fire burns subjects in

a 10-ft. radius for 1d6 damage each round.

2nd-Level Magus Spells

- **Partial Image:** As *silent image*, plus one additional sensation of the caster's choice.
- **Phantasmal Glow:** Eerie light illuminates only illusions.
- Silversword Ruse: A weapon deals nonlethal damage when it hits DR/cold iron or silver.
- **Storm of Shadows:** Thrashing shadows obscure vision within a 20-ft. radius.
- Well of Belief: A well of shadow stores beliefs, increasing the DC of illusion spells cast nearby (max +5).

3rd-Level Magus Spells

- Adele's Corridor Subject treats all squares as if 1d4 x 10 ft. further away.
- Betrayer's Visage: Subject perceives friends as foes and foes as friends.
- **Encroaching Halls:** Illusory barriers force the subject to squeeze.
- **Latent Visage:** A delayed visual of you grants a surprise round, +1 bonus to AC and Reflex and lets you target flat-footed AC.
- Missive Illusion^F: A six-second illusory scene is activated by removing a seal.
- **Shadow Image:** As *silent image*, but swallows the first disbeliever in a cloud of darkness.
- **Shadow of Doubt:** Dubious shadows force a creature to reroll a save against an illusion.

4th-Level Magus Spells

- **Contiguous Distortion:** Creatures and objects within 20 ft. of the subject gain concealment.
- **Persona Refraction:** Nearby creatures seem to adopt your appearance and mannerisms.
- Shade Strike: A phantasm of you repeats your last melee attack.
- Twin Aspect: A phantasm of you shares your attacks and cuts damage received in half.

5th-Level Magus Spells

- **Illusory Fall:** Ascending environs cause creatures to fall for 1 round and suffer 10 ft./2 levels of nonlethal falling damage.
- Feign to Pieces: Subject suffers 2d6 nonlethal damage/round and may become panicked.

6th-Level Magus Spells

Cone of Containment: 60 ft. cone prevents creatures within from seeing anything

outside the cone.

Triple Aspect: Two phantasms of you share your attacks and cut damage received in thirds.

PALADIN SPELLS

1st-Level Paladin Spells

Deodorize: Object touched becomes devoid of scent.

False Hope: False sensation of healing seems to cure 1d8 damage + 1/level (max +5).

2nd-Level Paladin Spells

Sign of Benevolence: Up to 100 words of text become invisible to creatures that aren't Lawful Good.

3rd-Level Paladin Spells

Battle Through Pain: Subject briefly ignores physical ailments, ability damage, ability drain and negative hit points.

Persona Refraction: Nearby creatures seem to adopt your appearance and mannerisms.

4th-Level Paladin Spells

False Hope, Greater: False sensation of healing seems to cure 3d8 damage +1/level (max +15).

Knight's Colors: Your coat of arms grants allies 5 temporary hit points each round.

RANGER SPELLS

1st-Level Ranger Spells

Haze: Illusory mist imposes a -5 penalty on Perception checks and makes figments and phantasms more believable.

Shadow Shot: A ranged weapon fires shadow projectiles and loads faster.

2nd-Level Ranger Spells

False Hope: False sensation of healing seems to cure 1d8 damage + 1/level (max +5).

Lark's Tracer: Subject trails red dust visible only to you.

3rd-Level Ranger Spells

Manipulator's Route: Perpetual illusions let you manipulate a creature's course.

Storm of Shadows: Thrashing shadows

obscure vision within a 20-ft. radius.

4th-Level Ranger Spells

False Hope, Greater: False sensation of healing seems to cure 3d8 damage +1/level (max +15).

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells

Black Market Sleight: Figment buys you time to hide an object on your person.

Fragrance: A subtle scent permeates an area.

Least Image: As *silent image*, but the figment is small and automatically disbelieved.

Stagehand's Glamer: Color, dim or brighten 5 cubic ft. of light.

1st-Level Sorcerer/Wizard Spells

Adherent Flanker: Subject's figment grants a +4 bonus to attack rolls and +1d6 extra precision damage when flanking with them.

- **Deceitful Shatter:** An object seems to be destroyed by your touch.
- **Deodorize:** Object touched becomes devoid of scent.
- **Depalate:** Object touched becomes devoid of taste.
- **Double Voice:** Hide words within words, choose which layer of speech creatures hear.
- Gambler's Fortune: Change a card's face.

Haze: Illusory mist imposes a -5 penalty on Perception checks and makes figments and phantasms more believable.

Imaginary Pursuant: An imaginary stalker gives subject -2 penalties to concentration and saving throws against fear and illusions.

- Salient Flames: Illusory fire burns subjects in a 10-ft. radius for 1d6 damage each round.
- **Shadow Shot:** A ranged weapon fires shadow projectiles and loads faster.

2nd-Level Sorcerer/Wizard Spells

Conceal Passage^M: One portal is permanently obscured by illusion.

Imposing Countenance: Gain a +10 bonus to Disguise as a demi-monstrous race and a +2 bonus to Intimidate checks.

Impossible Knot: A knot appears impossible to untie.

Lark's Tracer: Subject trails red dust visible only to you.

Partial Image: As *silent image*, plus one additional sensation of the caster's choice.

Phantasmal Glow: Eerie light illuminates only illusions.

Shadow's Reach: Shadow adds 5 ft. to a weapon's reach.

Silversword Ruse: A weapon deals nonlethal damage when it hits DR/cold iron or silver.

Storm of Shadows: Thrashing shadows obscure vision within a 20-ft. radius.

Unlikely Disguise: Creature touched adopts the appearance of an inanimate object.

3rd-Level Sorcerer/Wizard Spells

Adele's Corridor Subject treats all squares as if 1d4 x 10 ft, further away.

Agonizing Nightmare: Nightmare inflicts 1d6/level damage to sleeping subject without awakening them.

- Betrayer's Visage: Subject perceives friends as foes and foes as friends.
- **Encroaching Halls:** Illusory barriers force the subject to squeeze.
- Illusionist's Soiree: A crowd of humanoid figments behave as you design.
- Illusory Lens^M: One lens (or pair of lenses) presents visuals of your design.

Latent Visage: A delayed visual of you grants a surprise round, +1 bonus to AC and Reflex and lets you target flat-footed AC.

Manipulator's Route: Perpetual illusions let you manipulate a creature's course.

Missive Illusion^F: A six-second illusory scene is activated by removing a seal.

Shadow Guard: Protective coating of shadow absorbs 10 (or more) points of damage and makes an object harder to see.

Shadow Image: As *silent image*, but swallows the first disbeliever in a cloud of darkness.

Well of Belief: A well of shadow stores beliefs, increasing the DC of illusion spells cast nearby (max +5).

4th-Level Sorcerer/Wizard Spells

Contiguous Distortion: Creatures and objects within 20 ft. of the subject gain concealment.

Curse of Tongues: Subject's words form in a language of your choosing.

He'Mir Sa: An illusory catfolk attacks your enemies with spring attack.

Mislead Divination: One aura or one magic item property registers as you design.

Permanent Scene^M: Permanent figments with visual and audible elements cycle through

minutes of action.

Persona Refraction: Nearby creatures seem to adopt your appearance and mannerisms.

Shadow of Doubt: Dubious shadows force a creature to reroll a save against an illusion.

5th-Level Sorcerer/Wizard Spells

Feign to Pieces: Subject suffers 2d6 nonlethal damage/round and may become panicked.

Illusory Fall: Ascending environs cause creatures to fall for 1 round and suffer 10 ft./2 levels of nonlethal falling damage.

Manifest Intellect: Phantasm of you confers +2 to Int and Wis checks, plus rerolls on Knowledge checks and mind-affecting saves.

Twisted Words: The next time the subject speaks, they speak words of your design.

6th-Level Sorcerer/Wizard Spells

Arcane Pantomime: Swiftly mimic an arcane enchantment, evocation or illusion spell of 5th level or lower.

Cone of Containment: 60 ft. cone prevents creatures within from seeing anything outside the cone.

Cordial Invitation: A subject that accepts your invitation enters a brief *temporal stasis* and inhabits a dream realm of your device.

7th-Level Sorcerer/Wizard Spells

Elemental Mirage: Illusory storm is difficult terrain, reduces visibility, deals damage and believers are staggered, blinded or fatigued.

Paranoid Hallucinations: Subject suffers paranoia plus randomly assaults or flees creatures they encounter.

8th-Level Sorcerer/Wizard Spells

Luminore's Glaring Abyss: Space within 10 ft. of the subject becomes impossible to see.

Perfect Image: As *major image*, but grants no save upon interaction.

9th-Level Sorcerer/Wizard Spells

Arcane Pantomime, Greater: As arcane pantomime, but mimic spells up to 8th level.

Engorging Pattern^M: As *permanent scene*, but viewers are fascinated and consumed.

SUMMONER SPELLS

O-Level Summoner Spells

Least Image: As *silent image*, but the figment is small and automatically disbelieved.

- 1st-Level Summoner Spells
- **Eidolon's Benign Guise:** An eidolon adopts the disguise of a humanoid or animal.
- **Haze:** Illusory mist imposes a -5 penalty on Perception checks and makes figments and phantasms more believable.

2nd-Level Summoner Spells

Shadow's Reach: Shadow adds 5 ft. to a weapon's reach.

3rd-Level Summoner Spells

Betrayer's Visage: Subject perceives friends as foes and foes as friends.

4th-Level Summoner Spells

Illusionist's Soiree: A crowd of humanoid figments behave as you design.

5th-Level Summoner Spells

Echoes of Conjuration: Illusions reform a recently departed conjuration for 3 rounds.

6th-Level Summoner Spells

Echoes of Summoning: Illusions reform a recently departed eidolon for 3 rounds.

Luminore's Glaring Abyss: Space within 10 ft. of the subject becomes impossible to see.

WITCH SPELLS

0-Level Witch Spells

Black Market Sleight: Figment buys you time to hide an object on your person.

Fragrance: A subtle scent permeates an area.

Least Image: As *silent image*, but the figment is small and automatically disbelieved.

1st-Level Witch Spells

Deodorize: Object touched becomes devoid of scent.

Depalate: Object touched becomes devoid of taste.

Double Voice: Hide words within words, choose which layer of speech creatures hear.

False Hope: False sensation of healing seems to cure 1d8 damage + 1/level (max +5).

Haze: Illusory mist imposes a -5 penalty on Perception checks and makes figments and phantasms more believable.

Salient Flames: Illusory fire burns subjects in a 10-ft. radius for 1d6 damage each round.

2nd-Level Witch Spells

Agonizing Nightmare: Nightmare inflicts 1d6/level damage to sleeping subject without awakening them.

- Lark's Tracer: Subject trails red dust visible only to you.
- **Phantom Windstorm:** Phantom winds knock believers prone and prevent ranged attacks.
- **Storm of Shadows:** Thrashing shadows obscure vision within a 20-ft. radius.

3rd-Level Witch Spells

Betrayer's Visage: Subject perceives friends as foes and foes as friends.

Curse of Tongues: Subject's words form in a language of your choosing.

Manipulator's Route: Perpetual illusions let you manipulate a creature's course.

4th-Level Witch Spells

Contiguous Distortion: Creatures and objects within 20 ft. of the subject gain concealment.

False Hope, Greater: False sensation of healing seems to cure 3d8 damage +1/level (max +15).

Mislead Divination: One aura or one magic item property registers as you design.

5th-Level Witch Spells

Feign to Pieces: Subject suffers 2d6 nonlethal damage/round and may become panicked.

Twisted Words: The next time the subject speaks, they speak words of your design.

6th-Level Witch Spells

Anima's Wake: Quasi-real you relives 30 minutes of existence.

7th-Level Witch Spells

Shadow Serpent: Forms a primeval serpent of material from the shadow plane.

8th-Level Witch Spells

Shadow Hydra: Forms a hydra of material from the shadow plane that uses contiguous



9th-Level Witch Spells

Darkwater Mere: Shadow forms a lake that traps and suffocates those caught within.

SPELL DESCRIPTIONS

ADELE'S CORRIDOR

School illusion (glamer); **Level** bard 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will partial; Spell Resistance yes

Reality draws away from a creature lost in *Adele's corridor*. The subject treats all spaces as if they were an additional 1d4 x 10 feet away. When the subject moves, they move in place until this distance has been traversed, provoking attacks of opportunity as normal.

Creatures not affected by *Adele's corridor* perceive the subject normally.

A creature that successfully saves against this spell is affected until the start of their next turn.

If the subject is hit by a melee attack from an adjacent creature, this spell ends.

ADHERENT FLANKER

School illusion (figment); Level inquisitor 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Effect figment of creature touched

Duration 1 round/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

An illusory replica of the subject appears in a space within 30 feet of the subject. The replica's defenses are identical to the subject's, except that it has only 1 hit point per caster level. Whenever the subject moves, it can move its replica an equal distance.

The replica cannot take any actions other than moving, but the replica can flank with your allies. The subject gains a +4 bonus to attack rolls when flanking a target with their replica (instead of +2). When the subject deals precision

damage to a creature they are flanking with their replica, that damage is increased by 1d6 points.

A creature that interacts with the figment may attempt a Will save to disbelieve it. A creature that disbelieves the figment cannot be flanked by it.

AGONIZING NIGHTMARE

School illusion (phantasm) [evil, mindaffecting]; **Level** bard 3, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Target one sleeping creature

Duration instantaneous

Saving Throw Will negates; Spell Resistance yes

You imbue a subject's dreams with a torturous scenario that results in excruciating pain. Their body renders the consequences of this scenario, resulting in 1d6 points of damage per caster level (maximum 10d6). This damage does not awaken the subject.

A creature that suffers damage from an *agonizing nightmare* becomes immune to this spell for 24 hours.

ANIMA'S WAKE

School illusion (shadow); **Level** alchemist 4, witch 6

Casting Time see text

Components V, S

Range special

Effect duplicate of you repeats your actions

Duration 30 minutes; see text

Saving Throw none; Spell Resistance no

You leave a trail of spiritual matter in your wake that you can supplement with shadows to create a quasi-real rendition of yourself.

It takes a standard action to cast *anima's wake*, but you must spend three full-round actions to call your anima into being. Your anima appears wherever you were when you first cast this spell and repeats whatever actions you took between that time and the present. You do not need line of effect to call your anima into being. When faced with stimuli that you were not exposed to, your anima reacts as you would react (without any of the knowledge you have gained since casting this spell). Your anima has half your HD (and the appropriate hit points, feats, skill ranks and special abilities for a creature of that level or HD).

Your anima exists for 30 minutes before

disappearing. If you call an anima into being before an anima you previously called has disappeared, the previously called anima disappears immediately. If you do not call an anima into being within 30 minutes of casting this spell, you lose the ability to do so.

ARCANE PANTOMIME

School illusion (shadow); Level bard 6, sorcerer/ wizard 6

Casting Time 1 immediate action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You mimic an arcane enchantment, evocation or illusion spell of 5th level or lower immediately after it has been cast. In order to mimic a spell, you must have seen it as it was being cast and you must have successfully identified it with a Spellcraft check.

A mimicked spell is identical to the original spell, except that it uses your caster level and casting ability score modifier in place of the original caster's. You may determine the target or area of a mimicked spell as if you were casting that spell; your mimicked spell is not restricted to the original spell's target or area.

A mimicked spell that deals damage causes only 50% normal damage and has normal effects unless an affected creature succeeds on a Will save. Against disbelievers, a mimicked spell deals no damage and has no effect.

Non-damaging effects are only half as strong (if applicable) or only 50% likely to occur. Against disbelievers, they have no effect.

For every 5 ranks you have in Spellcraft, the DC to disbelieve *arcane pantomime* is increased by +1. If you attempt to mimic a spell that has a casting time greater than 1 round, the DC to disbelieve *arcane pantomime* is decreased by -20. If you attempt to mimic a spell that requires a material component or focus that costs more than 100 gp, the DC to disbelieve *arcane pantomime* is decreased by -10.

A single spell can only be pantomimed once. If multiple casters attempt to pantomime the same spell, the first creature to declare the use of this spell pantomimes that spell; the other casters lose this spell.

ARCANE PANTOMIME, GREATER

School illusion (shadow); Level sorcerer/wizard

This spell functions like *arcane pantomime*, except that it enables you to mimic an arcane

enchantment, evocation or illusion spell of 8th level or lower.

BATTLE THROUGH PAIN

School illusion (glamer); **Level** antipaladin 3, cleric 4, druid 5, paladin 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

You impair the subject's ability to feel harmful sensations. The subject ignores the effects of the following conditions: fatigued, exhausted, sickened and nauseated. The subject also acts as if an amount of ability score damage or ability score drain equal to your casting ability score modifier did not affect them. *Battle through pain* does not actually restore damaged or drained ability scores and cannot prevent death should damage or drain to an ability score cause death

The subject may also remain conscious when their hit point total drops below 0. Dropping to 0 hit points or negative hit points does not cause the subject to become disabled. *Battle through pain* cannot prevent death should a subject's negative hit points become equal to or greater than their Constitution score.

Creatures that are immune to effects that require a Fort save (such as constructs and undead) are immune to this spell.

BETRAYER'S VISAGE

School illusion (phantasm) [mind-affecting]; Level bard 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw see text; Spell Resistance yes

You warp the subject's perception of nearby creatures so that friends adopt the appearance of foes and foes adopt the appearance of friends. You may dictate the subject's perception of up to one creature per two caster levels.

Intelligent subjects (Int 3+) may attempt a Sense Motive check (DC 15) as a free action at the beginning of each turn to sort all creatures' true allegiances. Success ends the spell.

Even if the subject fails this check, they may attempt a Will save to disbelieve the spell

under any circumstance that prompts disbelief. Examples include suffering damage from creatures that appear to be friends or struggling to communicate with friends that no longer seem to share the subject's language.

BLACK MARKET SLEIGHT

School illusion (figment); **Level** bard 0, inquisitor 0, magus 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components S

Range 0 ft.

Effect figment provides cover to hide an object

Duration 1 round

Saving Throw none; Spell Resistance no

You create a momentary figment of yourself, minus one handheld object. The figment buys you just enough time to hide the object on your person as if you had succeeded on a Sleight of Hand check.

A DC 10 Perception check enables anybody that searches your body to find the item.

CONCEAL PASSAGE

School illusion (figment); Level bard 2, sorcerer/ wizard 2

Casting Time 1 minute

Components V, S, M (lime and quartz worth 25 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect illusion conceals portal

Duration permanent

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

One door, window or passageway is concealed by an image of appropriate surroundings. For example, a dungeon door would appear as a continuation of the adjacent wall.

CONE OF CONTAINMENT

School illusion (glamer); Level bard 6, inquisitor 6, magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped burst

Duration concentration (up to 1 round/level)

Saving Throw none; Spell Resistance yes

Creatures within a *cone of containment* cannot see beyond the cone (the caster is considered outside the cone). Extraordinary senses, blindsense, blindsight and tremorsense do not enable a creature to perceive anything beyond the cone. Supernatural senses and *true seeing*, however, do enable a creature to see beyond the cone.

CONTIGUOUS DISTORTION

School illusion (glamer); **Level** bard 4, inquisitor 4, magus 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will partial; Spell Resistance yes

The subject's vision becomes blurred within a 20-foot radius. Creatures and objects within 20 feet of the subject gain concealment against the subject.

A successful Will save reduces the duration of this spell to 1 round.

CORDIAL INVITATION

School illusion (phantasm), transmutation [mind-affecting]; **Level** bard 6, sorcerer/ wizard 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature other than yourself

Duration see text

Saving Throw see text; Spell Resistance no

The verbal component of *cordial invitation* can be any phrase that includes the words, "take you away," and the somatic component can be any beckoning gesture. If a creature within range speaks the words, "take me away" within a minute of this spell being cast, you can immediately place that creature in a *temporal stasis* where they experience a dream of your device. However, unlike *temporal stasis*, an accepted *cordial invitation* does not allow a Fortitude save. You may participate in the dream as if you were there by concentrating. While within the dream, you retain control of every facet of your environment except the dreaming creature's actions. This stasis lasts only 24 hours, though subjects receive a Will save to wrest free every hour.

CURSE OF TONGUES

School illusion (glamer) [curse]; Level alchemist 4, bard 3, cleric 5, sorcerer/wizard 4, witch 3

Casting Time 1 standard action **Components** V, S

Range touch

Target one creature

Duration permanent

Saving Throw Will negates; Spell Resistance yes

The subject's words are shaped into their equivalent in one language that you know. This prevents the subject from communicating through any languages other than the chosen language. *Curse of tongues* does not grant the ability to understand the chosen language.

Curse of tongues does not prevent the subject from communicating through gestures or other non-verbal means.

This curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle, remove curse* or *wish* spell.

DARKWATER MERE

School illusion (shadow); Level druid 9, witch 9

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect 100-ft.-radius swamp of shadows

Duration 1 minute/level (D)

Saving Throw see text; Spell Resistance no

Water-like shadow covers the ground in all directions. The shadow adds another dimension to the ground that is 5 feet deep, and creatures that were standing on the ground slip 5 feet into darkwater.

Darkwater is opaque, viscous and suffocating. Wading through darkwater costs 4 times as much movement as moving through an unhindered space. A DC 15 Swim check allows a creature to swim in darkwater at one-quarter their speed. Creatures cannot fly out of darkwater unless they succeed at a DC 20 Strength check or a DC 25 Fly check. For every 5 points of Constitution a creature has, it can hold its breath in darkwater for 1 round. If a creature takes a standard or full-round action, the remaining duration that the creature can hold its breath is reduced by 1 round. After this period of time, the creature must make a DC 20 Constitution check to continue holding its breath. Each round, the DC increases by +5. When a creature finally fails their Constitution check, they begin to drown. In the first round, they fall unconscious (0 hp). In the following round, they drop to -1 hit points and are dying. In the third round, they drown.

Creatures comprised of shadow are not hindered by darkwater and gain fast healing 5 while they remain within it.

Once per round as a free action, you can make

a 5-ft.-radius square of darkwater 10 feet deeper. As long as there is an adjacent space within 5 ft. of the sinking space's elevation, creatures standing on a sinking space receive a Reflex save to step into an adjacent space. A creature can attempt to squeeze into an adjacent space that is occupied at a -4 penalty.

When you cast this spell, you can form a shadow serpent within the mere. The serpent reduces the duration of *darkwater mere* by 10 minutes and disappears when the spell ends. For the complete stat block of a shadow serpent, refer to page 30 of Dreadfox Games' <u>Grimoire Illusionatus</u>.

DECEITFUL SHATTER

School illusion (glamer); Level antipaladin 1, bard 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target one object

Duration 1 round/level (D)

Saving Throw none; Spell Resistance yes (object)

An object appears to be destroyed at your touch. You must succeed on a melee touch attack to affect an object wielded by another creature.

A creature that interacts with the object receives a Will save to recognize its destruction as illusory.

DECEPTIVE REACH

School illusion (phantasm) [mind-affecting]; Level magus 1

Casting Time 1 immediate action

Components V

Range 20 ft.

Target one creature

Duration see text

Saving Throw Will disbelief; Spell Resistance yes

Your weapons appear to extend, increasing your reach by 5 ft. against the subject. A subject that disbelieves *deceptive reach* ignores attacks made beyond your normal reach.

Deceptive reach ends at the conclusion of your next attacking action, or in 1 round, whichever comes first.

DEODORIZE

School illusion (glamer); **Level** alchemist 1, bard 1, cleric 1, druid 1, paladin 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action **Components** V, S

Range touch

Target object touched

Duration 1 min./level

Saving Throw Will negates (object); Spell Resistance yes (object)

The subject of this spell becomes scentless, utterly impossible to define or recognize on the basis of smell.

Unlike ordinary extracts, an alchemist does not activate *deodorize* by drinking an elixir, but by administering a unique alchemical process to the target object.

DEPALATE

School illusion (glamer); **Level** alchemist 1, antipaladin 1, bard 1, druid 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 1 min./level

Saving Throw Will negates (object); Spell Resistance yes (object)

The subject of this spell becomes tasteless, utterly impossible to define or recognize on the basis of taste.

Unlike ordinary extracts, an alchemist does not activate *depalate* by drinking an elixir, but by administering a unique alchemical process to the target object.

DOUBLE VOICE

School illusion (glamer); **Level** bard 1, magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

You gain the ability to hide words within words, effectively speaking two words at the same time. You choose which layer of speech each creature within your line of sight hears the base layer or the hidden layer. Creatures you cannot see hear the base layer.

The verbal component of this spell is so subtle that it does not belie the fact that you are casting a spell.

DREAMSCAPE

School illusion (phantasm) [fear, mindaffecting]; Level bard 5

Casting Time 1 minute

Components V, S

Range touch

Target sleeping creature touched

Duration 1 hour

Saving Throw Will negates; Spell Resistance yes

A sleeping creature dreams a scenario wrought by you. The dream is incapable of rendering physical consequences, though it can have lingering mental consequences.

A pleasant dream inspires the creature, granting a +2 morale bonus on attack rolls, saving throws, skill checks and ability checks related to the dream for 24 hours.

An unpleasant dream unnerves the target, rendering them shaken on tasks related to the dream for 24 hours.

ECHOES OF CONJURATION

School illusion (shadow); Level summoner 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect a departed conjuration

Duration 3 rounds

Saving Throw none; see text Spell Resistance no

You embellish the lingering remains of a departed conjuration (calling), conjuration (creation) or conjuration (summoning) spell. The spell must have ended no more than 1 round ago.

An echo is identical to the spell or creatures it imitates, including the original spell's saving throw DC, spaces occupied and targets, except that it reacts to you as if you were the caster. Creatures may attempt a Will save to disbelieve an echo upon interaction. A creature that disbelieves an echo suffers only half damage from the echo's attacks. Against disbelievers, non-damaging effects are only 50% likely to occur.

Echoes of conjuration cannot embellish the remains of an echo.

ECHOES OF SUMMONING

School illusion (shadow); Level summoner 6 Casting Time 1 round Components V, S **Range** close (25 ft. + 5 ft./2 levels) **Effect** a departed eidolon

Duration 3 rounds

Saving Throw none; Spell Resistance no

You embellish the lingering remains of a recently departed eidolon. The eidolon must have departed your plane unwillingly no more than 3 rounds ago.

An echo is identical to the eidolon it imitates, except that it treats you as its summoner. Creatures may attempt a Will save to disbelieve an echo upon interaction. A creature that disbelieves an echo suffers only half damage from the echo's attacks. Against disbelievers, non-damaging effects are only 50% likely to occur.

Echoes of summoning cannot embellish the remains of an echo.

EIDOLON'S BENIGN GUISE

School illusion (glamer); Level summoner 1

Casting Time 1 standard action

Components V, S

Range touch

Target eidolon touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

At your touch, an eidolon assumes the appearance of a humanoid or animal of its size. Make a Disguise check with a +10 bonus and treat the result as the eidolon's Disguise check.

ELEMENTAL MIRAGE

School illusion (pattern) [mind-affecting]; Level druid 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Effect illusory storm in one 10-ft. cube/level

Duration 1 round/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You simulate the wrath of the elements through an illusory storm. You can simulate a raging fire, a sand storm or an ice storm. The storm's area is difficult terrain, and every type of storm reduces the visibility of believers to 15 ft.

A raging fire causes 2d6 points of nonlethal damage per round to any believer that starts their turn within the fire (Fortitude half). A creature that takes full damage from this effect is also staggered for 1 round. A sand storm causes 1d6 points of nonlethal damage per round to any believer that starts their turn within the storm (Fortitude half). A creature that takes full damage from this effect is also blinded for 1 round.

An ice storm causes 3d6 points of nonlethal damage to any believer that starts their turn within the storm (Fortitude half). A creature that takes full damage from this effect is also fatigued for 1 round.

If the storm is created in an area with inappropriate terrain, creatures receive a +4 bonus to Will saves against the mirage. Once a mirage has been created, the type of storm it emulates may not be changed.

ENCROACHING HALLS

School illusion (phantasm) [mind-affecting]; Level bard 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will partial; Spell Resistance yes

Walls, ceilings and other barriers seem to close in on the subject, virtually swallowing them. The subject must squeeze. A squeezing creature's moves count as if they covered 2 squares and they take a -4 penalty on attack rolls and AC. Additionally, their body becomes half as wide as it would normally be.

A creature that successfully saves against this spell must squeeze until the start of their next turn, at which point this spell ends.

This spell fails if the subject is at least 30 ft. away from the nearest wall. Practical barriers, such as forest thicket, count as walls for the purpose of *encroaching halls*.

ENGORGING PATTERN

School illusion (pattern) [mind-affecting]; Level sorcerer/wizard 9

Components V, S, M (pigments and diamond dust worth 500 gp, a diamond worth 25,000 gp)

Saving Throw Will negates; Spell Resistance yes

This spell functions like *permanent scene*, except that the scene entrances viewers before consuming them. Any creature other than you that views the scene must make a Will save. Creatures that fail are fascinated for 1 hour. A creature that watches the scene for 1 hour must make a Fortitude save or be physically absorbed into the scene. A creature that succeeds at this Fortitude save must make a Will save to avoid becoming fascinated for 1 hour (this cycle continues until the subject's fascination is broken). An *engorging pattern* can hold a total number of HD worth of creatures equal to twice your caster level. The pattern consumes creatures with the most HD first. Among creatures with equal HD, those who are closest to the pattern are consumed first.

Break enchantment, miracle and wish can free a creature from the pattern. However, if the caster of break enchantment fails his caster level check, he must attempt a Fortitude save or be absorbed by the pattern as well (provided the pattern is capable of consuming a creature of his HD).

The caster of *engorging pattern* may attempt to release a creature from the pattern in order to make room for new creatures. Releasing a creature requires a successful DC 30 Spellcraft check. Creatures that are released emerge in a space adjacent to the pattern exactly as they were when they were consumed by the pattern.

An *engorging pattern* cannot be washed away or dispelled. However, if the object that hosts the illusion is fractured, the magic is destroyed as soon as any piece of the scene moves more than 20 ft. away from the nearest piece of the same scene. If an *engorging pattern* is destroyed, creatures that were trapped within are slain as if by a death effect.

FALSE HOPE

School illusion (glamer); **Level** alchemist 1, bard 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 2, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target wounded creature touched

Duration permanent; see text

Saving Throw see text; Spell Resistance yes

The subject seems to be cured for 1d8 points of damage + 1 point per caster level (maximum +5).

The subject receives a Will save to recognize these hit points as illusory each time they take damage. This spell ends as soon as the subject recognizes these hit points as illusory.

FALSE HOPE, GREATER

School illusion (glamer); **Level** alchemist 3, bard 3, cleric 3, druid 4, inquisitor 3, paladin 4, ranger 4, witch 4

This spell functions like *false hope*, except that it seems to cure 3d8 points of damage + 1 point per caster level (maximum +15).

School illusion (phantasm) [fear, mindaffecting]; **Level** antipaladin 4, cleric 5, druid 5, magus 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Duration 1 round/level

Saving Throw see text; Spell Resistance yes

Portions of the subject's flesh seem to crumble apart and fall to the ground. The subject must attempt a Will save to disbelieve the spell at the start of their turn every round. A subject that succeeds becomes shaken for the remainder of the spell's duration (and makes no further saving throws). A subject that fails suffers 2d6 points of nonlethal damage and must attempt a second Will save or become panicked for the remainder of the spell's duration. Panicked subjects may not attempt further saves and continue to suffer 2d6 points of nonlethal damage every round.

FRAGRANCE

School illusion (figment); Level bard 0, cleric 0, druid 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect faint scent in a 10-ft.-radius spread

Duration 1 minute

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You culture a subtle, illusory scent.

Though useful in mundane regards, *fragrance* is too faint to bear an effect on determined creatures, making it effectively useless in combat.

GAMBLER'S FORTUNE

School illusion (glamer); Level bard 1, sorcerer/ wizard 1

Casting Time 1 swift action

Components S

Range 0 ft.

Target non-magical card touched

Duration 1 min./level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes (object)

By tapping the back of a non-magical card, you change its face to that of any other card in its deck.

HAZE

FEIGN TO PIECES

School illusion (figment); **Level** inquisitor 1, magus 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect mist in a 20-ft.-radius spread, 10 ft. high

Duration 10 min./level

Saving Throw Will disbelief; Spell Resistance no

A gray, willowy mist wafts through the area. The mist imposes a -5 penalty on Perception checks made from, through or into the area. The mist also increases the DC to disbelieve figments and phantasms within the area by +1 (including *haze*).

HE'MIR SA

School illusion (shadow); Level sorcerer/wizard

Casting Time 1 standard action

Components V, S, M (a catfolk's whisker)

Range close (25 ft. + 5 ft./2 levels)

Effect illusory catfolk strikes enemies

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You create an illusory catfolk out of material from the shadow plane that strikes your enemies and leads them into disadvantageous positions. The catfolk appears as a Medium catlike humanoid. It has 1 hit point per caster level, improved evasion, saving throws equal to your own and cannot be hit by physical attacks unless they are critical hits (which always confirm against the catfolk). You may use a free action once per round to move the catfolk up to 40 ft. At any point during this movement, you may direct the catfolk to make a single attack as if using spring attack. The catfolk has a bonus to attack rolls equal to twice your caster level and wields a keen +1 scimitar that deals 1d6+8 points of damage.

You must keep track of the damage dealt by the catfolk. A target is cured of damage dealt to them by the catfolk if they recognize the catfolk as an illusion. If this spell ends before a target recognizes the catfolk as an illusion, this damage is not cured.

ILLUSORY FALL

School illusion (pattern) [mind-affecting]; Level magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ascending scene in a 5-ft.-radius spread **Duration** 1 round

Saving Throw Will negates; Spell Resistance yes

This spell envelops creatures in rapidly ascending, illusory surroundings. Creatures within the area that fail their Will save experience the fall as if it were real. They are treated as if falling for 1 round and suffer nonlethal damage as if they had fallen 10 ft./2 caster levels at the start of your next turn.

A subject that makes its save may still be disoriented by the illusory environs. If a subject succeeds at its Will save but remains within the spell's area, it must attempt a Fortitude save or become sickened for 1 round at the start of your next turn.

This spell affects creatures that do not fit inside the area as long as their head is encompassed.

ILLUSORY LENS

School illusion (figment, glamer); Level bard 2, sorcerer/wizard 3

Casting Time 10 minutes

Components V, S, M (powdered will-o-wisp remains worth 50g)

Range 0 ft.

Target one lens or pair of conjoined lenses less than 1 ft. in diameter

Effect visual figments presented on lens

Duration permanent

Saving Throw yes (object); Spell Resistance yes (object)

This spell inscribes a glyph on one lens. You can control the visual stimuli presented on the surface of that lens (and up to 1 conjoined lens) as if you were casting *silent image* and *invisibility* at-will anywhere in the viewer's field of vision. This task requires concentration.

Once the glyph is complete, it becomes invisible. The glyph reappears for 10 minutes whenever the lens is subjected to a divination spell.

ILLUSIONIST'S SOIREE

School illusion (figment); Level bard 3, cleric 4, sorcerer/wizard 3, summoner 4

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect two humanoid figments/level

Duration 10 minutes (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

A crowd of humanoid figments appear before you and behave as you will. Although you cannot control a figment's behavior directly, you can define the behavior of each figment as it is being conjured, and the figments obey your verbal commands as would a compliant creature.

The figments include visual and auditory elements, including intelligible speech.

IMAGINARY PURSUANT

School illusion (phantasm) [fear, mindaffecting]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 min./level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You fabricate an imaginary pursuant to stalk and unnerve the subject. The pursuant adopts the form most unsettling to the subject. It occupies a space within 40 ft. of the subject at all times, but never addresses them. While the pursuant stalks the subject, they suffer a -2 penalty to saving throws against fear effects and illusions and a -2 penalty to concentration checks.

There is no way to elude the pursuant, but it can be confronted. A subject that confronts its pursuant receives a Will save to disbelieve it. A subject that fails suffers *imaginary pursuant*'s effects for another 2d4 hours.

IMPOSING COUNTENANCE

School illusion (glamer); **Level** alchemist 2, inquisitor 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

This spell accentuates your features in slightly monstrous ways. You gain a +10 circumstance bonus on Disguise checks made to appear as a member of a demi-monstrous race (half-orc, tiefling, dhampir, etc.) and a +2 circumstance bonus on Intimidate checks. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

IMPOSSIBLE KNOT

School illusion (glamer); Level bard 1, sorcerer/ wizard 2

Casting Time 1 standard action

Components V, S, M (fragments of 3 mirrors)

Range touch

Target knot touched

Duration permanent

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

One knot adopts the appearance of a physically impossible conundrum. Creatures that believe this spell cannot untie the knot.

KNIGHT'S COLORS

School illusion (pattern) [mind-affecting]; Level antipaladin 4, paladin 4

Casting Time 1 standard action

Components V, S

Range touch

Effect animate coat of arms

Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Your coat of arms is brought to life on the face of an object at your touch, rallying allies to your cause. Allies that can see your animate coat of arms gain 5 temporary hit points at the start of your turn every round.

Creatures immediately lose the temporary hit points granted by this spell if your animate coat of arms becomes obscured from them.

LATENT VISAGE

School illusion (figment, glamer); Level magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Effect image of you 2 seconds in the past

Duration 1 min./level

The image of yourself two seconds in the past supersedes your actual appearance. If you initiate combat, a surprise round occurs in which you are the only combatant capable of acting (even if your opponents are aware of you). This surprise round does not occur if your allies or enemies initiate combat.

Creatures are flat-footed against your attacks, and you receive a +1 dodge bonus to AC and Reflex saves. However, every time you attack a creature, it receives a Will save to disbelieve *latent visage*. This spell does not grant concealment and provides no benefits against disbelievers. Objects that you obtain while under the effects of this spell are immediately affected, and they appear as if hovering in place for 2 seconds when first you obtain them.

LARK'S TRACER

School illusion (phantasm) [mind-affecting]; Level druid 2, inquisitor 2, ranger 2, sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (ashes of a slain familiar)

Range long (400 ft. + 40 ft./level)

Target one creature

Duration 10 min./level (D)

Saving Throw none; Spell Resistance yes

A creature implicated by *lark's tracer* leaves behind a trail of red phantasmal dust visible only to you. The dust remains where it falls for the duration of the spell, though strong winds (21 mph+) scatter the dust, rendering the portion of the trail affected by strong winds impossible to follow. This dust does not negate concealment; however, when you are within 40 ft. of the end of the trail, you can discern an invisible subject's space as a standard action by making a DC 15 Survival check.

The dust is plainly visible to you. Seeing the dust requires a DC 0 Perception check; however, obscuring conditions such as tall grass and snowstorms make the dust more difficult to see. Tracking the subject does not require an action so long as the DC to see the dust is lower than your Perception modifier.

Immunity to mind-affecting effects does not grant a creature immunity to *lark's tracer*, even though it is a mind-affecting spell. However, if the caster is immune to mind-affecting effects, this spell fails.

LEAST IMAGE

School illusion (figment); Level bard 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0

Components V, S

Range 5 ft.

Effect visual figment up to 1 sq. inch/level

Saving Throw none; Spell Resistance no

This spell functions like *silent image*, except that the figment is very small and so crude that creatures inherently recognize it as an illusion.

Because a *least image* makes no attempt to conceal its illusory nature, it does not grant a save and never appears as a translucent outline.

LOST GROVE

School illusion (figment, glamer); **Level** druid 8

Casting Time 24 hours

Components V, S, M, DF (water from brooks flowing in each cardinal direction and an emerald worth 10,000 gp)

Range long (400 ft. + 40 ft./level)

Target one natural landscape up to 1 sq. mile in diameter

Effect natural landmarks and an animal

Duration permanent

Saving Throw none; Spell Resistance no

Lost grove transforms 1 square mile of natural terrain into an infinite enigma. No matter which direction a creature travels, it cannot leave the grove unless it passes within 20 feet of a number of landmarks equal to your Wisdom modifier in the correct sequence. Creatures that move beyond the edge of a *lost grove* without passing these landmarks in the correct sequence loop around to the opposite edge of the grove as if it were spherical.

The landmarks are figments, created by you when you cast this spell (as if by a permanent *silent image* spell with a range equal to your distance from the edge of the grove) and they cannot be harmed, disturbed or dispelled unless *lost grove* is dispelled. They can be disbelieved if interacted with, and they appear as translucent outlines to disbelievers. The landmarks must be terrain indigenous to the landscape that are visible to a human's naked eye, such as a tree or a dune. Each landmark bears a subtle rune of the Druidic symbol for a number, indicating that landmark's position in the sequence required to leave the grove.

You can create a keeper of the grove when you cast this spell. The keeper is a figment of an animal that will help travelers pass upon observing criteria established by you. For example, the keeper might help elves pass or it might help those who pay a tithe pass. The keeper understands a number of criteria equal to your Wisdom modifier and can lead travelers out of different ends of the grove based on those criteria. The keeper cannot be harmed, disturbed or dispelled unless *lost grove* is dispelled.

Creatures trapped in a *lost grove* may attempt a DC 16 Perception check to recognize one landmark as something significant for each mile that they travel. At the rising of the sun each morning, creatures trapped in a lost grove that know certain landmarks are significant may attempt a DC 21 Wisdom check to realize that escape hinges on passing certain landmarks in order. Creatures that know Druidic receive a +5 bonus to both checks and may determine where a landmark falls in the escape sequence by examining it. Creatures that escape a *lost grove* without the assistance of its keeper may emerge on any side of the grove that they wish.

LUMINORE'S GLARING ABYSS

School illusion (glamer); Level sorcerer/wizard 8, summoner 6

Components V.S

Range touch

Target one creature

Duration 1 min./level

Saving Throw Will negates; Spell Resistance yes

This spell draws light toward the subject with inescapable force, blinding the subject and causing spaces within 10 feet of the subject to appear as a cloud of darkness. Creatures within 10 feet of the subject cannot see anything other than the subject. Creatures beyond that range cannot see into or through any space within 10 feet of the subject, though creatures' ability to see the subject is not impaired. The effects of this spell inhibit only vision; non-visual senses and line of effect are not affected. Darkvision, see in darkness and *true seeing* do not allow a creature to ignore the effects of this spell.

MANIFEST INTELLECT

School illusion (phantasm) [mind-affecting]; **Level** alchemist 5, sorcerer/wizard 5

Casting Time 1 minute

Components V, S

Range personal

Target you

Duration 1 hour/level

Your thoughts percolate into a quasi-real second self perceived only by you. Your new companion accompanies you everywhere you go, helping you puzzle through trying quandaries and offering deliberately conceived insights where you would otherwise be too preoccupied to think clearly.

For the duration of the spell, you gain a +2 insight bonus to Intelligence and Wisdom checks. You may also roll Knowledge checks twice, and you receive an additional save against mind-affecting effects one round after you fail such a save.

MANIPULATOR'S ROUTE

School illusion (glamer); Level bard 3, druid 3, ranger 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration concentration

Saving Throw see text; Spell Resistance no

By manipulating perpetual illusions of a creature's surroundings, you determine their course. Each time the creature moves, you attempt a Sense Motive check (DC 15) to determine where it wants to go. The creature may either attempt a Will save to disbelieve its illusory surroundings for 1 turn or a Bluff check (opposed by your Sense Motive check) to prevent you from predicting its movement for 1 turn. If you successfully predict a creature's destination and it fails to recognize its surroundings as illusory, you determine where it moves, although the creature is free to stop moving at any time. *Manipulator's route* ends if a creature moves beyond the spell's range.

MISLEAD DIVINATION

School illusion (glamer); Level bard 4, cleric 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature, object or spell that emanates a magical aura

Duration 1 hour/level

Saving Throw none; Spell Resistance yes

One aura registers an alignment or school of magic and strength chosen by you when you cast this spell. The aura or school of magic and strength originally registered by the subject become impossible to detect.

If this spell is cast on a magic item, you can disguise 1 magical property (chosen at random if you cannot identify the item) as a property of your choice.

This spell cannot mask its own moderate aura of illusion.

MISSIVE ILLUSION

School illusion (figment); Level bard 2, magus 3, sorcerer/wizard 3

Casting Time 1 minute

Components V, S, M (wax), F (a seal)

Range 0 ft.

Effect 4 sq. inch visual figment suppressed under a seal

Duration 1 day/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You create a silent scene of moving images up to 6 seconds in length. You then suppress the scene beneath a seal, so that when the seal is removed, the scene becomes apparent.

You may choose to create a scene that is inherently disbelieved. An inherently disbelieved

scene does not appear as a translucent outline to disbelievers.

A missive illusion is dispelled 6 seconds after the seal has been removed.

OPPRESSIVE JUDGEMENT

School illusion (glamer); **Level** cleric 6, inquisitor 5

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 day/level (D)

Saving Throw Will partial; Spell Resistance no

The sins of the subject become physically cumbersome. Good subjects are unaffected, but Neutral subjects are burdened as if carrying a medium load and Evil subjects are burdened as if carrying a heavy load. The weight of one's sins is so morally defeating that subjects afflicted with a medium or heavy load must succeed at a Will save or suffer 1d6 points of Strength and Charisma damage.

When you cast this spell, you must stipulate a condition appropriate to your deity that offers the subject redemption. A creature that achieves redemption is no longer burdened by their sins and cannot be subjected to another *oppressive judgement* under the same deity.

A creature can only suffer the effects of one *oppressive judgement* at a time.

PARANOID HALLUCINATIONS

School illusion (phantasm) [mind-affecting]; Level alchemist 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a dried mushroom)

Range touch

Target one creature

Duration 10 min./level

Saving Throw Will negates; Spell Resistance yes

Malicious, hallucinatory phantasms accost the subject, inducing an acute case of paranoia.

The subject suffers a -4 penalty on Will saves and Charisma-based skill checks, cannot receive benefit from or attempt the Aid Another action, and cannot willingly accept aid (including healing) from another creature unless it succeeds at a Will save against the DC of this spell.

While paranoid, the subject must roll 1d20 every time it encounters a new creature. On a result of 1, the subject must attempt to kill the creature at all costs. On a result of 2, the subject must avoid the creature's line of sight at all costs. On a result of 3-10, the subject must remain at least 10 ft. away from the creature at all costs. On a result of 11-20, the subject reacts to the creature normally. Lower results take precedence (if a subject wants to kill one creature but flee another creature adjacent to it, the subject must attempt the kill first, etc.).

Drow suffer a -4 penalty to saving throws against this spell and must treat each roll to determine their reaction to a creature as if it were 2 points lower.

Humans suffer a -2 penalty to saving throws against this spell and must treat each roll to determine their reaction to a creature as if it were 1 point lower.

PARTIAL IMAGE

School illusion (figment); Level bard 2, magus 2, sorcerer/wizard 2

This spell functions exactly like *silent image*, except that the figment includes one additional sensory effect of the caster's choice (sound, smell, taste or touch).

The additional sensory effect has a 20% chance to fail each round. Failure grants observers a Will save to disbelieve the illusion with a +4 circumstance bonus. This saving throw is not allowed if the caster can passably excuse the lapse in sensory output within 2 seconds.

PERFECT IMAGE

School illusion (figment); Level sorcerer/ wizard 8

Saving Throw none; Spell Resistance no

This spell functions exactly like *major image* except that the illusion is so perfect that it does not allow a Will save upon interaction.

Detect magic still detects an aura of illusion around this spell, and creatures faced with proof that the illusion is not real still recognize it as an illusion.

PERFECT PITCH

School illusion (glamer); Level bard 1

Casting Time 1 immediate action

Components S

Range close (25 ft. + 5 ft./2 levels)

Target one sound-based performance

Duration concentration

Saving Throw none; Spell Resistance no

As you or a nearby creature are making a sound-based Perform check, you manipulate the sound waves into more perfect shapes. The performance sounds as if it had been made using your highest sound-based Perform bonus instead of the subject's relevant Perform bonus. Additionally, the subject gains a +1 circumstance bonus on their Perform check for every 5 ranks you have in your highest sound-based Perform skill.

Creatures that do not expect the subject to deliver a good performance receive a Will save to disbelieve the glamer.

You may not cast this spell while giving a performance that entails a somatic component, such as playing a string instrument.

PERMANENT SCENE

School illusion (figment); Level bard 4, sorcerer/ wizard 4

Casting Time 1 hour

Components V, S, M (pigments and diamond dust worth 500 gp)

Range touch

Effect scene of moving figments up to 5 sq. ft. per caster level

Duration permanent

Saving Throw none; Spell Resistance no

A two-dimensional scene of your device is transposed onto the face of an object. Images depicted by the scene include visual and audible elements, including intelligible speech, and they cycle through a series of predefined motions. A single loop of this cycle can last up to 1 minute per caster level.

Creatures inherently understand that the scene is some sort of illusion, but unlike normal figments it does not appear as a translucent outline to disbelievers.

A *permanent scene* can be washed away by spending 8 hours per caster level using cleaning supplies appropriate to the surface that the scene is displayed upon. If the object that hosts the illusion is fractured, the magic is destroyed as soon as any piece of the scene moves more than 20 ft. away from the nearest piece of the same scene.

PERSONA REFRACTION

School illusion (glamer); **Level** bard 4, magus 4, paladin 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 minute (D)

Saving Throw Will negates; Spell Resistance yes

Subjects affected by this spell seem to adopt your appearance, voice and mannerisms. Make a Disguise check with a +10 bonus. For the duration of this spell, subjects appear as if making a Disguise check to emulate you, using the result of your check in place of their own Disguise check.

Creatures interacting with a subject of this spell may attempt a Will save to disbelieve it, although each subject requires independent interaction and a separate save. Creatures that are familiar with you see through a subject's disguise if that subject endeavors anything that is drastically out of character for you.

PHANTASMAL GLOW

School illusion (glamer) [light]; Level bard 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components S

Range touch

Target object touched

Duration 1 min./level

Saving Throw none; Spell Resistance no

An eerie blue-green light illuminates illusions. Illusions within a 20-foot radius are illuminated as if the level of illumination relative to them were 2 steps higher, and illusions within another 20 feet are illuminated as if the level of illumination relative to them were 1 step higher. *Phantasmal glow* illuminates creatures and objects under the effects of glamers as if they were illusions.

Illusions created by casters other than you are resistant to *phantasmal glow*'s illumination. The chance that another caster's illusion is illuminated by this spell is equal to 30% +1% per caster level.

Non-illusory objects and non-illusory creatures are unaffected.

PHANTOM WINDSTORM

School illusion (phantasm) [mind-affecting]; Level druid 2, witch 2

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will disbelief; Spell Resistance yes

Subjects are assailed by a phantom windstorm. A Large or smaller subject that fails its Will save must also make a Fortitude save or

be knocked prone and blown 5 feet in a direction chosen by you. The winds seem so tumultuous that subjects who fail their Will save cannot make ranged weapon attacks.

SALIENT FLAMES

School illusion (pattern) [mind-affecting]; Level bard 1, magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect flames in a 10-ft.-radius spread

Duration concentration

Saving Throw Will disbelief; Spell Resistance yes

You immolate an area in illusory flames. Creatures in the area that believe this spell react as if they had caught on fire, suffering 1d6 points of nonlethal damage each round until they extinguish their illusory flames or until you stop concentrating. A creature that believes they are on fire continues to burn even if they leave this spell's area.

This spell cannot cause damage to objects, but subjects who fail their Will save believe that their equipment is on fire.

SHADE STRIKE

School illusion (phantasm) [mind-affecting]; **Level** inquisitor 4, magus 4

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature you damaged last turn

Duration instantaneous

Saving Throw Will disbelief; Spell Resistance yes

A phantom rendition of you attacks the target. A target that believes the phantom takes damage identical to the damage you inflicted to the target with melee weapon attacks during your previous turn. It also suffers any effects that were imposed by your melee weapon attacks (weapon-based combat maneuvers, fire damage, sleep, etc.).

Subjects receive only 1 save to disbelieve *shade strike*, regardless of the number of attacks made by your phantom.

SHADOW GUARD

School illusion (shadow); Level bard 2, cleric 3, sorcerer/wizard 3

Casting Time 1 round Components V, S Range touch

Effect shadows protect one object

Duration 1 hour/level

Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

A protective layer of shadow engulfs an object, absorbing the first 10 points of damage the object would suffer. The amount of damage absorbed by *shadow guard* increases to 20 points at 7th level and 30 points at 11th level.

An object becomes dim while engulfed in *shadow guard*, bestowing a -2 penalty on Perception checks related to viewing or finding the object.

SHADOW IMAGE

School illusion (figment, shadow) [darkness]; Level bard 3, magus 3, sorcerer/wizard 3

This spell functions like *silent image*, except the arcane matter dissipates into a cloud of darkness that overwhelms the first creature that disbelieves it.

A dissipated *shadow image* lowers the level of illumination by two steps within a 20-ft. radius of the disbelieving creature's space. This effect lasts for 1 round per caster level.

SHADOW OF DOUBT

School illusion (shadow); Level bard 3, magus 3, sorcerer/wizard 4

Casting Time 1 immediate action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect dubious shadows

Duration 1 round/level (D)

Saving Throw none; Spell Resistance see text

You weave dubious shadows that creep into a creature's thoughts, forcing them to second guess their perceptions. Choose one creature within range to serve as the host. The host must reroll a Will save it just made against an illusion spell, taking the second roll, even if it is worse.

The dubious shadows remain in the host's thoughts, forcing them to roll two consecutive Will saves against illusion spells. You may dispel this spell as a free action to force the host to keep their first Will save against an illusion spell.

This spell fails if the shadows attempt to creep into a host with spell resistance.

SHADOW HYDRA

School illusion (shadow); Level cleric 8, witch 8 Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels) **Effect** five shadow hydra heads

Duration 1 round/level

Saving Throw none; Spell Resistance no

You use material from the plane of shadow to form five shadow hydra heads. You can form each of the heads independently in any space within range that shares a single contiguous stretch of dim light or darkness with the others. The contiguous stretch of dim light or darkness serves as the shadow hydra's body. For the complete stat block of a shadow hydra's head, refer to page 28 of Dreadfox Games' <u>Grimoire</u> <u>Illusionatus</u>.

The heads act immediately, on your turn. They attack your opponents to the best of their ability. If you can communicate with the heads, you can direct them not to attack, to attack particular enemies, or to perform other actions.

SHADOW MARTYR

School illusion (shadow); Level cleric 7

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect a semi-corporeal martyr

Duration 1 round/level

Saving Throw none; Spell Resistance no

You create a shadow martyr, the semicorporeal incarnation of a creature within your deity's domain that it wishes to punish. The martyr has a space of 5 feet, cannot be harmed and hovers in place. Conditions within a 20-ft. radius spread of the martyr are cured as they are drawn to the martyr. The martyr can withstand one instance of each of the following conditions: ability damage, bleed, blinded, confused, cowering, dazed, dazzled, deafened, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered and stunned. If two instances of the same condition are present within the area, you choose which instance the martyr draws.

The martyr draws conditions at the end of the turn in which they are inflicted. If an eligible condition is present when the martyr appears, or if a creature with an eligible condition moves within range of the martyr, that condition is drawn immediately. The martyr's ability to draw conditions is never impaired by conditions that normally impede actions (such as stunned).

Unlike most creatures comprised of shadow, the martyr is not undead and may draw conditions that require Fortitude saves. School illusion (shadow); Level druid 7, witch 7

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one serpent comprised of shadow

Duration 1 round/level

Saving Throw none; Spell Resistance no

You use material from the plane of shadow to form a shadow serpent. For the complete stat block of a shadow serpent, refer to page 28 of Dreadfox Games' <u>Grimoire Illusionatus</u>.

The serpent acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the serpent, you can direct it not to attack, to attack particular enemies, or to perform other actions.

SHADOW SHOT

School illusion (shadow); Level bard 1, cleric 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect shadow forms loaded ammunition

Duration 1 round/level

Saving Throw none; Spell Resistance see text

At your touch, projectiles of shadow continuously load one ranged weapon wielded by a willing creature. These projectiles deal 50% normal damage, but are considered magic for the purpose of overcoming damage reduction. A creature with spell resistance must apply it against each shot individually.

Shadow shot does not need to be loaded, but some weapons may still require preparations before they are ready to fire. In such cases, the time required to load the weapon is reduced by 1 action: a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action. This reduction does not stack with any other reduction to a weapon's load time, such as rapid reload.

SHADOW'S REACH

School illusion (shadow); **Level** antipaladin 2, bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action **Components** V, S

Range touch

Effect shadows extend one weapon

Duration 10 min./level

SHADOW SERPENT

Saving Throw see text; Spell Resistance see text

Weightless material from the shadow plane extends a weapon at your touch, increasing its reach by 5 feet. The first time a creature is attacked by the weapon beyond its normal reach, they receive a Will save. A creature that succeeds suffers no damage as a result of attacks made through the weapon beyond its normal reach. A creature that fails does not receive additional saves upon subsequent attacks.

If the enchanted weapon strikes a creature with spell resistance, *shadow's reach* is dispelled.

SIGN OF BENEVOLENCE

School illusion (glamer) [good]; Level paladin 2

Casting Time 1 round

Components V, S, DF

Range touch

Target up to 100 characters of text

Duration permanent

Saving Throw see text; Spell Resistance no

Up to 100 characters of text become invisible to everyone except those of Lawful Good alignment. If the text's absence is conspicuous, viewers receive a Will save to see it.

When cast on text displayed in an engraved surface, *sign of benevolence* renders an illusion of the surface as if the text were not there.

SIGN OF MALEVOLENCE

School illusion (glamer) [evil]; Level antipaladin

Casting Time 1 round

Components V, S, DF

Range touch

Target up to 100 characters of text

Duration permanent

Saving Throw see text; Spell Resistance no

Up to 100 characters of text become invisible to everyone except those of Lawful Evil alignment. If the text's absence is conspicuous, viewers receive a Will save to see it.

When cast on text displayed in an engraved surface, *sign of malevolence* renders an illusion of the surface as if the text were not there.

SILVERSWORD RUSE

School illusion (glamer); Level cleric 2, magus 2, sorcerer/wizard 2

Casting Time 1 standard action **Components** V, S

Range touch

Target melee weapon touched

Duration 1 round/level

Saving Throw Will negates (object); Spell Resistance yes (object)

You alter the appearance and tactile properties of a weapon to make it seem as if it were made of either cold iron or silver. The first time a creature with relevant damage reduction is hit with the weapon, it receives a Will save to disbelieve the glamer. If a creature fails, the weapon deals nonlethal damage equal to the amount of damage negated by their damage reduction each time it hits them. A creature that fails does not receive additional saves upon subsequent attacks.

SOLAR INVERSION

School illusion (glamer) [curse]; Level druid 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 month

Saving Throw Will negates; Spell Resistance yes

Day and night reverse polarities with regards to the subject. Natural illumination is reversed, so that a clear day is filled with dim light, a cloudy day is filled with darkness, a clear night is filled with bright light and a cloudy night is filled with normal light. Illumination that does not stem from the sun is unaffected. Effects tied to the passage of daylight, such as lycanthropy, also function according to an inverted solar cycle (a lycanthrope would need to make a save at the rising of the sun, and would revert to its natural form in the absence of the sun, for example).

Subjects struggle to sleep during nondaylight hours and are fatigued if they do not sleep through at least 6 hours of what unaffected creatures consider daylight.

STAGEHAND'S GLAMER

School illusion (glamer) [darkness, light]; Level bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one space

Duration 1 minute (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

An area of 5 cubic feet is colored in a shade of your choosing. This spell does not generate light and cannot illuminate a dark space, though it can exaggerate dim light into normal light, dampen normal light into dim light or brighten normal light into bright light.

STORM OF SHADOWS

School illusion (shadow); Level antipaladin 3, magus 2, ranger 3, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect storm of shadows in a 20-ft.-radius spread, 10 ft. high

Duration 1 round/level

Saving Throw none; Spell Resistance yes

A deluge of shadows thrash through the air, obscuring vision. As a free action once per round, creatures may attempt a Perception check against the DC of this spell to see through the shadows. A creature that succeeds can see through 40 ft. of thrashing shadows for 1 round; a creature that fails can only see through 10 ft. of thrashing shadows. A creature that can be seen through the shadows has concealment (attacks have a 20% miss chance). A creature that cannot be seen through the shadows has total concealment (50% miss chance, and the attacker can't locate the target).

This spell does not provide concealment against creatures with see in darkness.

SUBJECTIVE HEARING

School illusion (glamer); Level bard 3

Casting Time 1 minute

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration concentration, up to 1 hour

Saving Throw see text; Spell Resistance yes

When faced with audible sensations, the subjects hear what you will them to hear.

Minor changes, such as altering a speaker's words, are simply accepted by most creatures. Drastic changes, such as changing the sound of a piano into that of an ogre, grant Intelligent subjects (Int 3+) a Will save to disbelieve the sound every round that they hear the sound.

Keenly Intelligent subjects (Int 16+) receive a Will save anytime they hear a modified sound, provided that they can see the source of the original sound.

TESTAMENT OF FAITH

School illusion (pattern) [mind-affecting]; Level cleric 9

Casting Time 1 standard action

Components V, S, DF

Range personal

Area 30-ft.-radius emanation centered on you

Duration 10 minutes/level (D)

This spell emits an aura of radiant light appropriate to your deity, but it does not have any effects unless you can convince a creature that it does. The aura will grant a single +5 sacred bonus (or profane bonus if your deity is evil) to creatures that believe its effects are real. This bonus may apply to attack rolls, damage rolls, AC, CMB, CMD, initiative checks, caster level checks, an ability score, a saving throw or a skill. The aura is capable of granting different bonuses to different creatures, so long as the creatures continue to believe that it does. Each time that a creature casts doubt upon one of the aura's bonuses, every bonus that the aura bestows is decreased by I.

If any player other than the caster or the DM asks to see this spell or takes it upon themselves to look this spell up, the caster's deity marks that player's character as an apostate. An apostate cannot benefit from any of the caster's spells or abilities except for *atonement* until it has undergone an *atonement* spell (which must be financed by the apostate).

TRIPLE ASPECT

School illusion (shadow); Level magus 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect two doppelgängers share your attacks

Duration 1 round/level

Saving Throw none; Spell Resistance no

You conjure two doppelgängers of yourself in unoccupied squares within range. The doppelgängers are exactly like you; their attack bonus, damage, armor class and saving throws are identical to your own. When you move, your doppelgängers can each move an equal distance. When you would make a full-attack, you can forego up to two attacks to grant those attacks to your doppelgängers (one attack per doppelganger). Creatures with spell resistance may apply it against a doppelganger's attacks.

You are nearly impossible to distinguish from your doppelgängers. As soon as one of you suffers damage, the damaged version of you permanently disappears and you suffer half of the damage that version suffered. If two of you suffer damage simultaneously (from a *fireball*, for example), you suffer normal damage and both damaged versions of you disappear. If three of you suffer damage simultaneously, you suffer two times normal damage and choose which versions of you disappear.

TWIN ASPECT

School illusion (shadow); Level magus 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one doppelganger shares your attacks

Duration 1 round/level

Saving Throw none; Spell Resistance no

You conjure a doppelganger of yourself in an unoccupied square within range. The doppelganger is exactly like you; its attack bonus, damage, armor class and saving throws are identical to your own. When you move, your doppelganger can move an equal distance. When you would make a full-attack, you can forego one attack to grant that attack to your doppelganger. Creatures with spell resistance may apply it against a doppelganger's attacks.

You are nearly impossible to distinguish from your doppelganger. As soon as either of you suffers damage, the damaged version of you permanently disappears and you suffer half of the damage that version suffered. If you both suffer damage simultaneously (from a *fireball*, for example), you suffer one and a half times normal damage and choose which version of you disappears.

TWISTED WORDS

School illusion (glamer); Level bard 5, sorcerer/ wizard 5, witch 5

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 min./level

Saving Throw Will negates; Spell Resistance yes

The next time the target speaks, they utter as many as 50 words determined by you at the time that you cast this spell. These words may be formed in any language you know. To the subject's ears, their words sound as they had intended; in reality, the subject speaks your enchanted words. Though a subject believes that they said what they had intended to say, listeners' reactions may convince them otherwise.

UNLIKELY DISGUISE

School illusion (glamer); Level bard 2, sorcerer/ wizard 2 Casting Time 1 standard action Components V, S

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Will negates (harmless); see text; **Spell Resistance** yes (harmless)

You disguise the subject as an inanimate object of up to 10 sq. ft. A subject attempting to imitate a stationary object must attempt a Perform (act) skill check to hold still every round while they are being observed (DC 10). Failure makes the subject's true form apparent for 1 round. Interacting with the subject grants creatures a Will save to disbelieve *unlikely disguise*; however, if the interaction would elicit a response from the object that the subject is capable of emulating (such as holding a hat or providing a seat), the subject may attempt a Perform (act) skill check (DC 25). Failure ends the spell, while success emulates the object's behavior so well that a Will save is not allowed.

WELL OF BELIEF

School illusion (shadow); Level bard 2, magus 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Effect shadows form a well that stores belief

Duration 1 day/level (D)

Saving Throw Will negates (object); Spell Resistance yes (object)

You coat an object with deep shadows that serve as a well, capable of storing belief. If you can convince a creature that the affected object grants wishes, the well stores their belief. The well is capable of storing one belief plus an additional belief per 5 caster levels.

The saving throw DC of an illusion spell originating within 30 ft. of the well is increased by the number of beliefs stored within the well (maximum +5). Multiple *well of belief* spells do not stack, only the highest bonus applies.

SHADOW SERPENT

CR 10

XP 9,600

N Large undead (incorporeal)

Init +9; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 17, touch 17, flat-footed 12 (+5 Dex, +3 deflection, -1 size)

hp 18 (12d8+36) [20%]

Fort +9, **Ref** +11, **Will** +10

Defensive Abilities incorporeal, channel resistance +4; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal bite +13 (2d12+7 plus poison)

Space 10 ft. Reach 10 ft.

Special Attacks shadow bite

STATISTICS

Str -, Dex 21, Con -, Int 9, Wis 14, Cha 17

Base Atk +9; CMB +15; CMD +26

Feats Ability Focus (poison), Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Fly +26, Perception +17, Stealth +22; **Racial Modifiers** +4 Stealth in dim light (-4 in bright light)

Languages Aklo, Undercommon

SQ shadow health

SPECIAL ABILITIES

Poison (Ex) Bite-injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d8 Str and Con damage; *cure* 1 save.

Shadow Bite (Ex) A shadow serpent's bite attack targets touch AC.

Shadow Health (Ex) This creature has the hit points of a shadow conjuration. It's hit points have been adjusted to reflect this.

SHADOW HYDRA'S HEAD

CR 7

XP 3,200

N Medium undead (incorporeal)

Init +4; Senses darkvision 60 ft..; Perception +10

DEFENSE

AC 17, touch 17, flat-footed 12 (+2 deflection, +4 Dex, +1 dodge)

hp 11 (10d8+10) [20%]

Fort +5, **Ref** +7, **Will** +7

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal bite +11 (1d12+4/19-20 plus 2 Strength damage)

Space 5 ft. Reach 10 ft.

Special Attacks shadow bite

STATISTICS

Str -, Dex 19, Con -, Int 3, Wis 12, Cha 15

Base Atk +7; CMB +11; CMD +23

Feats Combat Reflexes, Dodge, Improved Critical (bite), Skill Focus (Perception, Stealth)

Skills Fly +10, Perception +10, Stealth +14; **Racial Modifiers** +4 Stealth in dim light (-4 in bright light)

Languages Aklo, Undercommon

SQ body of shadow, regenerate head, shadow health, shadow hydra traits

SPECIAL ABILITIES

Body of Shadow (Ex) A shadow hydra does not have a body. Its heads use a contiguous stretch of dim light or darkness in place of a body, and each head may travel through the body independently. A shadow hydra's head must remain within the contiguous stretch of dim light or darkness it uses as a body. The body is slain if no heads remain attached to the contiguous stretch of dim light or darkness it uses as a body.

Regenerate Head (Ex) When a shadow hydra's head is destroyed, two heads regrow in any space of contiguous dim light or darkness in 1d4 rounds. A shadow hydra cannot have more than ten heads at any one time. To prevent new heads from growing, at least 5 points of positive energy or fire damage must be dealt to the contiguous stretch of dim light or darkness (attacks automatically hit) before they appear. Positive energy or fire damage from area attacks affect the area of contiguous dim light or darkness. A shadow hydra doesn't die from losing its heads until all are cut off and the stretch of contiguous dim light or darkness is seared by positive energy or fire.

Shadow Bite (Ex) A shadow hydra's bite attack targets touch AC.

Shadow Health (Ex) This creature has the hit points of a shadow conjuration. It's hit points have been adjusted to reflect this.

Shadow Hydra Traits A shadow hydra can be killed by severing all of its heads. To sever a head, an opponent must make a sunder attempt with a magical slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and 11 hit points. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Driving back the dim light or darkness that the hydra uses as a body so that it no longer touches a head also severs that head. A hydra can't attack with a severed head, but takes no other penalties.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Dreadfox Games and the Dreadfox logo are trademarks of Dreadfox Games. All rights reserved.

OPEN GAME LICENSE Version 1.0a

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress.

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Dreadfox Games game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/ or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Grimoire Illusionatus. Copyright 2012, Dreadfox Games.