

# Supplemental Lore (White Box)

## Additional Class for S&W :White Box

### Illusionist

Illusionists are a magic-user sub-class who specialize in magical illusions. An intelligence and dexterity of 15 are required to qualify for this class. An illusionist's prime requisite is intelligence. Illusionists may only employ illusionist scrolls, Crystal Balls, and certain wands (fear, paralyzation, illusion, and magic detection). Illusionists possess their own spell list (see **Illusionists Spell List**) independent of the magic-user's.

### Illusionist Class Abilities

**Weapon/Armor Restrictions:** Like the magic-user, illusionists may use daggers and staves and may not wear lany armor.

**Spell Casting:** The illusionist casts spells in the same manner as the magic-user and elf. Illusionists possess their own spell list independent of the magic-user's and elf's.

**Saving Throw:** Illusionists gain a +2 bonus to save versus illusions.

**XP Bonus for Intelligence:** This class bonus is due to a high intelligence attribute.

Table 1: Illusionist Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,750	1+1	+0	14
3	5,500	2	+0	13
4	11,000	2+1	+0	12
5	22,500	3	+1	11
6	47,500	3+1	+1	10
7	92,500	4	+2	9
8	177,500	4+1	+2	8
9	357,500	5	+3	7
10	715,000	5+1	+3	6

Table 2: Illusionist Spell Advancement

Level	Spell Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-

3	3	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1
10	4	4	3	2	2

### Illusionist Spell List

As stated above, illusionists possess their own spell list independent of the magic-user's, although some of the druidic spells are similar to the cleric's or magic-user's.

#### Level 1

- Phantasmal Force I
- Light (Dark) I
- Wall of Fog
- Change Self
- Reflection
- Hypnotize
- Detect Invisibility

#### Level 2

- Phantasmal Force II
- Invisibility I
- Fog
- Blind
- Misdetection
- Hypnotic Pattern
- Detect Magic
- Deafness

#### Level 3

- Invisibility II
- Fear
- Phantasmal Force III
- Light (Dark) II
- Paralyze
- Non-Detection
- Hallucinatory Terrain

#### Level 4

- Invisibility III
- Massmorph
- Shadow Monster I
- Shadow Magic I
- Creation I
- Emotions
- Confusion
- 1<sup>st</sup> lvl M-U spells

#### Level 5

- 2<sup>nd</sup> lvl M-U spells
- Project Image
- Summon Shadow
- Creation II
- Chaos

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7 Shadow Magic II

8 Create Specter

## Spell Descriptions (Illusion)

### 1<sup>st</sup> Level Magic-User Spells

Spell Level: I4  
Range: N/A  
Duration: N/A

Learning this spell allows the illusionist to learn and use all 1st level magic-user spells. He must seek these spells in the same manner as magic-users.

### 2<sup>nd</sup> Level Magic-User Spells

Spell Level: I5  
Range: N/A  
Duration: N/A

Learning this spell allows the illusionist to learn and use all 2<sup>nd</sup> level magic-user spells. He must seek these spells in the same manner as magic-users.

### Blind

Spell Level: I2  
Range: 80 ft  
Duration: Until dispelled or removed by caster.

On a failed save, this spell causes blindness in a victim. The blindness will remain until it is either dispelled or removed by the caster.

### Change Self

Spell Level: I1  
Range: Self  
Duration: 10 + level + 1d6 turns

This illusion makes the caster appear to be a different creature. The illusionary guise must share the same general size and shape as the illusionist.

### Chaos

Spell Level: I5  
Range: 120 ft  
Duration: Concentration

This spell affects a 30 ft X 30 ft area. All those caught within the affected area will become confused until they leave the area. High level fighting-men and illusionists are not affected by this spell.

### Confusion

Spell Level: I4, M4  
Range: 120 ft  
Duration: 2 hours

Same as the 4<sup>th</sup> level magic-user spell of the same name.

### Create Specter

Spell Level: I5  
Range: Near caster  
Duration: Permanent

This spell is used to raise a deceased person, causing him to become a specter with HD equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level in order to be raised as a specter. The specter is raised with both its mind and memory intact. The specter does not come under the control of the illusionist and retains its independence. In order for this spell to work, the deceased must be raised within a number of turns equal to or less than  $24 + 6 \times$  illusionist's level.

### Creation I

Spell Level: I4  
Range: Touch  
Duration: 4 + illusionist level in days

Creation allows an illusionist to create materials up to a hardness comparable to wood (much like a Djinn). The total amount of weight an illusionist may create in a day equals 5 pounds X the level of the illusionist.

### Creation II

Spell Level: I5  
Range: Touch  
Duration: 4 + illusionist level in days

Similar to Creation I except the amount of material created in a day has a maximum weight of 15 pounds X the level of the illusionist.

### Deafness

Spell Level: I2

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Range: 80 ft  
Duration: Until dispelled or removed by caster.

Identical to the illusionist spell Blind but causes deafness instead.

## Detect Invisibility

Spell Level: 11, M2  
Range: 10 ft/level  
Duration: 1 hour

Same as the 2<sup>nd</sup> level magic-user spell of the same name.

## Detect Magic

Spell Level: 11, M1, C1  
Range: 60 ft  
Duration: 20 minutes

Same as the cleric and magic-user spell of the same name.

## Emotions

Spell Level: 14  
Range: 180 ft  
Duration: Concentration

**Battle Lust:** Makes targets fight as Berserkers (+1 to-Hit, +3 damage, and +5 temporary HP). Battle Lust may be countered by Fear.

**Deprivation:** Causes men to desert Countered by Bravado.

**Hate:** When used, it's effects are variable (d20 roll). A result of 1-4 = hate any enemy, 5-8 means the targets hate each other, 9-14 = hate both each other and any enemy, 15-16 = hate themselves (committing suicide), 17-20 = hate the caster. A person under the influence of Hate will attack whoever the dice roll indicates.

**Bravado:** Causes immunity to fear.

## Fear

Spell Level: 13  
Range: 180 ft  
Duration: Level + 1d6 turns

This spell causes creatures who fail their saving throw to flee. The spell will affect 5d6 first level types, 4d6 second level,

3d6 third level types, 2d6 4th level, 1d6 5th level types, or 1d6-2 6th level types.

## Fog

Spell Level: 12  
Range: Mover 6 ft / minute  
Duration: 1 hour

This magical fog acts in a similar manner to a Cloudkill except it simply obstructs vision as opposed to poisoning its victims. Fog is affected by winds in the same manner as Cloudkill is.

## Hallucinatory Terrain

Spell Level: 13, M4  
Range: 240 ft  
Duration: Until touched or dispelled

Same as the 4<sup>th</sup> level magic-user spell of the same name.

## Hypnotic Pattern

Spell Level: 12  
Range: 120 ft  
Duration: Concentration + 1d6+3 turns

Conjures up a magical pattern before the illusionist that will hypnotize all onlookers (save negates). Those ensorcelled by the hypnotic pattern will be held motionless. The spell affects 4d6 1st levels victims, 3d6 second level, 2d6 3rd or 4th level victims, or 1d6 victims of 5th or 6th level.

## Hypnotize

Spell Level: 11  
Range: 120 ft  
Duration: Until dispelled

This spell acts in a similar manner to the arcane spell Charm Person. Victims must be looking into the illusionist's eyes in order for this spell to have an effect. Due to the powerful nature of this spell, victim's suffer a penalty of 2 to their saving throw when attempting to resist a Hypnotize spell.

## Invisibility I

Spell Level: 12, M2  
Range: 240 ft  
Duration: Until dispelled or an attack is made

Same as the 2<sup>nd</sup> level magic-user spell of the same name.

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### Invisibility II

Spell Level: I3, M3  
Range: 240 ft  
Duration: Until dispelled or an attack is made

Same as the 3<sup>rd</sup> level magic-user spell of the same name.

### Invisibility III

Spell Level: I4  
Range: 240 ft  
Duration: 4 rounds + 1 round/level

Same as Invisibility II but allows the recipient to attack while invisible.

### Light (Dark) I

Spell Level: I1, M1, C1  
Range: 60 ft  
Duration: 1 hour + 10 min/level

Same as the magic-user and cleric spell of the same name.

### Light (Dark) II

Spell Level: I3, M3, C3  
Range: 120 ft  
Duration: Permanent until dispelled

Same as the magic-user and cleric spell of the same name.

### Massmorph

Spell Level: I4, M4  
Range: 240 ft  
Duration: Until negated or dispelled

Same as the magic-user spell of the same name.

### Misdetection

Spell Level: I2  
Range: 120 ft  
Duration: 10 minutes

This spell causes any detection spells (Detect Invisibility, Detect Magic, Detect Thoughts) to malfunction.

### Non-Detection

Spell Level: I3  
Range: Self  
Duration: 2 turns/level

Prevents any detection spells from working on the illusionist. This spell also negates detection through magic items such as Crystal Balls.

### Paralyze

Spell Level: I3  
Range: 180 ft  
Duration: Until dispelled or removed by caster

This spell paralyzes its targets. The number of creatures affected is equal to twice the illusionist's level in HD. A successful save negates this effect.

### Phantasmal Force I

Spell Level: I1, M2  
Range: 240 ft  
Duration: Until negated or dispelled

Same as the magic-user spell of the same name.

### Phantasmal Force II

Spell Level: I2  
Range: 240 ft  
Duration: Until negated or dispelled

Similar to Phantasmal Force I, this more powerful version of the spell allows the illusionist to move about while employing the spell. In addition, the spell remains in effect for 3 turns after it has been negated.

### Phantasmal Force III

Spell Level: I3  
Range: 240 ft  
Duration: Until negated or dispelled

Similar to Phantasmal Force II, this more powerful version of the spell allows the illusionist to include sound, smell, and temperature to his illusion. Unlike the lesser Phantasmal Forces, this version is not destroyed by touch. In addition, the spell remains in effect for 5 turns after it has been negated.

### Project Image

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Spell Level: 15, M6  
Range: 240 ft  
Duration: 1 hour

Identical to the magic-user's Project Image spell.

## Reflection

Spell Level: 11  
Range: 80 ft  
Duration: 1 turn

This spell acts as a mirror to counter the Petrifying Gaze of certain creatures such as Medusas or Basilisks.

## Shadow Magic I

Spell Level: 14  
Range: Same as mimicked spell  
Duration: Same as mimicked spell

This spell allows the illusionist to cast semi-real offensive spells which mimic the following real offensive spells;

Lightning Bolt & Fire Ball	Do 1d6 points of damage for every 4 illusionist levels.
Wall of Defense I	1d6 - 2 +1/every 4 illusionist levels.
Death Spell	Affects 1d8 creatures of 1 HD.

## Shadow Magic II

Spell Level: 15  
Range: Same as mimicked spell  
Duration: Same as mimicked spell

Same as Shadow Magic I but the damage inflicted is doubled.

## Shadow Monster I

Spell Level: 14  
Range: 30 ft  
Duration: 1 round/level

This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HD X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 9 [10], and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). The illusionist may conjure a number of monsters whose combined original HD is/are equal to the illusionist's level. Shadow Monsters take double damage from silver weapons.

## Shadow Monster II

Spell Level: 15  
Range: 30 ft  
Duration: 1 round/level

Same as Shadow Monster I, but the shadow monsters summoned are have 40% of the original creatures HD. Also, their AC is increased to 8 [11]. With this version of the spell the illusionist may conjure a number of monsters whose combined original HD is/are equal to the illusionist's level X 1.5.

## Summon Shadow

Spell Level: 15  
Range: Near caster  
Duration: Until mission is complete

Similar to an Invisible Stalker spell, but summons Shadows instead. The number of Shadows summoned is equal to 1 + 1 per level over 5.

## Wall of Fog

Spell Level: 11  
Range: 60 ft  
Duration: Concentration

The illusionist creates an opaque wall of fog that blocks vision. The caster may choose to create the wall in a straight line running 60 ft in length and 20 ft in high or a circular wall with a 15 ft radius, also 20 ft in high.

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