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# **What is Illusion?**

Illusion is a potent and powerful school of magic with much of that power stemming from it’s unique identity among the various other schools.

While all other schools of magic on Mundus can be described as “Manipulating the essence of Aetherius in order to affect change in the material” only the subtle school of Illusion can weave its works without the necessity of such change, bending the minds, wills, and sometimes even the hearts of its victims in ways that only Illusion can.

Within these pages, an aspiring Illusionist will find all the knowledge needed to take their skills to the next level.

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# **New Mechanics**

Delusions

Delusions are special psychosomatic versions of other traits, conditions or effects usually caused by either the illusion school or madness. These delusions function as the standard effect except they are psychosomatic in nature and as such cannot be treated in the standard ways for such effect. They also are incapable of causing direct damage to a target; however, they may still cause indirect damage (if a Mer were to gain the flyer delusion and jump from a cliff the result is indirect damage).

Delusions have a specified duration but can be ended sooner if the target is affected by the 'Dispel Madness’ spell detailed in the spells section. Generally speaking, a spell effect starts a delusion but does not sustain it and as such the Mysticism spell Dispel will have no effect.

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# **Spells**

* *Dispel Madness*

*“Many novice illusionists quickly become overwhelmed by the extent of their newfound power, this spell is specifically for those such times”*

***Direct, Potion***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 6 | 10 | 14 | 18 | 22 | 26 | 30 |
| ***SP Str*** | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

Effect

Removes all madness effects of [Spell Strength] level (determined by the spell that caused them) or lower from the target (within 10m of them). The caster must not be under any delusions, illusion spell or potion effects or other effects of madness or this spell instead replaces the target’s current such effects with that of the caster. Constant enchantments causing such effects reactivate after 1d4 rounds.

* *Compel Madness*

*“It is feared among Men and Mer of reason that a potent enough frenzy spell might very well have the capability to damn a soul to an afterlife of the Asylums… While this isn’t exactly frenzy, it certainly does the trick”*

***Direct, Potion, Brew\****

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 17 | 24 | 31 | 38 | 45 | 52 |
| ***SP Str*** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

Effect

Target must make a Willpower test of [Spell Str] or the target gains a Delusion (Trait) based madness effect of the caster’s choice. This effect cannot directly harm the target. The effect if untreated lasts for a day per the spell’s level or lasts until treated if the spell level is higher than six.

\*Potions with the Brew subtype can be used as poison brews

* *Glamour*

*(Provided by TutorialTuna)*

*“This spell is rather rare in modern times due to its*

*ability of impersonation. While a very useful tool for nightblades it has gotten a bit of a bad reputation after Jagar Tharn used it to usurp the empire.”*

***Upkeep***

| ***Level*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 15 | 20 | 25 |
| ***SP Str*** | 1 | 2 | 3 | 4 |

Effect

The caster can alter aspects of themselves for a period of time. You may select “Sp Str” features from the list below. The effect lasts for 1 hour. Those that can detect magic will sense a spell upon the glamoured target. You can use this spell to adopt the visage (not the stats) of any medium or small sized humanoid creature that the caster has seen before.

* Change Appearance
* Change Voice
* Change Gender
* Create Tactile Illusion
* *Clairvoyance*

*(Provided by TutorialTuna)*

*“This is a minor form of divination used to aid in searching for things.”*

| ***Level*** | ***1*** | ***3*** | ***5*** | ***7*** |
| --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 10 | 13 | 16 |
| ***SP Str*** | +10 | +20 | +30 | +40 |

Effect

The caster gains a “Sp Str” bonus on skill tests made to locate something or someone. The caster must have prior knowledge of whatever they are searching for. Such as finding the best path to get to a location that the caster knows of, following tracks that they have found, and searching for an item that they know exists. This spell lasts for 1 minute.

* *Command*

*(Provided by TutorialTuna)*

*“This spell is used by witches and warlocks to make slaves of the weak minded.”*

***Direct, Upkeep, Mindlock (1)***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 15 | 19 | 23 | 27 | 31 | 35 | 39 |
| ***SP Str*** | +30 | +20 | +10 | +0 | -10 | -20 | -30 |

Effect

The caster may select a target within 10m of them. This target must make a “Sp Str” Wp test. If they fail, they become bound to the caster (*Gain the Bound Trait*)

This spells effect lasts for 3 rounds and each time the caster upkeeps the spell, the victim may remake the Wp test for free.

* *Induce Amnesia*

*“A powerful enough Illusion mage can influence not just a person’s perceptions of the present, but those of the past as well”*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 8 | 17 | 25 | 33 | 41 | 49 | 57 |
| ***SP Str*** | 5 min | hour | day | week | Month | Year | Special |

Effect

The target (within 10m of you) makes a standard Willpower Test. If they fail, they lose their memories of the last 1d4 [spell str] This is a madness effect. .When casting the spell before the resist test is rolled you may choose to give the target +30 to their test, if they still fail, you may instead replace the lost memories with memories of your own design. If [spell level] is above 6 the target loses all their memories. If [spell level] is above 6 and the caster successfully replaces the target’s memories this is no longer a madness effect.

* *Compulsion*

*“A person’s perception is their reality, you breathe because you believe you must and eat and drink just the same- now my plans for you become your own reality”*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 9 | 13 | 17 | 21 | 25 | 29 | 33 |
| ***SP Str*** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

Effect

The target (within 10m of caster) makes a Willpower Test of [Spell Str]. If they fail, They succumb to a compulsion of the caster’s choice. This compulsion is a delusion as well as a madness effect and as such cannot be an action that would directly harm the target. Each time the target performs the compulsion they may attempt the resist test again directly beforehand. Each compulsion has a trigger and an action and it is up to the GM just how elaborate they can be. The Target at the time of the trigger attempts to perform the described action as if their life depended on it, if the action is impossible they lose 1 SP. The described action cannot be by its nature impossible. If the spell is above sixth level the compulsion can harm the target.

* *Supplant Identity*

*“A person’s identity is their own, a unique tapestry of their perceptions and the perceptions of others and in that regard, a person’s identity is also mine, if I so see fit.”*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 10 | 15 | 20 | 25 | 30 | 35 | 40 |
| ***SP Str*** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

Effect

The target (within 10m of caster) makes a Willpower Test of [Spell Str]. If they fail, the target and all those around the target perceive them to be the caster and at the same time the caster and all those around the caster perceives the caster to be the target. When the target fails their resist test the caster makes a Willpower Test of their own and marks their DoS, while under the effects of this spell all parties affected add 10 per DoS to all rolls made to appear as the person they have been glamored to be and subtract 10 per DoS from all rolls made to appear as anyone else including their original identity.

When casting this spell, if the caster so chooses they can cast a one-sided variant that functions the same.

* *Phantom Amputation*

*“The Phantom Amputation is quite the curious spell, used in pranks as much as in war, it is both effective and debilitating.”*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 7 | 12 | 17 | 22 | 27 | 34 | 41 |
| ***SP Str*** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

Effect

The target (within 10m of caster) makes a Willpower Test of [Spell Str]. If they fail, The caster rolls to see which area of the target is effected. The target wrongfully believes that the affected area has been severed and as such loses function as if it truly were lost. If the head is rolled the caster decided eyes or ears and all such organs are affected, if the body is rolled, roll again. This is a Delusion as well as a madness effect.

* *Zero-Sum*

*“A deadly hypothesis to understand”*

***Direct***

| ***Level*** | ***8*** |
| --- | --- |
| ***Cost*** | All |
| ***SP Str*** | -40 |

Effect

Only a Grandmaster should attempt to cast this spell. It is mandatory to ask your GM before deciding to learn it as it’s power is not for every game. The target (within 10m of caster) makes a Willpower Test of [Spell Str]. If they fail, the Caster influences their perception to reveal to them the hidden truth of the world as well as to force them to reject it, causing the phenomenon known as “Zero-Summing” wherein the affected cease to exist. In order to accomplish this the caster must know and understand that truth as well, meaning regardless of if the spell is successful in affecting it’s target, the caster will Zero-Sum, the effect on the caster is one of proper understanding and not magic, therefore it cannot be prevented by dispel magic, spell absorption, reflect magic or any other known means.

* *Slumber*

*“What is a dream if not reality at least for the time of the dreamers slumber? What is reality if not perception? What is perception if not an illusion”*

***Direct, Upkeep, Potion, Poison***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 5 | 9 | 13 | 17 | 21 | 25 | 29 |
| ***SP Str*** | +30 | +20 | +10 | +0 | -10 | -20 | -30 |

Effect

The target (within 10m of caster) makes a Willpower Test of [Spell Str]. If they fail, they fall into a forced sleep, always lowering themself prone before doing so. Upon taking any amount of damage, the target can make an attempt to resist anew for free with a +10 bonus to their roll for every 3 points of damage. They always wake up if this damage equals or exceeds their WT.

* *Waking Nightmare*

*“You and what army?” -Unnamed Bandit, about to regret his choice of words.*

***Direct***

| ***Level*** | ***1*** | ***2*** | ***3*** | ***4*** | ***5*** | ***6*** | ***7*** |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ***Cost*** | 14 | 23 | 32 | 40 | 47 | 53 | 65 |
| ***SP Str*** | +20 | +10 | +0 | -10 | -20 | -30 | -40 |

Effect

The target (within 10m of caster) makes a Willpower Test of [Spell Str]. If they fail, they are attacked by a phantom only they can see. The phantom has the stats of a creature of threat rating Minor for spell strength 1-2 major for 3-4 and deadly for 5-6 with even spell strength stats being used for group threats. Spell str of 1 higher allows for 1 additional phantom to be summoned 2 higher is 2 additional and so on.

# **Rituals**

## **Rite of the First Dream**

The secret of creation is an alluring one, but inevitably a mage or two will always believe they have found the way, this is said to be one such way. This ritual can be learnt as a 7th level spell, though the spell tome is exceedingly rare and considered a joke even among most established illusionists, That being said, if one is wise or gullible enough to see it’s value and determined enough to seek it out, it can be found.

This ritual requires intense meditation during which the caster performs no actions other than catering to their own basic needs for a span of at least one full month. Doing anything more than this will undoubtedly cause the rite to fail.

During the meditation, the caster weaves powerful illusions in order to completely convince themselves that their creation does in fact exist, but more importantly, in order to convince the world and the creature itself that it exists.

To perform this ritual the caster must supply 250 Drakes worth of materials to use as the ritual foci.

At the end of the three months, the caster makes a single Willpower test of -40 and if successful the ritual is a success, if unsuccessful the materials are wasted.

If successful the caster has created a new type of sentient life (with a black soul) with base characteristics of (20 + 1d10) per characteristic and an appearance of the caster’s choosing. The race has a number of traits up to the caster’s DoS or twice that if a critical success. The caster then adds the 7th level spell Create: [Race Name] which can be used in place of this ritual to create more members of this race to their list of known spells, but this spell cannot be taught to others.

When created, members of the new race are only just born, but once grown can reproduce on their own as the other races can.

## **Rite of the Unbound**

Requires: training in Illusion and Enchant to Attempt

In ernest assertion that Illusion is in fact the most powerful school of magic, the Khajiit mage Dro’han-Dar is credited with formulating this most ambitious of rites; after which time, he mysteriously vanished. It is unknown if these two events are connected.

This rite was meant to be a challenge to the dark art of Necromancy and a boast on the part of all Illusionists that one need not compromise morals nor risk or corrupt their soul to accomplish an immortal existence, as such this rite is sometimes jokingly referred to as “The Lich-Bane” by scholars.

In simple terms, the caster is attempting to rid themselves of their limited mortal forms by projecting the entirety of their consciousness and unconsciousness (collectively their identity) into the world in order to leave an impression of themselves upon it.

The first stage of the ritual is to imbibe a high level potion of Dispel Madness. It is unknown just what potency will suffice, but it is assumed to be best to err on the high side. This step will be repeated at first dawn’s light each day for the duration of the ritual.

The second step begins the very same day; during which time the caster uses the “Imbue Amnesia” spell of a high level to attempt to Imbue upon Nirn itself the caster’s very identity. If this step is performed in an area of weakness to magic that may prove helpful. This step is repeated for a week straight at least once a day.

The third and final step begins at first dawn’s light the day after the second step is completed and just after imbibing the 8th potion of dispel madness. During this stage, the caster casts Imbue Amnesia again, this time on themselves, this casting must be of at least 7th level as the caster is voluntarily ejecting their identity out into nirn and must also be performed on the same spot as every other casting in this ritual.

If any of the potions backfire this ritual fails. (The caster will know at that time and can avoid this failure by drinking a copy of the potion within the same minute that does not backfire)

If any of the casts of Imbue Amnesia are resisted this spell fails. (The caster will know at that time and have to start over from step one) When resist testing for Nirn itself, use the Caster’s Willpower value.

If the final casting of Imbue Amnesia is resisted it still takes effect as normal, removing all of the caster’s memories (and skills and known spells and talents etc, which may make it best to retire the character) but the ritual has failed.

If the ritual is a success the Caster becomes “Unbound” gaining the “Unbound” trait.

**Unbound (Trait):** The creature has no physical form and exists in the world as pure consciousness, losing the ability to interact with the world aside from through use of their magic skills, their telepathy trait and/or their telekinesis trait if such are applicable at the time of their unbinding and can only cast spells if they have the thought-caster Talent. The creature is damaged by Imbue Amnesia for 5 points of damage per spell level with no roll to resist, but healed by Dispel Madness for 5 points per spell level. The Creature is still affected by illusion magic, but is immune to most other schools of magic. If a creature with the trait uses the command spell successfully they gain full control over the target(s) for as long as the spell lasts and lose this trait, they use the target’s stat block for this duration, but retain access to their spells known as well as any Telekinesis or Telepathy they possess, while controlling the target, all damage done to the target is taken from the creature’s HP as well at a rate of 2:1 (2 being the target, but is multiplied by the number of targets), the same goes for fatigue.

Errata: Those with the Unbound Trait being no longer bound to flesh, may move on their turn to a space up to their speed away in place of their movement. They must be aware of the location they will appear in. Additionally, as they have no form, they have no form for the forces of, well, force to work upon; therefore, moving up in this way in a mimic of flight is entirely possible.

## **Rite of Mental Fortitude**

Requires: Training in Illusion, Enchant and Conjuration to attempt.

For what can an Illusionist boast if not a strong mind, and fortified at that. This is one such fortification, woven with inspiration from both the enchantment and the conjuration schools.

This rite endeavors to entwine the metaphysical identities of even the humblest of mages to that of the mightiest of warrior’s armaments. Through the use of advanced enchanting principles and potent illusion conceptions such as perception and collective belief this rite allows the caster to ne’er be without arms.

Mechanically, if done correctly, the caster will be able to for 3 AP create or dispel a manifestation of the target arms and armaments that this ritual leaves embedded in their own subconscious, to that, this rite is very similar in practice to the art of summoning bound weapons and armor, but differs only in it’s execution.

To utilize this ritual one must create what is known as a “Metaphysical Armory”.To accomplish this, one must acquire the actual physical arms and armaments one desires, this can be done all at once or piece by piece, but no more than one of each type (gauntlet, helm, individual jewelry and adornments etc) and either one two handed weapon, two one handed weapons or a single one handed weapon and a shield can exist in this armory at once.

To create a Metaphysical Armory, one must acquire the actual physical pieces as stated above and then perform the following: provide materials not including the target arms and armaments of at least 150 drakes value per piece and have at their disposal a filled soul gem of the appropriate size to be used to power the ritual. (Constant Enchantment rules in core rule book)

The level of the ritual is treated as spell level equal to the number of individual pieces with any valid combination of weapons or weapons and a shield counting as one piece.

One must then spend a full 24 hours bombarding the pieces with telepathic messages (the telepathy trait has to be of equal level to the ritual) while the pieces are soaking in a vat of potion of compel madness.

After 24 hours, if successful, the pieces will themselves begin of their own accord to bombard the caster with maddening messages of the same kind. The caster must make a standard willpower test with a cumulative -10 for each piece. If the caster fails they gain a random delusion (or one of GM’s choice) and the ritual fails, the armor is now cursed and cannot be used with this ritual again, it will grant the wearer the same madness as it did the caster for as long as it is worn. If successful; however, the caster should then take hold of the individual pieces one at a time while telepathically calling out to them once more.

At this time, make a final Willpower test of the same difficulty and downside as the previous and if successful the armor will lose it’s.physical bonds to cling tightly to the psyche of the caster, the ritual having been successful.

# **Talents**

Interdisciplinary Delusions

*Through use of creative Illusion magics you have gain the ability to produce variations on limited spells of other*

*magical disciplines.*

**Expert (Willpower)**

You gain access to the Mindfire spell variant, the Placebo spell variant, as well as the ability to cast an Enhanced version of the spell “Paralysis”.

When using Mindfire you may choose any elemental destruction spell except you cast it with your Illusion skill. This spell inflicts the burning [Spell Level] Delusion. To cure the delusion treat X as in Delusion: Burning (X) as spell level.

When using the Placebo spell treat it as a restoration school’s healing spell except for each level instead of healing remove the effects of one level of fatigue from the target for 5 minutes per level of the spell. Dispel Madness removes this effect as if it were a Delusion.

When using Paralysis in this fashion, it is cast and functions the same way as the base version, but is not cured by usual effects as the victim’s woe’s are psychosomatic and thus must be treated with a Dispel Madness effect.

Master of the Mind

*Your Illusions have become so great the phantoms of your imagining can now fool even the unfoolable.*

**Master (Willpower)**

Your Illusion spells bypass immunity and can now affect mindless targets.

Touched by the Skooma Cat

*You have become an adept in the ways of madness.*

**Adept (Willpower)**

Your spell effects that cause Delusions are harder to resist. Each resist test is made with an additional -10.

Echoes of Madness

*Like an earwig the madness marches over your psyche, like a war-drum it calls, it rumbles with an exquisite, rhythm, an anthem of lunacy.*

**Journeyman (Willpower)**

Your spell and potion effects that cause Delusion or other forms of Madness are harder to remove. Instead of being removed by Dispel Madness they are suppressed for 1d4 days unless during the time they are suppressed the affected also comes into contact with another Dispel Madness effect of at least 1 level higher.

Potent Madness

*Your touch corrupts the blooms of thought, as salt to the soil your taint never leaves*

**Master (Willpower) Requires and Replaces “Echoes of Madness**

The Delusions your spell and potion effects cause can never truly be Dispelled, Always returning in 1d4 days, but can be quelled by a steady intake of Dispel Madness effects so long as that intake is constant.

# **Spell Creation Rules: (WIP)**