

OPEN ESSENCE 3.1.6

LESSER ILLUSIONS

Lvl	Spell	Area of Effect	Duration	Range	Type
❑ 1)	Ventriloquism	1 point	C	100'	E
❑ 2)	Sound/Light Mirage	10'R	10 min/lvl	100'	E
❑ 3)	Taste/Smell Mirage	10'R	10 min/lvl	100'	E
❑ 4)	Illusions II	10'R	1 min/lvl	100'	E
❑ 5)	Phantasm I	10'R	1 min/lvl (C)	100'	E
❑ 6)	Light Glamour	1 object	1 day/lvl	50'	E
❑ 7)	Waiting Illusion II	10'R	varies	50'	E
❑ 8)	Illusions III	10'R	1 min/lvl	100'	E
❑ 9)	Phantasm II	10'R	1 min/lvl (C)	100'	E
❑ 10)	Waiting Phantasm II	10'R	varies	100'	E
❑ 11)	Waiting Illusion III	10'R	varies	100'	E
❑ 12)	Phantasm III	10'R	1 min/lvl (C)	100'	E
❑ 13)	Illusions V	10'R	1 min/lvl	100'	E
❑ 14)	Waiting Illusion IV	10'R	varies	100'	E
❑ 15)	Waiting Phantasm III	10'R	varies	100'	E
❑ 16)	Waiting Illusion V	10'R	varies	100' E	
❑ 17)	Phantasm IV	10'R	1 min/lvl (C)	100'	E
❑ 18)	Waiting Phantasm IV	10'R	varies	100'	E
❑ 19)	Illusions VII	10'R	1 min/lvl	100'	E
❑ 20)	Waiting Illusion VI	10'R	varies	100'	E
❑ 25)	Phantasm V	10'R	1 min/lvl (C)	100'	E
❑ 30)	Illusions X	10'R	1 min/lvl	100'	E
❑ 50)	Phantasm X	10'R	1 min/lvl (C)	100'	E

LESSER ILLUSIONS

- Ventriloquism** — Caster can speak and his voice will appear to come from any point that he wants within 100' (point must be in his field of vision).
- Sound/Light Mirage** — Creates any simple, immobile image, scene, or sounds in an area up to 10'R, **or** creates a set of immobile sounds in an area up to 10'R.
- Taste/Smell Mirage** — As *Sound/Light Mirage*, except creates a set of immobile smells in the area of effect, **or** a set of immobile tastes in the area of effect.
- Illusions II** — Creates a simple, immobile image or scene up to an area of 10'R. One of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, or **d)** the radius of the area of effect can be doubled. All parts of the area of effect must be within the range of the spell (and all parts of the range must be in the caster's field of vision).
- Phantasm I** — Creates the image of one object or being that will move however the caster wants (as long as the caster concentrates). When the caster stops concentrating, the image remains but stops moving. The caster may resume concentration again later and make the image move again (presuming that the duration has not expired). The image can be of any size that would fit in a 10'R.
- Light Glamour** — Changes the visual appearance of one object. The target can be no larger than 10 pounds per level.
- Waiting Illusion II** — As *Illusion II*, except it can be delayed up to 24 hours. At the time of casting, the caster must decide upon the trigger for the spell. The caster can choose one of the following: **a)** time period, **b)** specified movements, **c)** specified sounds, **d)** specified smells, **e)** specified tastes. If a sense is used to trigger the spell, that sense must be included in the illusion.

- Illusions III** — As *Illusion II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
- Phantasm II** — As *Phantasm I*, except one of the following options may also be chosen: **a)** an extra sense can be added (not the tactile or *Presence* senses), **b)** the duration can be doubled, **c)** the range can be doubled, **d)** the radius of the area of effect can be doubled, **e)** another image can be created and moved independently of the first (all separate images must be within the caster's field of vision and within range of the spell), or **f)** limited repetitious sounds, movements, etc can be added that do not require concentration of the caster (the proper senses involved must also be included with the illusion).
- Waiting Phantasm II** — As *Phantasm II*, except it can be delayed as in *Waiting Illusion II*. The phantasm will move and act if given a simple command (at the time of casting), or it can deliver a short speech (if sound was one of the included senses).
- Waiting Illusion III** — As *Waiting Illusion II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
- Phantasm III** — As *Phantasm II*, except two options may be chosen. See the notes below for guidelines on how to combine the options.
- Illusions V** — As *Illusions III*, except four options may be chosen.
- Waiting Illusion IV** — As *Waiting Illusion III*, except three options may be chosen.
- Waiting Phantasm III** — As *Waiting Phantasm III*, except two options may be chosen.
- Waiting Illusion V** — As *Waiting Illusion III*, except four options may be chosen.
- Phantasm IV** — As *Phantasm III*, except three options may be chosen.
- Waiting Phantasm IV** — As *Waiting Phantasm III*, except three options may be chosen.
- Illusions VII** — As *Illusions III*, except six options may be chosen.
- Waiting Illusion VI** — As *Waiting Illusion III*, except five options may be chosen.
- Phantasm V** — As *Phantasm III*, except four options may be chosen.
- Illusions X** — As *Illusion III*, except nine options may be chosen.
- Phantasm X** — As *Phantasm III*, except nine options may be chosen.

SPECIAL NOTES

- See Section 7.1.27 for more on Illusions.
- If more than one option can be added to the *Illusion* or *Phantasm* spell, the same option may be chosen more than once. For example, with an *Illusion III*, two options are available. The range could be doubled once to 200' and then doubled again to 400'.
- The sense aspects of the illusion (mirage or phantasm) are actually created (no RR) and detecting that it is an illusion can normally be accomplished only through spells or through the use of a conflicting sense. Even after the illusion is detected, it still exists (but the detector knows that it is not real).