

# ILLUSIONIST

**Requirements:** Minimum DEX 9

**Prime requisite:** INT

**Hit Dice:** 1d4

**Maximum level:** 14

**Armour:** None

**Weapons:** Dagger

**Languages:** Alignment, Common

Illusionists are adventurers who study the arcane arts of illusion and deception. Through this study, they have learned to cast magic spells.

## Arcane Magic

See *Magic* in *Old-School Classic Fantasy* for details on arcane magic.

**Magical research:** An illusionist of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an illusionist reaches 9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the illusionist class, as judged by the referee.

**Spell casting:** Illusionists carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the illusionist's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level illusionist has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to illusionists is in *Advanced Fantasy: Magic*.

**Using magic items:** As spell casters, illusionists are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands). They are, however, not able to use magic items with effects that cause direct damage (e.g. a wand that shoots fireballs).

## Combat

Illusionists can only use daggers and are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

## After Reaching 11th Level

An illusionist may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the illusionist.



## Illusionist Level Progression

Level	XP	HD	THACO	Saving Throws					Spells					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19 [0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2d4	19 [0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6d4	17 [+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3	3

\* Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;

**P:** Paralysis / petrify; **B:** Breath attacks;

**S:** Spells / rods / staves.

