

Flim Flam!

More options for Advanced POCKET
Created by Kaya Kurdak

This supplement adds four new types of magic: Psionic, Occult, Illusion, and Trickster, along with the following classes:

Smashy: Battlemind, Blackguard

Versatile: Vampire (Vampire Lord), Warlock

Magical: Archivist, Illusionist, Necromancer, Psion

Several variants for existing classes have also been added:

Monk: Master of the Forbidden School, Taiji Shadowboxer

Rogue: Beguiler, Investigator, Jester

Theurge: Haruspex, Mystic, Witch

Finally, rules for domains abilities have been added.

New Races

Human (Variant)	You get a Domain of your choice. +2 to any skill.
Cat-Folk	Darkvision and a strong sense of smell. You take 1/4 the damage from falling and always land on your feet. +2 Subterfuge.
Deviltouched	Darkvision. Fire resistance. May cast <i>Hellfire</i> 1/day (Occult-6). +2 Subterfuge.
Dvergr	Darkvision and dazzled by sunlight. 1/day, you may psionically cast <i>Enlarge</i> : You become a large creature for 1 minute - your reach and damage die increase by one. +2 Athletics or Subterfuge.
Half-Giant	<i>Stomp</i> 1/day: Move action, psionic/Blast 35, centered on self/DC 16 Physical save negates/targets on ground fall prone. +2 Athletics, +1 Lore.
Immortal	1/day as a reaction, you may negate all damage you receive for one round. You rarely need to eat and have no maximum lifespan. +2 to any skill.
Mantid	You have four arms, but two are too small to fight with. +3 to Athletics checks made to jump. You don't sleep. +2 Athletics.
Migou	Darkvision. You can camouflage yourself perfectly with your surroundings by changing your skin coloration. Detection spells don't work on you. +2 Subterfuge.
Mycete	Darkvision. You may eject spores 1/day; as <i>Liverwort Extract</i> (Poison-5). +1 Lore.
Pixie	You're tiny. Your melee attacks do -2 damage (minimum 1). You can fly your speed. +2 Subterfuge.
Triton	You can swim your speed and breathe in water just as well as on land. +2 to any skill.
Whisper Gnome	You're small. Darkvision. You can cast <i>Silence</i> (Illusion-4) 1/day. +2 Subterfuge or Lore.

New Classes

Archivist

Magical, d6 Hit Die, +2 BWAM with small weapons, +0 BWAM with weapons larger than small, +4 Lore, +2 Physical, +6 Mental

Spellcasting: You may choose to either be a **Divine** or **Occult full caster**; if you choose the latter you gain Darkvision. When choosing spells, you may choose 3 different spells instead of 2, but each may still only be cast once.

Ancient Knowledge 3/day: As a minor action, you may make a DC 15 Lore check about a chosen target or, at the GM's discretion, a type of monster; on a success, until your next rest you get an additional +3 to hit and deal an extra 1d8 damage with all weapon attacks against them.

Failing the check doesn't expend a daily use of this power, but you may not retry it on the same target or type of target until you've taken a short rest. At the GM's discretion, you may forego making the check if you know an important or relevant piece of information about the target.

Battlemind

Smashy, d10 Hit Die, +6 BWAM, +4 Athletics, +4 to both Physical and Mental saves

Spellcasting: You are a **Psionic half caster.**

Teleportation: You may teleport 30 ft 3/day as a move action.

Blackguard

Smashy, d10 Hit Die, +6 BWAM, +4 to skill of choice, +6 Physical, +0 Mental

Spellcasting: You are an **Occult half caster.**

Smite: In exchange for one of your daily castings, after hitting a target with a weapon attack you may deal 1d6 extra necrotic or poison damage

Poison Brewer: You may spend 1 week of downtime to brew an Assassin Poison rolled from the table, which doesn't denature. Also, you start with one poison rolled from the table.

Other Traits: Darkvision. You are vulnerable to radiant and psychic damage.

Illusionist

Magical, d6 Hit Die, +2 BWAM, +4 to Subterfuge or Lore, +2 Physical, +6 Mental

Spellcasting: You are a special **Arcane half caster**, who roles on your own list of Illusion spells. Like other half casters you roll twice on your table every long rest, but unlike other half casters, when you roll for your spells you may cast 4 spells that day. Alternatively, you may forego rolling to instead choose 1 spell to be able to cast once that day.

You always have *Prestidigitation* and *Freeform Illusion* prepared, and can cast both for free 1/day.

Necromancer

Magical, d6 Hit Die, +2 BWAM with small weapons, +0 BWAM with weapons larger than small, +4 to either Subterfuge or Lore, +0 Physical, +4 Mental

Spellcasting: You are an **Occult half caster.** You are always treated as having the Occult spell *Animate Dead* prepared, and can cast it for free 1/day.

Other Traits: You have Darkvision. You start with a single *Bound Zombie (humanoid)*. See page 4 for more.

Undead Traits (Optional): If you wish, you may choose to have turned into an Undead creature yourself, in which case you gain poison immunity, cold and electricity resistance, and vulnerability to radiant damage. Like other undead, you are damaged by positive energy (such as most healing magic), and are healed by necrotic damage. You don't need to breathe but do need to sleep.

Psion

Magical, d6 Hit Die, +2 BWAM, +4 Lore, +2 Physical, +6 Mental

Spellcasting: You are a **Psionic full caster**. 1/day you may cast a psionic power from 1-10 for free.

Psicrystal: You have a linked *Psicrystal*. See page 3 for more.

Vampire

Versatile, d8 Hit Die, +4 BWAM, either +2 in any two skills or +4 in one, +4 to both Physical and Mental saves

Vampire Traits: You have Darkvision and cold, electricity, and poison resistance. You don't need to breathe but do need to sleep, often doing so in some sort of coffin. You do not heal automatically during short rests, and instead must heal through necrotic damage or by drinking blood, perhaps from a willing ally.

Vampire Vulnerabilities: As a Vampire, you have a lot of inherent weaknesses.

- You are vulnerable to radiant damage and damage from silvered or mithril weapons.
- Like other undead, you are damaged by positive energy (such as most healing magic), and are healed by necrotic damage.
- You become dazzled and take 4 radiant damage per turn when your skin is exposed directly to sunlight. This includes your radiant vulnerability.
- You take 1d10 acid damage per turn when exposed to holy water.
- Although you take no damage from them, you recoil from garlic, mirrors, and holy symbols.
- Other weaknesses, like difficulty entering buildings or crossing running water are at the GM's discretion.

Blood Drain: As a natural melee attack with a base modifier of +4, you can suck blood to deal 1d10 necrotic damage to a target, and heal the amount of damage dealt as HP.

Vampiric Spellcasting: You can cast *Spiderclimb* 1/day and *Darkness* 1/day (Arcane-8,4).

Animal Transformation: You can speak to bats, rats, and wolves. 1/day you can turn into either a bat, a rat, or a wolf for up to 30 minutes. In animal form your numeric stats don't change, nor do you gain any new natural attacks, although you may still drain blood as normal.

Vampire Creation: You may choose to create a new vampire from a corpse killed by your *Blood Drain*, by injecting the new vampire with some of your own limited supply of true blood, thus permanently decreasing your maximum HP by 4. You may exert a certain degree of control over the new vampire for 1d12 days, after which point the new vampire becomes independent.

Vampire Class Variant: Vampire Lord

You may swap your *Animal Transformation* powers with the ability to cast a single spell 1/day; at character creation choose from either *Armor of the Dark Evangel*, *Gaseous Form*, or *Dominate Mind* (Occult-8,19,14).

Alternatively, you may give up your both your *Animal Transformation* and *Vampiric Spellcasting* abilities to instead become an **Occult half caster**.

Warlock

Versatile, d8 Hit Die, +4 BWAM, +4 to skill of choice, +4 to both Physical and Mental saves

Spellcasting: You may choose to either be an **Arcane** or **Occult half caster**. If you choose to be an Arcane half caster you are always treated as having *Prestidigitation* prepared, and in addition to casting it normally, you may do so 1/day for free.

Eldritch Blast: You can cast the unique arcane spell *Eldritch Blast* at-will.

Binding Pact: Choose a Domain; this represents the nature of the being who granted you your abilities.

Pact Weapon: You may designate a melee weapon as your pact weapon; you can summon and dismiss your pact weapon at will, and it can be used as an implement to cast spells with.

Other Traits: You have Darkvision.

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- * **Eldritch Blast:** You fire a large ball of force. +4 ranged/1d8 force damage/can be used for opportunity attacks.
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Psionic Powers

Psionic casters derive their powers from sheer force of psychological will. Psionic casters rarely use implements, although the Psion's *Psicrystal* is perhaps semi-analogous.

- 1 **Psychokinesis:** You telekinetically animate a small object for up to 10 minutes.
- 2 **Body Equilibrium:** For 1 hour you're immune to pushes, grabs, and pulls, and may move across tricky surfaces such as ice, quicksand, or water as if they were solid ground.
- 3 **Tongues:** For 1 hour you speak and understand the spoken languages of any sentient creatures.
- 4 **Ectoplasm:** You channel a ball of sticky astral liquid. Ranged/DC 18 Physical save or target becomes immobilized - DC 18 Athletics check to escape entanglement.
- 5 **Suggestion:** DC 16 Mental save - you influence the actions of a target creature by suggesting a course of activity (just a sentence or two). It can't be obviously harmful to the target, or against the target's nature. Lasts 4 hours or until the task is done.
- 6 **Psychometry:** You touch an object and are able to look into its past. You are able to see everything that has happened within 10 ft of the object in the last month.
- 7 **Eye of the Wicked Lord:** DC 20 Mental save negates, you and the target must be able to see each other/You give your foe an imperfect, unfocused glimpse at the possible futures in store; confusing them for 1 minute.
- 8 **Agitate Matter:** You concentrate hard to create and/or control a flame for up to 10 minutes, or to heat metal, melt ice, etc.
- 9 **Inertial Barrier:** You gain resistance to all physical damage for 1 hour, as a thin psychokinetic layer forms over your body.
- 10 **True Sight:** For 1 hour the subject can see through illusions, invisibility, and magical effects used to change or conceal appearance, including shapeshifting.
- 11 **Ego Whip:** Ranged attack/DC 15 Mental save for half damage/2d8 psychic damage.
- 12 **Demoralize:** Enemies within 30 ft. must make a DC 18 Mental save or be shaken for 10 minutes.
- 13 **Energy Beam:** +8 ranged/deals your choice of 1d6 fire, cold, electricity, or sonic damage. Fire and cold do +2 damage; electricity has a +3 bonus to attack targets wearing metal; and sonic has -2 to hit, can shatter objects, and deals +4 damage against creatures made from stone or similar materials.
- 14 **Sending:** You telepathically send a 25 word message to any target on the same plane.
- 15 **Emerald Splash:** You conjure hundreds of fast-moving sharp crystals, which then disappear. Either blast 15 or ranged/+5/3d4 damage.

16 **Choke:** One target within 30 ft. who needs to breathe/DC 15 Mental or Physical save. On a successful save the target is dazed (ongoing). If they fail the save, the target cannot breathe in addition to being dazed, taking 2d8 damage per turn (ongoing).

17 **Empathic Shield:** For 1 hour whenever you take damage, the attacker immediately takes an equal amount of damage of the same type.

18 **Detect Thoughts:** Ranged/DC 18 Mental save negates/You read the surface thoughts of the target.

19 **Find the Path:** For 1 hour the subject can sense the direction to a specified destination, and how to get around minor obstacles in the way.

20 **Decerebrate:** Ranged 15 ft/DC 8 Mental save/you teleport out a piece of the target's brain, rendering them comatose. Without extreme healing, the target dies in 1d4 days.

Psicrystal

AC 18, HP 10, d4 HD

Immune to poison and necrotic.

Movement: 40 (fly) - Tiny

Skills: Athletics (-2), Subterfuge (+8), Lore (?)

Saves: Physical (+4), Mental (as owner's)



Evasion: A psicrystal takes no damage on a successful Physical saving throw.

Psychic Link: A psion can sense things and cast psionic powers through their psicrystal. There is no explicit range limit to these abilities, but in general it is infeasible to channel powers through a psicrystal that is more than a few hundred meters away. Psicrystals use their linked psion's actions to act.

Attacks against a psicrystal deal their damage and any other effects to the linked psion as well. If the psicrystal is destroyed, the psion takes an additional 2d6 damage. The psicrystal disintegrates, and reforms with 10 HP after the psion takes a long rest.

Other Traits: Psicrystals are technically intelligent, but difficult to communicate with, even for their bearer.

Occult Invocations

Due to its association with death and fiends, occult magic is disapproved of in many societies, and the practice of necromancy is often banned outright. Occult magic requires an implement or free hand.

- 1 **Fear:** Blast 35/All enemies in blast/DC 14 Mental save, or target is afraid, takes -2 to all d20 rolls for 1 minute, and if they can, they might try to flee from the caster.
 - 2 **Greenfire:** Minor action to cast. Your weapon is coated in green flames; the next time you hit with a melee attack, deal an extra 4 fire damage to both the target, and one other enemy adjacent to them as flames fly off the weapon.
 - 3 **Dark Flame:** You charge up a ball of purple fire. +6 ranged or melee/2d6 fire and necrotic.
 - 4 **Cloak of Flies:** For up to 1 hour you are surrounded by a swarm of venomous flies. +2 AC, and any adjacent creatures take 1d4 poison damage at the beginning of their turn.
 - 5 **Otherworldly Gaze:** For 1 minute you can see through any solid objects within 30 ft.
 - 6 **Hellfire:** +6 ranged, must target a mortal creature/1d10 fire (ongoing).
 - 7 **Darkness (occult):** You conjure 30 square feet of magical darkness for 10 minutes. Unlike the arcane version, even with darkvision others cannot see through this.
 - 8 **Armor of the Dark Evangel:** For 10 minutes you're coated in icy armor, gaining resistance to all damage except fire, radiant, and psychic. You deal 1d6 cold damage to any who touch you/hit you with a melee attack. Alternatively, you may cast **Tomb of Ötcius** to encase yourself inside a block of ice - you remain alive within, but it takes several hours for it to melt.
 - 9 **Touch of the Draug:** Your touch drains life. +7 melee, must target a living creature/2d6 necrotic, and you heal the damage dealt.
 - 10 **Ooze:** You conjure a 30 foot diameter puddle of foot deep ooze.
 - 11 **Evil Eye:** DC 18 Physical or Mental save negates, you and the target must be able to see each other/1d8 psychic damage and target is sickened for 1 minute.
 - 12 **Web:** You conjure up to 30 feet of sticky webs.
 - 13 **Command Undead:** Blast 30 against all undead in area/Automatically succeeds against unintelligent undead, while for intelligent undead a DC 13 Mental save negates/You have complete control over all targets for 10 minutes. Alternatively you may cast **Invisibility to Undead**, to make you and adjacent allies invisible to all undead for 30 minutes, so long as none of you touches any of the undead.
 - 14 **Dominate Mind:** DC 11 Mental save negates, you and the target must be able to see each other/You have complete control over the subject for 1 minute.
 - 15 **Black Tentacles:** You conjure a 20 ft diameter portal from which black tentacles rise and make attacks against anything in reach; +4/1d6 cold damage, and target is grabbed - DC 14 Athletics escapes. Lasts 1 minute.
 - 16 **Speak with Dead (occult):** A corpse answers 4 questions. Lasts for 10 minutes.
 - 17 **Crystalline Memories:** One sentient target within 30 ft/DC 14 Mental save negates/You remove a crystal containing the target's current thoughts and recent memories from their head, dealing 1d8 psychic damage. The crystal flies into your hand.
 - 18 **Shadowdance:** You jump into a shadow, and travel to another shadow within 500 ft.
 - 19 **Gaseous Form:** You transform into a gas for up to 30 minutes. In this form you may fly with a speed of 10 ft (more with wind), but otherwise are unable to interact with any physical items or cast spells. You are immune to poison and attacks made with non-magical weapons. You take healing normally, as well as force, radiant, psychic, necrotic, and ghost touch damage. You have resistance to all other damage types.
 - 20 **Commotio Cordis:** Melee, and you take 1d10 damage/DC 10 Physical save negates, must target a living, mortal creature/Target dies.
- * **Animate Dead:** You imbue a corpse with the energy of unlife, creating a temporary approximation of a spirit which reanimates the corpse into a semblance of life. The undead creature will obey simple commands from you, although the creature is mindless; its other stats are based on the creature in life, with added undead traits. The creature will last for 10 minutes, but can be made permanent with the use of a bound soulstone; you can create any number of these permanent undead and keep them under your control, but you can only have one of them actively animated at a time.

Bound Zombie (humanoid)

AC 11, HP 20, d10 HD

Attack (Bite) +6/1d10

Movement: 40 - Medium

Skills: Athletics (+4), Subterfuge (-2), Lore (-)

Saves: Physical (+4), Mental (+0)

Undead Traits: Poison immunity, cold and electricity resistance, and vulnerability to radiant damage. Damaged by positive energy (such as most healing magic), and healed by necrotic damage.

Other Traits: Although mindless, the zombie will obey its master's simple commands. It acts on its own initiative. A Necromancer can only have one bound undead actively animated at a time.



New Class Variants

Monk Class Variants

Master of the Forbidden School: You lose *Flurry*, but you gain the following traits:

Touch of Death: You can cast *Commotio Cordis* 1/day (Occult-20); if the target successfully resists the spell, you may choose to take the full 10 damage to avoid expending the ability, rather than the normal 1d10.

Life Drain: Once per turn when you kill a living creature you can heal 1d10 HP.

Taiji Shadowboxer: You lose *Acrobatics* and *Flurry*, but gain the following traits:

Internal Power: You are always under the effects of *Body Equilibrium* (Psionic-2); you're immune to pushes, grabs, and pulls, and may move across tricky surfaces such as ice, quicksand, or water as if they were solid ground.

Pushing Hands: Your unarmed attacks have the *Knockback* enchantment, letting you push any target you hit 5 ft; if you choose to deal half damage you can instead push them up to 15 ft.

Rogue Class Variants

Beguiler: You lose *Dodge* and *Sneak Attack*, but gain the ability to cast two 1/day spells rolled daily from a special d12 trickster list. As an Arcane caster you are always treated as having *Prestidigitation* prepared, and in addition to casting it normally, you may do so 1/day for free.

Investigator: You lose *Sneak Attack* and *Riposte*, but gain +4 to perception-related checks and *Ancient Knowledge* 3/day, as with the Archivist. You have a +4 modifier in Lore instead of Subterfuge.

Jester: You lose *Sneak Attack* and *Riposte*, but gain the ability to cast *Prestidigitation* at-will, and *Freeform Illusion* 2/day (Illusion-*). Like other Arcane casters, Jesters need a free hand or implement to cast spells.

Theurge Class Variants

The following class variants have access to different types of magic, but otherwise cast spells the same way a standard Theurge does. They also give up the ability to cast *Fly* 1/day.

Haruspex: You are an **Occult and Divine full caster**. You have Darkvision, and can cast *Augury* 1/day (Divine-17).

Mystic: You are an **Occult and Primal full caster**. You have Darkvision, and can cast either *Eye of the Wicked Lord* or *True Sight* 1/day (Psionic-7, 10).

Witch: You are an **Arcane and Primal full caster**. You always have *Prestidigitation* prepared, and can cast it 1/day for free. You can cast another spell 1/day; at character creation choose from either *Fly*, *Eye of the Wicked Lord*, *Augury*, or *Armor of the Dark Evangel* (Occult-8).

Domains

Clerics, Paladins, Sorcerers, and Theurges (and variants) may choose to lose one of their daily spell castings to gain a Domain ability, while **Warlocks** and **Variant Humans** get one for free. Each domain reflects some aspect of a character's deity, patron, or background.

Craft/Creation: You can cast *Mending* at-will (Artificer-*).

Chaos: When you cast a spell, roll a d8; on a 1 the spell goes off, but some magical mishap occurs, as determined by the GM. on an 8 the spell goes off, but you don't expend a slot

Commerce/Wealth: You gain +3 to commerce-related checks.

Darkness/Moon/Night: You gain Darkvision, and can cast *Darkness* 1/day (Arcane-4)

Death: You can cast *Speak with Dead* 1/day (Divine-18).

Divination: You can cast *Augury* 1/day (Divine-17).

Dragon: 1/day you can cast the unique arcane spell *Dragon's Breath* - Blast 30/DC 15 Physical save for half/1d8 acid, cold, electricity, fire, or poison.

Dreams: 1/day you can cast the unique psionic spell *Dreamwalk* - You look into and can influence the dreams of a sleeping creature. A DC 20 Mental save negates.

Fear/Tyranny: You can cast *Fear* 1/day (Occult-1).

Fire/Sun: You can cast *Burning Palms* 1/day (Arcane-16).

Fortune/Luck: 1/day you can re-roll a d20 roll.

Harvest/Hearth: You can cast *Create Food and Water* 1/day (Divine-1).

Healing/Life: You can cast *Cure Wounds* 1/day (Divine-4).

Justice/Law/Revenge: 1/day, when you're hit with an attack, the attacker takes damage equal to the amount you took.

Knowledge: You have +1 Lore.

Love: You can cast *Sanctuary* 1/day (Divine-7).

Nature: You can *Speak with Plants/Animals* 1/day (Primal-6).

Ocean/Water: You can cast *Water Breathing* 1/day and *Create Water* at-will (Primal-1,2).

Protection/War: You can cast *Shield of Faith* 1/day (Divine-15).

Secrets/Trickery: You have +1 Subterfuge.

Strength: You have +1 Athletics.

Travel: You can cast *Dimension Door* 1/day (Arcane-15)

Undead: You can cast *Touch of the Draug* 1/day (Occult-9).

Weather: You can cast *Control Weather* 1/day (Primal-19).

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Illusion

Illusion magic is technically a branch of arcane magic, and thus practitioners need a free hand or implement to cast.

- 1 **Fear:** Blast 35/All enemies in blast/DC 14 Mental save, or target is afraid, takes -2 to all d20 rolls for 1 minute, and if they can, they might try to flee from the caster.
- 2 **Fae Fire:** Blast 50 within 100 ft/outlines all creatures in area in colored light for 10 minutes, making them visible in the dark, and undoing invisibility, *Mirror Image*, and other concealing effects.
- 3 **Darkness (illusion):** 60 ft of darkness for 10 minutes.
- 4 **Silence:** For up to 10 minutes no sounds travel within 20 ft. of you.
- 5 **True Sight:** For one hour the subject can see through illusions, invisibility, and magical effects used to change or conceal appearance, including shapeshifting.
- 6 **Invisibility (illusion):** 2d4 subjects are invisible for 10 minutes, or until one attacks. Alternatively, you can become invisible for 10 minutes, and may attack freely.
- 7 **Phantom Mount:** You summon a *Phantom Mount*. The mount lasts for 1d6 hours.
- 8 **Rainbow Wall:** Creates a 15 by 15 wall. Captivates all creatures within 30 ft who can see it; DC 16 Mental negates. Wall lasts 1 minute; attacks end captivity.
- 9 **Wall of Knives:** Creates a 10 ft tall wall of whirling, semi-corporeal blades, up to 30 ft long in any shape. Passing through deals 3d4 damage. Lasts 1 minute.
- 10 **Mirror Images (illusionist):** You create three 1 HP illusions of yourself - you may cast this multiple times to create more illusions; attacks targeting you must roll for the chance to instead hit one of your illusions.
- 11 **Disguise:** You change a subject's appearance and clothing for up to 1 day.
- 12 **Prismatic Burst:** You spray a charge of blinding rainbow colors; Ranged or Blast 25 vs. targets that can see/DC 18 Mental save negates/Target is blinded (ongoing)

* **Freeform Illusion:** You create an insubstantial, illusory image. It can be up to 15 ft in size and lasts up to 1 hour. The illusion may involve any sensory components you'd like except for touch, and moves however you wish it to.

* **Prestidigitation:** Perform minor tricks for 10 minutes. Dancing lights, mage hand, conjuring sounds or smells, unseen servant, knock, etc. So long as they're relatively minor, be creative.

Phantom Mount

AC 18, HP 7

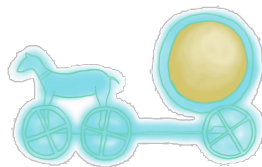
Movement: 100 - Large

Skills: Athletics (+8), Subterfuge (+8),

Lore (-)

Saves: Physical (+8), Mental (-)

Other Traits: Appears as any form the caster wishes. Floats above the ground, ignoring all difficult terrain. Has no hit die and can't be healed. Disappears in a puff of smoke when killed.



Trickster Magic

Trickster magic is the type of magic used by the Beguiler. It is technically a branch of arcane magic, and thus practitioners need a free hand or implement to cast.

- 1 **Detect Magic:** Detects and identifies spells, magic items, and other sources of magical energy within 60 ft. for 10 minutes.
 - 2 **Comprehend Language:** For the next 24 hours you can either understand a language you've heard in the last week, or can read a script you've seen in the last week.
 - 3 **Feather Fall:** Subject falls slowly until landing.
 - 4 **Darkness:** 30 square feet of darkness for 10 minutes.
 - 5 **Armor of the Magi:** +4 AC, or +2 AC and you have a 50% chance to redirect arrows. Lasts 1 hour.
 - 6 **Mirror Images:** You create two 1 HP illusions of yourself - you may cast this multiple times to create more illusions; attacks targeting you must roll for the chance to instead hit one of your illusions.
 - 7 **Solid Fog:** Blast 25/you create a cloud of fog, which for 10 minutes blocks sight, and reduces movement in the cloud to 5 ft. regardless of normal speed.
 - 8 **Spiderclimb:** Grants ability to walk on walls and ceilings for 10 minutes.
 - 9 **Sleep:** DC 13 Mental save, or the target falls into a magical slumber for 10 minutes.
 - 10 **Invisibility:** Subject is invisible for 10 minutes, or until they attack.
 - 11 **Disguise:** You change a subject's appearance and clothing for up to 1 day.
 - 12 **Detect Thoughts:** Ranged/DC 18 Mental save negates/ You read the surface thoughts of the target.
- * **Prestidigitation:** Perform minor tricks for 10 minutes. Dancing lights, mage hand, conjuring sounds or smells, unseen servant, knock, etc. So long as they're relatively minor, be creative.