

ILLUSORY CREATURE (2)

ILLUSION - AUDITORY, OLFACTORY, VISUAL

CASTING TIME



COMPONENTS

S, V

RANGE

500FT

The illusion can cause damage by making the target believe the illusion's attacks are real, but it cannot otherwise directly affect the physical world. If the illusory creature hits with a Strike, the target takes mental damage equal to 1d4 plus your spellcasting ability modifier. This is a mental effect. The illusion's Strikes are nonlethal. If the damage doesn't correspond to the image of the monster—for example, if an illusory Large dragon deals only 5 damage—the GM might allow the target to attempt an immediate Perception check to disbelieve the spell. Any relevant resistances and weaknesses apply if the target thinks they do, as judged by the GM. For example, if the illusion wields a warhammer and attacks a creature resistant to bludgeoning damage, the creature would take less mental damage. However, illusory damage does not deactivate regeneration or trigger other effects that require a certain damage type. The GM should track illusory damage dealt by the illusion.

Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion. When a creature disbelieves the illusion, it recovers from half the damage it had taken from it (if any) and doesn't take any further damage from it.
