

ILLUSORY CREATURE (1)

ILLUSION - AUDITORY, OLFACTORY, VISUAL

CASTING TIME



COMPONENTS

S, V

RANGE

500FT

You create an illusory image of a Large or smaller creature. It generates the appropriate sounds, smells, and feels believable to the touch. If you and the image are ever farther than 500 feet apart, the spell ends. The image can't speak, but you can use your actions to speak through the creature, with the spell disguising your voice as appropriate. You might need to attempt a Deception or Performance check to mimic the creature, as determined by the GM. This is especially likely if you're trying to imitate a specific person and engage with someone that person knows.

In combat, the illusion can use 2 actions per turn, which it uses when you Sustain the Spell. It uses your spell attack roll for attack rolls and your spell DC for its AC. Its saving throw modifiers are equal to your spell DC - 10. It is substantial enough that it can flank other creatures. If the image is hit by an attack or fails a save, the spell ends.

Heightened +1 : The damage of the image's Strikes increases by 1d4, and the maximum size of creature you can create increases by one (to a maximum of Gargantuan).
