

# Phantasmal Force



180'



concentration



Creates the visual illusion of an object, creature (or small group of creatures), or other effect, up to a maximum size of 20'x20'x20'. The caster can animate the image within the limits of the area of effect. If used to create the illusion of creatures, they will have AC 11 and will disappear if hit in combat. Damage done by illusions is not real; those "killed" will wake up uninjured after 2d8 rounds. Attempting to animate more creatures than the caster's level grants viewing creatures with at least average Intelligence a save vs. Spells.



BF 27

