

SIMULACRUM

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

7th level illusion

- ⚙ Casting Time: 12 hours
- 🎯 Range: Touch
- ⌚ Duration: Until dispelled

You shape an illusory duplicate of one beast or humanoid that is within range for the entire casting time of the spell. The duplicate is a creature, partially real and formed from ice or snow, and it can take actions and otherwise be affected as a normal creature. It appears to be the same as the original, but it has half the creature's hit point maximum and is formed without any equipment. Otherwise, the illusion uses all the statistics of the creature it duplicates. The simulacrum is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

Materials worth
1500GP (consumed).
See PHB.

PLAYER'S
HANDBOOK

276