

# WEIRD

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

## 9<sup>th</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: 120ft
- ⌚ Duration: ☉ one minute

Drawing on the deepest fears of a group of creatures, you create illusory creatures in their minds, visible only to them. Each creature in a 30ft radius sphere centred on a point of your choice within range must make a Wisdom saving throw. On a failed save, a creature becomes frightened for the duration. The illusion calls on the creature's deepest fears, manifesting its worst nightmares as an implacable threat. At the end of each of the frightened creature's turns, it must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends for that creature.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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