

# MAJOR IMAGE

BARBARIAN

BARD

CLERIC

DRUID

ELDRITCH KNIGHT

MONK

PALADIN

RANGER

ARC. TRICKSTER

SORCERER

WARLOCK

WIZARD

3<sup>rd</sup> level illusion

⚙ Casting Time: Action

🎯 Range: 120ft

⌚ Duration: ☉ 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20ft cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 6<sup>th</sup> level or higher, the spell lasts until dispelled, without requiring your concentration.



VERBAL



SOMATIC



MATERIAL

A bit of fleece

PLAYER'S  
HANDBOOK

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