

# Hallucinatory Terrain



400'+40'/level



12 turns/level



This spell makes one 10 yard cube per level of outdoor terrain appear like a different type. This spell requires a full turn to cast.

The affected terrain looks, sounds, and smells like another sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so.



BF 23

