

illusion



## CLAMOR

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**Target** One point in space within medium range

**Duration** 1 minute

The target point emits sound you choose for the duration. This can be noise or speech in a language you know, and its volume can range from as quiet as a whisper to as loud as thunder. For the duration, you can change the sound as you wish to mimic effects such as the clash of blades, a conversation, or the approach or retreat of footsteps.

*SHADOW 130*

*UTILITY 0*

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# DISGUISE

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**Target** One creature you can reach

**Duration** 1 hour

You touch the target and confer an illusory disguise that lasts for the duration. You decide what the disguise looks like. You can increase or decrease the target's apparent height or weight by up to 25 percent. You can change the appearance of the target's clothing and equipment, though the effect does not mask any sounds it normally makes.

**SHADOW 131**

**UTILITY 0**

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## FIGMENT

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**Area** A cube, 2 yards on a side, originating from a point you can see within short range

**Duration** 1 hour; see the effect

A silent visual illusion of a creature, object, or force appears in the area. If you create an illusion of a creature, it moves and behaves in a lifelike manner for the duration. If the illusion is attacked, or if you cannot see it at the end of the round, the effect ends immediately.

**SHADOW 131**

**UTILITY 1**

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# THIMBERLIG

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**Duration** 1 hour; see the effect

Four illusory duplicates spring into existence in open spaces within your reach. For the duration, each duplicate moves with you, continually exchanging places so that observers cannot discern which one is the real you. The duplicates' movement does not trigger free attacks.

When a creature gets a success on an attack roll against your Defense, Strength, or Agility, roll a d20 to see whether the attack affects you or one of the duplicates. If it affects a duplicate, reduce the number of duplicates by one. The effect ends when the last duplicate disappears.

Number of Duplicates	Hits a Duplicate on...
4	16 or less
3	15 or less
2	14 or less
1	10 or less

**SHADOW 131**

**UTILITY 1**



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## VERTIGO

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**Target** One creature within short range

The target perceives its immediate environs as spinning. Make an Intellect attack roll against the target's Perception. On a success, the target becomes afflicted with vertigo for 1 minute. If it moves more than 2 yards on its turn while afflicted in this way, it must make an Agility challenge roll. On a failure, it falls prone and ends its turn.

**Attack Roll 20+** While afflicted with vertigo, the target also falls prone, when it takes damage.

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# GLAMER

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**Area** A cube, 2 yards on a side, originating from a point you can see within short range

**Duration** 1 hour; see the effect

A visual and auditory illusion of a creature, object, or force appears in the area. If you cannot see the illusion at the end of the round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or boiling water, a creature moving into its space must make a Perception challenge roll, taking 2d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Intellect score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make an Intellect attack roll against the target's Perception. On a success, the target believes it was injured, burned, or otherwise harmed by the illusion and takes 2d6 damage.

**Attack Roll 20+** The target takes 2d6 extra damage.

**SHADOW 132**

**UTILITY 2**

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# INVISIBILITY

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**Target** One creature or object you can reach

**Duration** 1 minute

You touch the target, which becomes invisible for the duration.

*SHADOW 132*

*UTILITY 2*

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## DECOY

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**Triggered** You can use a triggered action to cast this spell when a creature gets a success on an attack roll against you. The success instead becomes a failure, and you teleport to an open space of your choice within short range.



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# PHANTASM

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**Area** A cube, 4 yards on a side, originating from a point you can see within long range

**Duration** 1 hour; see the effect

An illusion of a creature, object, or force that looks, sounds, and otherwise seems real appears inside the area. If you cannot see the illusion at the end of a round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or boiling water, a creature moving into its space must make a Perception challenge roll, taking 3d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Intellect score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make an Intellect attack roll against the target's Perception. On a success, the target believes it was injured, burned, or otherwise harmed by the illusion and takes 4d6 damage.

**Attack Roll 20+** The target takes 2d6 extra damage.

**SHADOW 132**

**UTILITY 3**

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# MIRAGE

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**Area** A cylinder, 5 yards tall with a 10-yard radius, centered on a point within long range

**Duration** Until you complete a rest

Illusory terrain appears inside the area and remains there for the duration. It looks, sounds, smells, and feels real in every way. You can change the appearance of the existing terrain completely or incorporate its features into the illusion. The illusion can totally conceal any existing terrain feature in its area and hide its visual effects. For example, you could render a fire invisible and completely conceal the light it casts, though it would still emit heat and deal damage to creatures that come into contact with it.

**Sacrifice** You can expend a casting of this spell to castphantasm.

**Permanence** If you cast this spell in the same area each day for a month and a day, the effect becomes permanent.

**SHADOW 132**

**UTILITY 4**

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## ILLUSORY DOUBLE

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**Area** A cube, large enough to accommodate a creature of your Size, originating from a point within short range

**Duration** 1 hour; see the effect

An illusory copy of yourself appears inside the area. The copy looks, sounds, and otherwise is identical to you in every way. It uses your attributes and characteristics. However, it ignores all afflictions and disappears when it becomes incapacitated, which ends the effect.

When you move, you can also move your copy up to your Speed in any direction and manner you can normally move. You can choose to cast spells from your space or the space your copy occupies.

When a creature gets a success on an attack roll against you, you can use a triggered action to instantly swap positions with your copy, making it the target of the attack instead.