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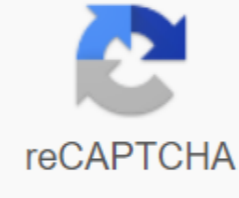
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Words that begin with prefixes

Similar to his older brother Phantasmal Killer, Phantasmal Power can be a powerful illusion spell. But it turns out to be much more versatile. Phantasmal Force Spell Details Type: 2nd Level Illusion Casting Time: 1 Action Area: 60 Feet Components: V, S, M (a bit of fleece) Duration: Concentration, up to 1 minute Phantasmal force allows you to cast an illusion that roots into the mind of a creature that you can see. She has to make an intelligence-saving throw or she perceives the illusion as real. The illusion can deal 1d6 damage per turn, with damage depending on the type of illusion they choose, which is explained more in the utility section. It can also inflict certain conditions on the creature, depending on the illusion. The creature, in turn, can check an investigation compared to your spell dc to try to figure out it's an illusion. Who gets it? Bards, Wizards, and Wizards receive this spell when they gain access to 2nd level wizards. This makes sense because these are the classes that gain access to most illusion spells. The funny part of this illusion is its ability to inflict pseudo-status conditions and is great for crowd control. However, the rescue or sucking of this spell and, as with most illusion spells, the choices will be very different from dungeon master to dungeon master. For example, you can create a lava pit around or near the creature. If the creature stays in the lava, it would suffer 1d6 fire damage. You could stack it with a terrified state to force the creature through the lava to take damage. You could create a basket or blindfold around the creature's eyes and until it realizes that the illusion is not real (i.e. it's going to remove the basket and its hands go right through it) You can do similar things with a swarm of bees or something. Other options are to believe it is in a cube of water, in a brush fire, and so on and so forth. Like most illusions, the DM must decide how creatures respond. But this spell allows a creature to act realistically. If you try to tie a creature with an illusionary rope, it will try to break out and realize that the rope is an illusion when its arms go through it. To be honest, this spell has its niche. And it can be pretty good. But it is very much a wild card due to its dependence on DM interpretation. There are other spells that can do more, and little illusion is probably a better illusion spell when you look at versatility, usefulness, and magic slot economy. Since the College of Whispers Bard is Gaining knowledge and then using this knowledge can fit an illusion spell thematically and optimally. Fantastic force can be used to try to torment information from a creature. It fits pretty well into the manipulation of this subclass. For example, let the creature believe that there is a pit of lava next to it while you have bound it and threaten to throw him in if he does not cooperate. The same could be done with a pool full of piranhas, acid... You will receive the picture. Channel your inner Bond villain and let your imagination run wild. Phantasmal Power is a fine illusion spell, but others may fit better with the goal of this class. Because wizards have subclasses based on each spell type, the Illusion Wizard is best suited for illusion magic. It doesn't really gain anything but malleable illusions that allow you to manipulate the illusion during the spell. Thematically, it certainly fits best. But optimally, there are better options. Phantasmal Force is suitable for creativity, but also all illusion spells in its own way. But since wizards can change spells from time to time, it can't hurt to include them at lower levels. Then, if it doesn't work, feel free to change it. Well, my Carnie Mage/Thief just got the Phantasmal Force spell. (AD&D 2e) LOL for some reason it is not a spell that I have used my past gaming, so sneaky ideas and interesting applications would be greatly appreciated. She doesn't have spells yet to add a sound component, but she becomes ASAP. If you need to make an illusion of a monster, you can do things that are expected to be quiet (ghosts, shadows, etc. work pretty well). You can also make fog (if you just want to block the view). If you need to throw people off your trail, perhaps an illusion of your own corpse in an inaccessible place (down in a ravine or pit) while you are hiding. If you've set time and are in a room, you can lean against a wall and make an illusion of the wall of the room you're in, about a foot in front of you (I've seen this once on Star Trek:TNG). You can also do weird things just to put people in a position. As a DM, I once had a dragon that made an illusion of a miniature castle and the party was safe enough to examine it and put itself in a perfect position to be breathed. But basically there are a number of illusions that could be made in combat time, and another set of illusions that could be done outside of the fight, with time to prepare. Fake blade barrier or wall of X magic goods were fairly common uses for Silent Image in 3e. Fog is also good. You can also make fog (if you just want to block the view). Why fog when a wall, boulder, or other object works? If you have set time and are in a room, you can lean against a wall make an illusion of the wall of the room in which you are, about a foot in front of you (I saw this once on Star Trek:TNG). On Romulus. This is actually one of my favorite applications for magic. Creatures that switch off invite you to incredulity tests, objects rarely do. Other uses - such as a flare, a huge sign with writing (the goblin army is over there), a displacement effect underwater (for fighting other surface dwellers) and tricks primitive with talking idol (although his voice can be which should frighten them more). Why fog when a wall, boulder, or other object works? Fog is more believable appearing outdoors. Fog also moves credibly, arrows (and animals) disappear into them or appear from it without it being incredible, etc. OOoh great ideas so far. I particularly like the wall in front of the place where I hide. And the idea of setting people up for an attack. And yes, ghosts are a great idea. Poorly hidden pit traps. Especially if you didn't have much time to prepare. Most creatures will assume that you just haven't done a good job of hiding them, but still won't go where they are. Open floor over a real pit trap (or other objects where people really shouldn't go) walls where there are openings. Remember how annoying it would be to follow someone and not see the door go through... A shimmering, smooth surface with metal objects floating in the air behind it. Most PCs assume that it is a Gelatnes cube... Hey Oh, when you talk about gelatinous cubes, Green Slime (and other sucking things that don't make much noise) can be beautiful in itself. A fake door without handles, but a puzzle that was written/carved on it could occupy some people for a long time. The puzzle is made by you and of course has no correct answer. Walls where there are openings. Remember how annoying it would be to follow someone and not see the door go through... I actually did something like that in one of my novels and my main character was so ticked off (it was also a mirror and let her go into some mom themes that are at the center of the plot) that she smashed through it. I know it's a bit off-label, but you could certainly use Phantasm force for signaling, with a pre-arranged image to send a message to allies watching remotely or drawing attention to a particular location. Illusion Level: 2 Throw Time: 1 Action Range: 60 Feet Components: V, S, M (a bit of fleece) Duration: Concentration, up to 1 minute You create an illusion that takes root in the spirit of a creature that you can see within reach. The goal must make an intelligence-saving throw. In a failed save, you create a fantastic object, creature, or other visible phenomenon of your choice that is no larger than a 10-foot cube and is perceptible only to the target for duration. This spell does not affect undead or constructs. The fantasy includes sound, temperature and other stimuli that are also only available for the creature Are. The target can use its action to examine the fantasy with an intelligence (investigation) test against your spell, dc store. If the check succeeds, the target recognizes that the fantasy is an illusion, and the spell ends. While a target is affected by the spell, the target treats the fantasy as if it were real. The goal rationalizes all illogical results from interaction with the fantasy. A target that tries to Fantastic bridge that falls over an abyss as soon as it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes with another explanation for its fall – it was pushed, it slipped out, or a strong wind may have repelled it. An affected target is so convinced by the reality of fantasy that it can even take damage from the illusion. A fantasy created to appear as a creature can attack the target. Similarly, a fantasy generated as a fire, a pool of acid or lava can burn the target. Each round in turn, the Phantasm can deal psychic damage to target 1d6 if it is in the area of fantasy or within 5 feet of the fantasy, provided that the illusion is of a creature or danger that could logically cause damage, such as attack. The target perceives the damage as a type appropriate to the illusion. Page: 264 Player Manual A bard, wizard, wizard, spell book create and save your own magic books, register now! Looking for another spell ? Visit to the Magic List << Back Back