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## Dnd 5e best arcane trickster spells

De Dungeons and Dragons WikiCes listes dépassent le texte de la SRD Arcane Trickster Spells[modifier] Sorts pour la classe Arcane Trickster. Triable Table[edit] Ce qui suit est une liste triable de 66 sorts de trickster arcanes pour 5e ed. (SRD, Canon (5e), et Homebrew (5e Spell)). NomLevelSchoolRitualAction TypeRangeV, S,MJSourceAcid SplashCantripConjurationAction50 feetV, SSRD5Arcanist's Magic Aura2IllusionActionTouchV, S, MSRD5Blade WardCantripAbjuration SchoolActionSelfV, SPlayer's Handbook (5e)Blur2IllusionActionSelfVSRD5Booming BladeCantripEvocationAction5 feetV, MSword Coast Adventurer's GuideCatnap3Enchantment SchoolAction30 feetS, MXanathar's Guide to EverythingCharm Monster4Enchantment SchoolAction30 feetV, SXanathar's Guide to EverythingCharm Person1Enchantment SchoolAction30 feetV, SSRD5Chill TouchCantripNecromancy SchoolAction120 feetV, SSRD5Color Spray1IllusionActionSelf (cône de 15 pieds)V, S, MSRD5Confusion4Enchantement SchoolAction90 feetV, S, MSRD5Control FlamesCantripTranmutation SchoolAction60 feetSXanathar's Guide to EverythingCreate BonfireCantripConjurationAction60 feetV , SXanathar's Guide to EverythingCrown of Madness2Enchantment SchoolAction120 feetV, SPlayer's Handbook (5e)Dancing LightsCantripEvocationAction120 feetV, S, MSRD5DazeCantripEnchantment SchoolAction30 feetV, MVaegrimDisguise Self1IllusionActionSelfV, SSRD5Ego Whip4Enchantment SchoolAction30 feetVUA Fighter, Rogue, and WizardEnemies Abound3Enchantment SchoolAction120 feetV, SXanathar's Guide to EverythingFear3IllusionActionSelf (cône de 30 pieds)V, S, MSRD5Fire BoltCantripEvocationAction120 feetV, SSRD5FriendsCantripEnchantment SchoolActionSelfV, MPlayer's Manuel (5e)FrostbiteCantripevocationAction60 feetV, SXanathar's Guide to EverythingGreen Flame BladeCantripevocationAction5 feetV, S, MSword Coast Adventurer's GuideGustCantripTransmutation SchoolAction30 feetV , SXanathar's Guide to EverythingHallucinatory Terrain4IllusionOther300 feetV, S, MSRD5Hideous Laughter1Enchantment SchoolAction30 feetV, S, MSRD5Hold Person2Enchantment SchoolAction60 feetV, S, MSRD5Hypnotic Pattern3IllusionAction120 feetS, MSRD5Id Insinuation1Enchantment SchoolAction60 feetV, SUA Fighter, Rogue, et WizardMinor IllusionCantritrillusion S, MSRD5Illusory Script1IllusiontrueOtherTouchS, MtrueSRD5Major Image3IllusionAction120 feetV, S, MSRD5InfestationCantripConjurationAction30 feetV, S, MXanathar's Guide to EverythingInvisibility2IllusionActionTouchV, S, MSRD5Greater Invisibility4IllusionActionTouchV, SSRD5Kiss of VantiCantripNecromancy SchoolActionAct avec ReachS, MRlyehableLightCantripEvocationActionTouchV, MSRD5Lightning LureCantripEvocationAction15 feetV Sword Coast Adventurer's GuideMage HandCantripConjurationAction30 feetV , SSRD5Magic Mouth2Illusiontrue SchoolOtherTouchV, S, MSRD5Mind SliverCantripEnchantment SchoolAction60 feetVUA Fighter, Rogue, and WizardMind Thrust2Enchantment SchoolBonus Action60 feetV, SUA Fighter, Rogue, and WizardMirror Image2IllusionActionSelfV, SSRD5Mold EarthCantripTransmutation SchoolAction30S SXanathar's Guide to EverythingPhantasmal Force2IllusionAction60 feetV, S, MPlayer's Handbook (5e)Phantasmal Killer4IllusionAction120 feetV, SSRD5Phantom Steed3IllusiontrueOther30 feetV, SSRD5Poison SprayCantripConjurationAction10 feetV, SSRD5PrestidigitationCantripTransmutation SchoolAction10 feetV, SSRD5Puppet1Enchantment SchoolAction120 feetSUA Starter SpellsRay of FrostCantripEvocationAction60 feetV, SSRD5ShadowCantripTransmutation SchoolActionTouchM, SRlyehableShadow Blade2IllusionBonus ActionSelfV, SXanathar's Guide to EverythingShape WaterCantripTransmutation SchoolAction30 feetSXanathar's Guide to EverythingShocking GraspCantripEvocationActionTouchV, SSRD5Silent Image1IllusionAction60 feetV, S, MSRD5Sleep1Enchantment SchoolAction90 feetV, S, MSRD5Sudden Awakening1Enchantment SchoolBonus Action10 feetVUA Starter SpellsSuggestion2Enchantment SchoolAction30 feetV, MSRD5Sword BurstCantripConjurationAction5 feetV Sword Coast Adventurer's GuideThunderclapCantripEvocationActionSelf (5-foot radius)SXanathar's Guide to EverythingToll the DeadCantripNecromancy SchoolAction60 feetV, SXanathar's Guide to EverythingTrue DodgeCantripDivinationOther30 feetSLuigifan18True StrikeCantripDivinationAction30 feetSSRD5 ¢ (currency symbol) = component has a gp value, and must be provided in addition to a spell focus or other components. V,S,M Verbal, Somatic, Hardware Components Back to the main page → 5th system reference document → spells → Arcane Trickster Back to the main page → 5th → 5th Spells 2018-01-31, 05:13 PM (ISO 8601) Spoiler: Rambling and ranting Show After my guide Eldritch Knight, I was almost sure I was going to do another on the Trickster Arcane, the magic thug, the invisible pickpocket, the great Blader Booming! 1/3 wheels combine all the freshness and martial prowess that I take as my favorite thing in the characters. There are things in this guide that is good for any Rogue player, since I'm not going for hard numbers or abusing specific class features. Don't hesitate. I made the color ratings disappear this time. Too much effort for too much subjectivity and heckling in the comments. Some choices are better than others. When they are obviously good or obviously bad, the text is pretty clear. SUMMARY Roles Stats Races Weapon Styles Class Features Skills Spells Feats Multiclass General Strategy Example built when should it play a trickster ARCANE - If you want to be good at things: When it comes to skills, only a few selected can at the Rogue, and with The Trickster Arcane Spells in the Mix, you can do things more easily or much more - If you want a more diverse Rogue: Thieves, Assassins and Swashbucklers have their own merits, but once you understand their modus operanti, you might get bored with them. Arcane Trickster cries variety: there's always something new you can do, and there are always fresh ideas to explore. - If you want to get cool stuff at all levels: Level 5 Rogues get Dodge Uncanny; You get Uncanny Dodge and more spells! Level 7 Rogues Get Escape; You get Escape and 2nd level spells! Level 14 Rogues get Blindsense; You get Blindsense and a 3rd level kickass comes out. There is never a dull level in the career AT. WHEN DO YOU PLAY A TRICKSTER ARCANE - If you need the most serious damage: You will never be late in damage, but you will not be the best. Other archetypes can deal damage more effectively, and other classes can do it better. - If you want a sneaky roulette: Bards and Druids are probably what you want. Let's start talking about these are the things each character can do well. As Arcane Trickster, this is what you need to be: - Striker: This is the guy who deals high amounts of damage to one target at a time. Whatever you do, it has to be covered. As a thug, you already have the basics for this (Sneak Attack and Cunning Action) covered. The main tools that the AT brings to the table in this aspect are Booming Blade and Versatile Trickster, but other spells can be of help. Multiclassing and exploits are good here. Skillmonkey: With 4 class skills, expertise, reliable talent and spells, others expect you to solve exploration and interaction problems for them. This role has many subdivisions, but as long as you excel in at least one of them, you are good to go. Note that the value of each of these roles depends on the campaign; in a classic crawl dungeon, there is not much value in being a face, for example. Brain Skills You Need: Arcana, History Skills You Want: Nature, Religion Stat to Lift: Intelligence Face Skills You Need: Disappointment/Persuasion, Insight Skills You Want: Persuasion/ Disappointment, Intimidation Stat to Lift: Charisma Scout /Thief Skills You Need: Stealth, Perception Skills You Want: Sleight of Hand Stat to Raise: Wisdom Trapsmith Skills You Need: Perception, Survey, Thieves' Tools Skills You Want: Arcana Stat to Raise: Wildman Wisdom Skills You Need: Survival, Perception Skills You Want: Nature, Herborist Whatever happens, these two roles must be covered by you, or there is a strong chance that you will be a responsibility to the party. Other optional roles for you are: - Controller: This is the guy who unpacks, locks and annoys the enemy in general. You can do it a bit before level 9, and after that you can be very good at it. With spells like Hold Person, Suggestion and Hypnotic Pattern, you can destroy an encounter under the right right Tank: This is the guy who diverts attention from the enemy to ensure the safety of other party members. Depending on your party, you may be wearing a shoes in this role. You'll need a High Constitution (over 14) and good AC, but with Cunning Action, Uncanny Dodge and Escape on your pocket, you should do well despite missing a higher hit dice. Spells like Mirror Image and Blur become the order of the day. Strength: This is anything or rubbish for Arcane Tricksters. Exceptions are str-based thugs who want to focus on grappling/scrambling, in which case they may want this higher than DEX. I wouldn't advise that unless you really know what you intend to do, but more about it later. Dexterity: The end-all, all rogue beings. This governs the initiative (going first never hurts if you can prepare an action), DEX saves (in which you shine), attack rollers (you don't want to miss this backstab), damage rolls and important skills/tools. Make sure to start with at least 15 here (16 would be okay, but sometimes you want a run that doesn't give a DEX bonus). Constitution: Important in everyone's life, and you are no different. Aim to start with 14, or at least 12. At higher levels, your concentration spells will also build on them. Intelligence: This tells you how good your knowledge skills and spells are, both in terms of truth (for illusions), difficulty (for enchantment) and something else for most others. Note that it is possible to play a low-intelligence AT, but this reduces both your valid spells and the value of Magical Ambush significantly. More to say later. Wisdom: Not vital, but with important skills like perception and insight and an important record related to it, you don't want it on the red. 10 to 12 should be fine. Charisma: Ask yourself two questions: 1) Do I want to be the face of this party? 2) Am I interested in multiclassing to a CHA launcher? If so for both, aim for 14; if so for the first one; a 12 and expertise get you there; If not, throw it away. Aarakocra (EE): Well, '2DEX and flight at-will sell this easily... but it's dependent on DM. Aasimar (DMG): CHA and WIS? Meh. The rest is not enough to justify its picking. Aasimar (Volo's): 2CHA blows, but the rest (darkvision, two resistances, some minor healings per long rest and a cantrip) is correct. Consider them only if you have some use for CHA. Protector: Wisdom is not fresh, but the additional damage equal to your level and flight is decent. • Much the same as above, but with CON and no flight. - Fallen: STR and a fear effect. Don't bother. Dragonborn: Nope. But what if ... No, no, no, no, no, no, no Dwarfs: CON 2, darkvision and poison resistance are good, but not much else is. Hill: WIS boost, and more HP. Nothing you can't live without. Mountain: This is probably the best race for a Rogue STR, because Gives you average armor without needing to pass a feat on it. If not, come by. Duergar: Unless you're in an Underdark campaign, the sensitivity to sunlight will ruin you. Too bad, since spell skills are nice. Elves: A DEX breed with charm resistance, darkvision and a bonus skill. So far, great. High Elf: Your key stats are covered from \$1 to inT, and a cantrip bonus is hard to refuse. Solid. Also long arches. Wooden Elf: 1 WIS, which is not great, but hiding in natural phenomena and moving faster is great. Plus, the long bow! Drow: CHA 1 and sensitivity to sunlight... damn. The bonus spells are indeed nice, however. The more you intend to be underground, the better. Eladrin (DMG): Pretty much like the High Elf, except for Misty Step 1/day, which is timelessly good and gives another 2nd level spell option at level 8. Firbolg (Volo's): '2WIS' and '1STR', meh. Detect magic and disguise yourself? Cool. Short rest invisibility? Decent. A good race with the exception of the starting statistics. Genasi (EE): 2 to CON? Good start. Let's look at the rest: Air: 1 DEX and Levitate make it a perfect fit for archers, who usually want to avoid the melee. Earth: 1 at STR and avoid the rocky terrain... Sad. But Pass Without Trace is a massive spell for a Voyou, so I can't color that red. Fire: 1 to int, ubiquitous fire resistance, darkvision and some bonus evocations based on CON (which is not bad for you). Very nice overall. Water: WIS and acid resistance. I'd rather not. Gnomes: 2INT, darkvision and advantage over 3 magic stops? It's working for me. Forest: More DEX is good, of course. Talking to animals can be big or unnecessary. But certainly not a bad choice. Rock: More con is good for all constructions. Take history, of course. Depth: CON, a stealth bonus in rocky terrain and darker vision. It could go one way or the other. Goliath: To str built? Course. Others, look away. Halfling: 2DEX, rerolling 1 and the advantage against fear effects are good, but they lack darkvision unlike most small races. Lightfoot: CHA, and hide behind creatures larger than you. Who needs trees and alleyways when you have a human around? Stout: 1 CON and poison resistance. If you've thought about being a dwarf, that's probably what you really want. Ghostwise (SCAG): 1WIS and telepathy. If



you go for a multiclass WIS, could be tasty. Half elf: '2CHA' and '1' to two other statistics (which should be DEX and INT, or DEX and CON you are more worried about survival). This with Darkvision, Fey Ancestry and TWO bonus skills. Anyone thinking of a CHA multiclass or being the face of the party should strongly consider it. Half-ORC: 2STR, 1CON, best crits, intimidation and denial of death once a day. It is only worth considering for STR constructions. Human: 1 to all statistics. If you've rolled statistics and odd numbers, this might help, if not aim ... - Human (Variant): Now we are talking. A bonus skill is always good, and a feat (suggestions later) is perfect for everyone. You're no different. Kenku (Volo's): Nothing happens with this race that half an elf could not give you, without the hassle of imitating everything. Lizardfolk (Volo's): '2 CON' and '1 WIS'. The main draw of these guys is the permanent 'Mage Armor' AC, which is a little better than studded leather. But I guess swimming and biting won't come too much. Tabaci (Volo's): DEX and CHA, can't complain. This bonus speed ensures that there is always something for you to slam on the ground, or that you can flee safely. For those who want to run like the wind. Tiefling: CHA and INT. Could be better. Darkvision, fire resistance and bonus spells are good, however. Wild Tiefling (SCAG): This variant gives you '2DEX' instead of '2CHA'; now you have the perfect AT statistics. Just look for your bonus spells because they will always rely on CHA. If you also manage to get the Winged variant, do so. Triton (Volo's): STR, CHA and CON, and the rest is water-foolproof. Probably not. You can't go wrong with a race that stimulates DEX, while a race that doesn't stimulate DEX needs a strong reason to be chosen. About darkvision: you certainly want a race with darkvision, but your party also dictates the importance of what is. If everyone sees in the dark, don't be the guy who can't see. If there are humans and half-young, however, it becomes less important. Depending on your party and objective in the field of battle, you will choose one weapon over another. These are the ups and downs of each style. Of course, they are not one or the other; if you're melee and can't handle it, for example, switching to the beach is a good idea. MELEE - Rapier - d8 finesse, the standard configuration of a single weapon. I can't be wrong. Even if you're based on STR, you still need to use a weapon of finesse to deliver Sneak Attack, and that's it. Shortsword (2) - d6 damage, but possibly allows double-manning. Note that Booming Blade will not work with two weapons, however. You won't want to duplicate until you face high AC enemies and you'll need some assurance in case your first attack runs out. As a general rule, if you know there is less than a 40% chance of hitting your opponent, you are probably better off without Blade booming and using two attacks instead. Shortsword - Dagger - The same as above, except that you have a weapon launched if necessary. Season Whip - If you have the skill, it's d4 damage, but with the scope. This makes a burgeoning blade configuration much more valuable against enemies without range, but you'll need spell sniper to use the cantrip beyond 5 feet. RANGE - Shortbow - the standard range weapon, but worse damage than a light crossbow. Long Bow - For and those who have multiclassed Fighter/Ranger; d8 damage and the best weapon range in the game. Light crossbow - A little more damage than the short arc. If you take Crossbow Expert, this is the standard choice for its good range. Hand crossbow - The only reason to use this on a light is if you don't want to drop your melee weapon while shooting from it. Note that you still need a free hand to recharge it. Heavy Crossbow - If you're not small and you've got skills with martial weapons of some sort, it's as good as crossbows get damage and range-wise. Envy. Last edition by Specter: 2018-07-03 at 15:45 2018-01-31, 5:15 p.m. (ISO 8601) CLASSE FEATURES - Expertise - What makes you better than the rest in terms of skills. Be focused: find out what you really want to do well, and focus on these things. The ed section above should give you a good idea. At level 6, when you get two more, you should have a good idea of what is best for the game you are playing. Sneak Attack - What makes you threatening on the battlefield (well, the essentials). You need a weapon of finesse/remoteness, and either the advantage or an ally near your target to launch this in, so you need to be strategy while your buddies take their turns. Attacking without it is usually a waste, so plan accordingly. Cant Thieves - If there is another rogue in the game, you can talk in code all day easily. Otherwise, you will use it in some rare social environments. Shredded action - Bonus action, dash, hideout or disengagement. The first is either to get closer or to move away from enemies; don't be afraid of distance. The second removes you as a field target, gives you the advantage over your next attack; The last is to avoid opportunity attacks, and most likely change the targets/goad the enemy by triggering booming blade. All of these are welcome to your sneak attack yourself. Spellcasting: What makes you, not a thief. Discussed below. Mage Hand Legerdemain: this makes you the best pickpocket in the game, and also the least likely trap to get hurt in the job. Value this sweet little spectral hand. Improved capacity results: DEX is the priority; you should have this maxed by level 10. After that come essential exploits, then INT/CON, and then any filling feat you might want. Strange Dodge: Oh yes. A critical hit becomes a regular hit, and a regular hit becomes a meh shot. Note that if many enemies target you with you'll want to save this for the worst of them. Valid not only for weapon attacks, but also spells like Fire Bolt and Chromatic OR. Escape: A failed DEX backup gives you meh damage, and a success doesn't do you any damage. Dragons have nothing on you, my son. To make the most of this, stay behind the coverage as much as possible, especially if this coverage is an enemy. In addition, if the sorcerer to drop a wall of fire, there will be no hard feelings if you are in it. Magical Ambush: Now you can show these Wizards how to really hold a person. Whenever you see a hiding place in the board, plan around it, because the disadvantage on a stop can really turn the tide for your party. The spell section should give you good ideas on how to maximize this. Spoiler: Quickmuffs Show Your save DC is 8 - your stat casting - your skill bonus. For argumentative reasons, let's assume you're a 9th level Arcane Trickster with 12 INT, so it's 13. If you throw Tasha at a 9th level cleric with WIS maxed out and skill on his save, he would normally have a 15% chance of failing his save. Throw at a disadvantage, and that's a 27.75% chance. This is, of course, given someone good to save. If you throw it at another Rogue who only has a '1' at WIS, that's a 55% chance of failing normally... And 79.75% with Magical Ambush. You can imagine where it goes from here with more INT and skill. Reliable Talent: Skill rollers are never less than 10, even with disadvantage! Under normal circumstances, it's an effective boost to your skills, and it requires no explanation. Versatile Trickster: If sneak attacking is a no-go or guys have too much AC, rely on the good old naughty hand. Remember to have it sunk before the fight, if possible, or it will eat your action. - Blindsight: Melee invisible enemies can't hide when you're nearby. You could also discover someone hidden without looking, but not much else is useful. They could have at least given it a greater scope. Slippery Mind: Free WIS save the launching skill! Don't bother me if I do! If you have also taken Resilient (CON), you are now competent in all three major steps. Only the monks and paladins have it better than us guys! Spell Thief: This one is difficult to remove; Enemy roulettes will usually be proficient in their spellcasting backups, and it takes a way to find out what fate is going to be cast, or you might end up with some cool knowledge in your pocket (or, if it's of a higher level than you can throw away, you'd just avoid the spell). But if you know that your enemy is going to cast a low-level spell, then you can turn his poison against him, or at least prevent him from throwing it again. In general, keep it for unpleasant times or when you are sure it will work. It's only once a day! Elusive: More advantage against you. Invisible and barbarian enemies hate you So let's recap: Strange Dodge, Escape, Mirror Image/Blur, and this. Who says rogues can't take a beating? Luck: Turn a miss or check shot into 20. It's a matter of timing. Save it for the darkest hours. SKILL SKILLS Skill choices are eternal, so plan your skill career early. If in doubt, be focused rather than everywhere. This means a general guideline: your planned roles should guide you more. Acrobatics - You're going to use this to avoid being grappled, so you should have it. In addition, it governs balancing, avoiding specific effects like traps, and waterfalls. Athletics - Jumping, climbing and swimming. Not bad, but not fundamental to you, so you can take it or leave it. If you are focused on str, you want this expertise to push and struggle as you should. Disappointment - If you have a bit of CHA, let the Trickster shine in Arcane Trickster. If not, someone else can take care of it. Insight - Social perception. Its value is directly related to the type of campaign you are playing; the more social gatherings there are, the better. Fundamental for a face. Bullying - It is the social competence that has the most drawbacks, and with good reason. But if you play a bully, don't let that stop you. Investigation - Determine how traps work, find secret things, analyze data and play detective in general. If anyone has to do it, it should be you. Perception - Seeing, hearing and feeling things in general. It will definitely save your life, especially when it comes to detecting enemies and traps. You don't want to be the surprised guy. Performance - Only if your story really calls it and you have an open skill slot. Persuasion - Take this to negotiate like a boss, if you intend to be the guy who does this kind of thing. Sleight of hand - With an invisible mage hand that allows you to shoot pickpockets and plant objects, you should make the most of them with the right skill. Stealth - Yes, certainly. This gives you the ability to steal, steal, infiltrate, follow, avoid danger, and all the things that basically make you a thug. This is never a mistake of this expertise, either. NON-CLASSE SKILLS - Handling animals - Even though it was a good skill, there is probably someone better to do the work for you. Arcana - It's your job, one way or another, so the skill here never hurts. Also note that some magic traps are exploited through this. For the brainiacs among you. Ask for as much information as possible. Medicine - Unless you have a passion for diagnosing the disease, a healer's kit will do the same as the primary use of this skill, but without verification. Nature - Probably the least important knowledge skill, since so many things overlap with survival. The good thing here is the poison harvest. Religion - See isoir, above. Survival - With the expertise in this area, you can make a beautiful survivalist. If your countryside is wild, your group will appreciate it. SPELLS CANTRIPS You get Mage Hand and two others at level 3, and another at level 10. Note that your weapon damage will generally be higher than any cantrip damage, so take only one one. cantrip for when you can't sneak in and be done with it. At the 9th level, you get Magical Ambush, so a cantrip with an involved stop becomes a good attack against high-AC enemies. Acid Splash - d6 damage, but you can target 2 nearby enemies with it. Decent situation. Blade Ward - There are niche situations where this can be good, but usually Dodge action (or get hell out of the way) are better. - Blade in full swing - Yes, certainly. Take it. Immediately. This gives your single attack an extra d8 at levels 5, 11 and 17, and also discourages enemy movement by giving runner damage. With your Bonus Disengage action, you can choose to lock the enemy in melee or simply escape it and let it eat damage if it wants to attack you. Even archers want this for when some melee parasites hinder their attacks. Chill Touch - d8 damage, good range, and no healing for the target for 1 round. If you intend to deal with many undead, it might be helpful to take a look at it. Control the flames - Especially for role-playing purposes. As with all cantrips in this category, do take it if you find it really cool. Create bonfire - A little battlefield control paired with convenience. Dancing Lights - A little more chic than light, but requiring concentration and providing low light. This is what you want if you have Darkvision and want to avoid penalties on sight. Fire bolt - 120 feet, which is more than your short bow. Otherwise, it's just damage. Friends - For party faces. Obviously, use it if you don't care about animosity later, or if you really need something done. Engulures - A CON except for d6 damage, which gives a disadvantage on the enemy's next attack. It's better to deter attackers than to give damage in itself. If you can't Sneak Attack, that's fine. Green Flame Blade - The same damage increases as the burgeoning blade, but this time you should be looking for adjacent enemies on the battlefield to get the most out of your attack. Not as synergistic with Cunning Action as BB, but very good anyway. Gust - Minor push, throwing objects and stuffed animals. Pass. Infestation: Poor range, bad damage and a mild effect that will be more useless than useful. Anyway. Light - The usefulness of this over a torch is that a torch needs a free hand, while this can be thrown at anything, anywhere. Still, you have few cantrips, so it's better left to other wheels. Lightning lure - Minor damage while in the enemy closer. If you have a good running speed of Mobile or Half-Elf, this could seriously annoy the enemy, however. Mage Hand - Our entire clan knows this, and we are the main users. Outside of combat, this will help you disarm the traps while staying comfortably behind a giant barbarian or away. Pickpocket enemies with little risk, and frame them with compromising evidence as well. In combat, Versatile Trickster Trickster You'll benefit as a bonus action with the playful hand, which is great. Don't forget to keep the hand molded, as it has a duration of one minute (and verbal components, which could ruin your surprise). Repair - To its uses in break and enter, or if the DM insists on tearing the party equipment. Message - Silent, precise and tactical communication, with good range. Ideal for dungeon exploration and sneaking. Minor Illusion - Free illusions forever is probably as good as it gets. There are many threads with uses of this, with alley screams and a treasure chest being my favorites. If you're creative, it's for you. Mold Earth - Some good uses of this include hiding treasure, knocking down walls and creating fog holes. Spray poison control - d12 damage is pretty neat, but the range is terrible. Prestidigitator - Someone with this can put out small fires and make food taste better. Impressed? Me neither. Frost Ray - Damage can take a step, but slowing down enemies has many uses, especially for archers who want enemy kite. Form water - Most of the time a themed cantrip, which has the same flavor of flame control and a little more utility. Iced drinks, baby! Shocking Grasp - If under pressure in melee, disengage. If you're surrounded by more than 3 enemies, that's fine, but it's not your daily situation. Thunderclap - For this to be optimal, you must be surrounded. Very similar to Sword Burst. Toll the Dead: Enemies are more often than injured than they do, so the d12 damage should be easy to trigger. If I had to choose a cantrip to use when I can't attack stealthily, it would be this one. Even if...? No, I can't bother flipping through pages of cantrips, what do I choose? Main Mage, Booming Blade and Minor Illusion. If you don't care much about illusions, then Dancing Lights/Message. 1ST-LEVEL SPELLS On level 3, you get three of them, two from enchantment or illusion schools and one from any school. Choose it wisely, as it can't be traded by Enchantment/Illusion spells later. Charm Person - You can get to use it in combat after Magical Ambush, but in advance, save it for social scenarios. Even in society, you may be better off just persuading them to avoid animosity. Consider this a last resort. Color Spray - Sleep is better. Disguise yourself - For the social chameleon in you. The usefulness of this is directly proportional to you (like) get into trouble, and considering you chose this class, I'll say a lot! Illusory script - no. Silent image - A bit like Minor Illusion, but more illusionalabe. There is a bit of redundancy, but if you feel the need to create bigger, moving things, you will love it. Sleep - Level 3, it's good (and it was great at level 1 for the wheels). But more Progress, the more you will face enemies who could not care less about it, and you can not upcast as well as full wheels. So if you're going to catch it, realize when it's become obsolete and trade. Tasha's Hideous Laughter - A nice little debauchery, especially after having Magical Ambush. The basic utility is to remove someone from a fight temporarily: Target the big boss, tell him a joke, finish the others in one or two rounds and by the time you're done, he won't be so amused. Any school spell - Suggestions - Find familiar - So good. Scouting, another eye game, has an advantage over your attack at every turn... if no one else has a pet it's mandatory, and even if they do it's always great. Fog Cloud - Anyone with bonus action disengage can enjoy a nice little area where they are invisible. Get out, attack, disengage, come back. With the escape coming to level 7, you're not even afraid of the damage from the area in there. Shield - I've always been a fan of this spell, but with Uncanny Dodge you already get a damage reduction reaction. That's fine, but you shouldn't feel too bad if you go for another option. 2ND-LEVEL SPELLS - Blur - Disadvantage on all attacks against you? Oh, yes. Sometimes it can be more advantageous to launch this than to disengage. Take this, the archers and the guys blocking my path! By the time you get elusive (if ever), it gets even better. Take care of this concentration, though. Crown of Madness - Not Even Magical Ambush saves this extremely circumstantial and ill-conceived spell. Holding the person - If you choose your enemies (in this case, the mentally handicapped), you can end a meeting very easily. On Magical Ambush? Even better. Invisibility - If a spell would be gold for this subclass, it would be this (and its older brother, More Invisibility). Hiding anywhere, being seen by anyone, escaping combat, planting evidence in someone, being a magician, not being misspelled... so many good things are happening here. Magic Mouth - So situational, it should be left to other wheels, if they even want it. Mirror Image - Given your DEX, even your copies can be hard to drop with their 13-15AC. Not as durable as Blur, but requires no concentration, something that those who have not can save the skill can certainly appreciate. The magical aura of Nystul - See 'Magic Mouth', above. Phantasmal Force - The damage of fate per se is almost irrelevant, but creating an illusion that only one person can see has obvious and gentle uses. Make them crazy. Blade - Turn your damage into psychic damage, and add another 1d8. Very good for the scrum. If you have darkvision, you can attack with advantage often, and if you don't at least you can cancel the disadvantage if you can't see. Suggestion - So good. Adapt it to your enemy. Fighting down so you don't get so tired for the mountains of muscles, save your for later for the Magi. And of course, it's just as good outside of combat. Personally, I recommend having an idea for the style of your DM, as this spell can be interpreted very differently from table to table. Exits any school (level 8) - suggestions - Blindness/Deafness - Small solid debugging. A blinded enemy is attacked with advantage, attacks with disadvantage, and cannot target creatures with spells. All right? Cloud of Daggers - If you're persuasive grappling (or someone on your team is), it's amazing. For those who aren't tired of slowing down the group. Levitate - you could get out of the fray... or float this helpless smashing monster. Personally, I prefer the second. Web - do you know what all the people selected have in common? They can all be attacked in the face. 3RD-LEVEL SPELLS - Catnap - Might be good, but you have few spells to choose it. Leave it to more dedicated wheels. Enemies abound - A strategy ruiner, this one makes your enemy target any creature at random with its attack. Of course, the higher the ratio of fo/teammates, the more useful it will be. Afraid - Oh yes. Remember, if you hide, they will save with disadvantage. To what extent does imposing a disadvantage on all attacks/skills and making enemies unable to approach you waste dashing actions? Tell me. But remember, they need to see you for the frightened condition of being good (then get out of hiding after throwing). Hypnotic motive - Oh boy, charmed and incompetent guys doing nothing but tripping in acid for a minute? What else do you want? If you get a good initiative to hide, you can potentially end an encounter with that. Also one of the few castable spells in a silent area. Major image - Silent image 3.0. If you just liked to change the visuals, imagine if you could add the temperature, the sound, the smell, the whole package. Perfect for directing people where you want them to go, or attract them if needed. Phantom Steed - For the cowboy in you. Not great, but the mount is so fast that it's hard to say it's bad. Keep one handy for hasty escapes. Any school spell (level 14) - suggestions - Counterspell - Rogues in general don't have many uses for their reaction, so this can be useful to frustrate these enemy mages. Fireball - the classic spell of area damage, now available to a rogue. The damage may seem slight at this point, but remember, hide and force the inconvenience. In addition, with two or more enemies it can be more cost-effective than attacking. Fly - Very good for those who attack from a distance. Haste - Many will say it's mandatory for TAs, as it can grant you another stealth attack if you use ready action to attack. But I won't. What for? It's a spell of concentration, and if you lose that concentration or dissipate, be prepared to waste waste next round do nothing. Always good, but far from gold. 4th SORTS LEVEL (most of us won't go that far, but...). - Confusion - Compared to Hypnotic Pattern, it's not too good (personally, I don't like uncertainty). Not bad either. Greater invisibility - Hiding anywhere, permanent disadvantage against you, and the advantage (read: stealth attack) on all attacks against things that rely on sight? What else do you want? Hallucinatory terrain - A nice illusion outside of combat. Think more in terms of affecting the lives of many people. Phantasmal Killer - So Magical Ambush gives your enemies a disadvantage except the first time they pass by. All other steps will be made as normal. Given this, I don't think the damage or effect will be too impressive, especially since fear already gives a scary effect. Any school spell (level 20) - Mobility suggestions? Size door. Defence? Wall of fire. Control? Evard/Aqueous Sphere. Shenanigans? Metamorphosis. As a cheat on the 20th level, it's time for you to make your own decisions in life. FEATS Rogues have 6 ability score improvements, and you want to boost dexterity and intelligence. Therefore, you should have room for one or two feats. Only notable mentions here. Alert: Not to be surprised and having the initiative of gold is never bad. Think of it as a 'what-to-do-I-pick' feat if you're away from ideas. Crossbow Expert: If you want to use a crossbow, take it to level 1/4 and never look back. A bonus attack and no near disadvantage fundamentally change the way your game, and for the better. After that, aim for Sharpshooter afterwards. Defensive Dullist: As a shield, it's a bit redundant with Uncanny Dodge, but it's a reaction at will, saving lives, and it can't hurt. Lucky: If you don't have a particular strategy in mind, but don't feel like you're increasing attributes, that should do the trick. Mobile: 10 feet of extra speed? To check. Dash through difficult terrain (like the squares of friends)? To check. Avoid osteoarthritis after attacking someone? To check. It's a sweet package. Resilient (CON): You want this to keep the concentration, but also for dangerous backups like cold, necromancy and poison. If you're planning for this, don't be afraid to start with 13 or 15 in CON. Sentinel: If you want to enjoy another stealth attack at every turn, this is a solid way to do it. But remember enemies can turn their attention to you instead of attacking the allies, so your AC and Mirror Image/Blur updated if you take it. Sniper: Ignore coverage and distance is celestial. The -5/-10 boost, however, should be used with care, as you don't want to miss your only attack in the turn and deal 0 damage. If you have Crossbow Expert or an Extra Attack multiclass (or both), this increases in value. Skulker: Hidden traps and enemies no longer have any bonuses against your perception perception Light. That could be good. Spell Sniper: If you're crazy for the whip, that's what you take. Booming blade can go up to 10 feet, you ignore the cover (so you can stand behind someone else comfortably) and you learn a new cantrip. Hard: If you are already competent in the Constitution saves, it's all right better than boosting the stat. Better to take it at the end of the game than at the beginning. War Caster: The hands-full casting should pass you by, but the other two advantages are strong: advantage over concentration backups and opportunity attacks with spells. With the latter, you can booming blade to escape enemies for maximum damage, or even stall them with Tasha or Hold Person if you feel like it. Last edition by Specter: 2020-05-18 at 23:53 2018-01-31, 5:16 p.m. (ISO 8601) MULTICLASSE Some issues need to be addressed regarding multiclassification. First, any multiclass must be weighed against the loss of Sneak Attack damage and potentially spells. Second, you should wait until Magical Ambush is available so you can enjoy your spells more. These generic statements assume that you have the statistics to multiclassify; if you don't have STR or CHA, for example, then Paladin is obviously bad. Barbarian - Rage blocks spells, so it's out. Careless attack would be good if it doesn't need STR attacks. Well, that's good. Bard - Bard usually gives you more skills, expertise, inspiration and spells. Everything is pretty solid and fits pretty well with AT's capabilities. Personally, I recommend Lore for more magical skills and secrets, unless you want another attack, in that case Valor/Swords. But really, no Bard subclass is a mistake. Cleric - It works best like a simple dive to get proficiencies, domain features and a few timeless spells like Bless and Shield of Faith. Knowledge domain gives even more skills, and Cunning matches the bill while giving you a reliable way to get an advantage over attacks. Druid - Turning into an animal has obvious benefits, but it won't help you sneak in. So focus on the earth. I'd go to the coast for the sweet spells. Go without a trace and improve the ability are your friends. Fighter - Anyone can enjoy a good multiclass Fighter, and you're no different. Battlemaster gives gentle maneuvers to annoy more enemies, Champion gives absurd stealth attack crits, and Eldritch Knight gets you more spells/cantrips while improving your roulette level. The other archetypes do not match if Action Surge to cast a spell and sneak into the same trick? Yes, please. Monk - No spells and not as many martial prowess as Ranger or Fighter, but melee thugs might find it nice. Great strike all the way, obviously. Open your hand for more fighting tricks, Shadow for more naughty stuff, and Long Death if you plan to never die. Stop before level 7, because the escape is redundant. Paladin - Sneak Sneak and Smite is a fun nova combination. Vengeance shouts 'take me' for this genetic advantage against an enemy. More skills, more spells (including Pass Without Trace), more attacks, a fighting style and damage features. What's not to like? Hunter and Gloom Stalker significantly improve your killing methods. The main draw here other than the spell versatility is metamagic, more specifically subtle; Now the enemies will not know that you cast a spell, which is useful in social and combat situations (great synergy Magical Ambush). If in doubt, go Draconic for this AC bonus. Warlock - Eldritch Blast's damage potential doesn't match Sneak Attack, so be here for other reasons. Invocations are especially useful for a face/sneaky character that you should be, and short rest spells (hello, Hex) are a fine addition too. Fiend or Hexblade should be the best options for the fight. Wizard - Just get the entire Wizard spell list unlocked instead of just Enc/Ill spells makes it all useful. Most ANs will take Abjurer or Diviner, but melee ATs should always take Bladesinger. The combat synergy is just too good to pass. GENERAL STRATEGY WHEN THE COMMENCE BATAILLE Some preliminary questions to ask themselves are: 1) Which allies are counting on me to do what? 2) Is it profitable to hide here? 3) Should I attack directly, or would a spell be more advantageous? RUSE ACTION Unless you're doing an off-hand attack, you should always put Cunning Action to use. If the enemy is far away or you are withdrawing, Dash. If you have a hiding place to shoot arrows/spells, Hide. If you're in trouble or you just blow someone up, disengage. MAGIC AMBUSH If you have a decent high intelligence, you can focus on spells that would otherwise average to you, and fire away, even to resilient enemies with them with a good chance of success. But even with an INT of 10, you can and should get some record spells; If you adapt them to the types of enemies you face, you can be confident enough that your spells will land. HOW TO PLAY A MOYENNE-INT AT Focus on spells that don't rely on INT. That's it? There you go. But remember, you won't get the most out of Magical Ambush or Spell Thief, and every time you do an Arcane Trickster/Eldritch Knight with an INT of 8, a puppy dies. Spoiler: List of Enc/Ill spells that don't use INT Show 1st level Color Spray Disguise Self Illusory Script Sleep 2nd level Blur Magic Mouth Mirror Image Magic Aura 3rd Level Major Image Phantom Steed 4th Level Greater Invisibility Hallucinatory Terrain HOW TO BE A STR ROGUE 1) Focus on STR, but have decent DEX armor for skill and medium; 2) Take the moderately armored feat, wear a shield and a armour (don't be stupid to grab Blf-Plate and have disadvantage on Stealth); 3) Take a rapier for attack even without using DEX for attacks; 4) Athletics expertise for grappling and shoving; 5) Season to taste with Shield Master, Fighter multiclassing and others. SAMPLE BUILDS THE ARCANE TRICKSTER\* Half-Elf Arcane Trickster 20 STR, DX20, CO16, IN18, WI10, CH14 ASI's: DEX-4, IN-2, IN-2 Feats: Resilient (CON), Alert Expertise: Acrobatics, Deception, Sleight of Hand, Stealth Cantrips: Mage Hand, Booming Blade, Minor Illusion, Friends Spells: 1 - Charm, Tasha's Hideous 2 - Invisibility, Mirror image, person of capture, blindness; 3 - Hypnotic Pattern, Major Image, Counter-Trace; 4 - Greater invisibility, the black tentacles of Evard all around the construction that should suit your thugs and face the needs. Versatile for melee and range. Gets sick DC THE CROSSBOW KILLER Variant Human Arcane Trickster 14/Champion 6 ST10, DX20, CO14, IN16, WI12, CH8 Start feat: Crossbow Expert ASI: DEX 4, INT 2 Sharpshooter, Skulker Expertise: Athletics, Perception, Stealth, Survival Cantrips: Mage Hand, Booming Blade, Toll the Dead, Message Spells: 1 ' Silent Image, Disguise, Self, 2 ' Blur, Invisibility, Hold Person 3 - Fear, Hypnotic Pattern, Major Image, Fly If you want to play sniper, look no further. Hide, then kill everything with a stealth attack and three attacks per turn. The archetype of hunting can go any way, but these massive sneaky crits are fun. THELEADER Feral Tiefling Arcane Trickster 11/Diviner Wizard 9 ST8, DX20, CO16, IN18, WI12, CH10 ASI's: DEX-4, IN-1 CO-1, IN-2. Resilient (CON) Expertise: Arcana, Investigation, Insight, Stealth Cantrips: Mage Hand, Booming Blade, Minor Illusion, Friends, Message, Mending, Toll the Dead, Fire Bolt Spells: 1 - Charm Person, Tasha's Hideous 2 - Invisibility, Mirror image, person of capture, blindness; 3 - Hypnotic Pattern, Major Image, Counter-Trace; 4 - Greater invisibility, black tentacles of Evard (Assistant) 1 - Absorbing elements, alarm, shield; 2 - Alter Self, Levitate, Mind Spike; 3 - Clairvoyance, Fireball, Fly; 4 - Banishment, Fire Shield; 5 - Dominate the person, crying even more goodness casting with the rogue package, you get the best of both worlds here. Save spells are massive here, given your extensive selection. Utility is very present too. If everything else goes wrong, you still have two Dice De Portent to have fun with. It's not going to be a case. I wrote a second guide, dealing with how to build your character from level 1 to 20. It's on Google Drive. That's it, for now. Magical objects be there in the future (welcome suggestions). Thank you. 2018-02-01, 08:30 (ISO 8601) Makes Arcane Trickster understandable and more attractive to those sneaky characters that I might choose to play. Gracias! Last edition by ZorroGames: 2018-02-01 at 08:30. With one exception, I only play AL games now. I am the eternal Iconoclast. Mountain Dwarfs Rock! Gorm's Song Gulthyn Blessed be the HAMMER my strength that teaches my hands to war, and my fingers to fight. Otto von Bismarck Quotes When you want to deceive the world, tell the truth. 2018-02-01, 08:46 AM (ISO 8601) I want to point out that there is an amazing interaction that arcane tricks capitalize on: Sentinel-Mirror Image If an enemy attacks a mirror image you get to trigger sentinel that gets your attack dice stealthily (unless you attack at a disadvantage). Since you get Mirror Image at level 7 Sentinel becomes a first feat at level 8 Also mandatory Elven Precision mention (it's not in your exploit list) 2018-02-01, 09:14 AM (ISO 8601) Initially posted by Specter Whip - d4 damage, but with scope. This makes a burgeoning blade configuration much more valuable against enemies without range, but you'll need spell sniper to use the cantrip beyond 5 feet. You will also need to get the skill somehow. Originally posted by Specter Shortbow - the standard range weapon for those who don't have a crossbow expert (you don't want to eat your bonus reloading actions). Good range, decent damage and available for all races. Reloading doesn't cost you your bonus. Loading ammunition is part of the attack. Originally published by Specter Blindsight: Invisible melee enemies can't hide while you're nearby. Unless they also have a blanket. Corner case, because they usually do not think they need cover so invisible, but still .... Last edition by DivisibleByZero: 2018-02-01 at 09:17. If you quote me and ask me questions, and I continue not to answer, it is probably because I have you on my Ignore list. Congratulations. 2018-02-01, 09:25 AM (ISO 8601) Initially Posted by TheUser I would like to point out that there is an amazing interaction that arcane cheats capitalize on what you missed: Sentinel - Mirror Image If an enemy attacks a mirror image you get to trigger sentinel that gets your sneaky attack dice (unless you attack). Since you get Mirror Image at level 7 Sentinel becomes a first exploit at level 8 Also mandatory Elven Precision mention (it's not in your exploit list) I wouldn't say that as functional, unless a RAI Save Tips says otherwise. 2018-02-01, 09:32 AM (ISO 8601) Originally Posted by BobZan I wouldn't say that functional, unless an RAI Advice says otherwise. Me neither. No more than the obvious RAI. They always attack you, they make an illusion instead. Sentinel- When a creature within 5 feet of you attacks a target other than you Mirror Image- Every time a creature targets you with an attack during the spell, roll a d20 to determine if the attack attack attacks target one of your duplicates. They attacked you as a target. Sentinel doesn't go off. I could see how some people might argue that the target is not actually you, because it has changed, according to the text of MI. But the attack they made, was aimed at you. That's how I see it. Made, and the target they chose, was aimed at you. Last edition by DivisibleByZero: 2018-02-01 at 09:34. If you quote me and ask me questions, and I continue not to answer, it is probably because I have you on my Ignore list. Congratulations. 2018-02-01, 09:32 AM (ISO 8601) seems to be something wrong here. Scout/Thief Skills You Need: Stealth, Perception Skills You Want: Sleight of Hand Stat to Raise: Wisdom Stealth and SoH are Dex-based skills. Avatar by linklele Initially Posted by Malifice (paraphrased) Decisions are not House Rules. Decisions are a DM doing what DMs are supposed to do. Initially posted by greentstone Agency means they 'players' control their character's actions; you control the world's reactions to the character's actions. Gosh, 2D8HP, you are so very correct Initially Posted by HappyDaze Self-deception tends to have a low target number how Teleport Words 2018-02-01, 09:38 AM (ISO 8601) Initially Posted by DivisibleByZero Ni. No more than the obvious RAI. They always attack you, they make an illusion instead. Sentinel - When a creature within 5 feet of you attacks a target other than you Mirror Image- Every time a creature targets you with an attack during the spell, roll a d20 to determine if the attack is targeting one of your duplicates instead. They attacked you as a target. Sentinel doesn't go off. I could see how some people might argue that the target is not actually you, because it has changed, according to the text of MI. But the attack they made, and the target they chose, was aimed at you. That's how I see it. Another thing I consider, Mirror Image creates duplicates of you, since you have Sentinel, won't they count as having it too? 2018-02-01, 09:39 (ISO 8601) Initially Posted by KorvinStarmast seems to be something wrong here. Scout/Thief Stealth and SoH are Dex-based skills. Dex is obviously the primary stat for all Rogues. Those listed in the Stat to Raise section for the type/role are intended to convey secondary choices after Dex. It seemed obvious to me. Maybe it's not as obvious as I thought. Maybe it should be clearer? Originally posted by BobZan I see it this way as well. Another thing I consider, Mirror Image creates duplicates of you, since you have Sentinel, won't they count as Also? That would cancel anyway, so that I could associate myself with that reasoning. Last edition by DivisibleByZero: 2018-02-01 at 09:43. If you quote me and ask me questions, and I continue not to answer, it is probably because I have you on my Ignore list. Congratulations. 2018-02-01, 09:42 (ISO (ISO) Finding the benefits of Familiar to an Arcane Trickster are hard to underestimate. In addition to all the usual benefits like a Scout, there are several creative ways to buff that up. Need an ally to attack stealthily? Your flying owl can get you that safe for itself. Need to look at a tunnel while you sneak in the other direction? Check through his eyes from time to time or just let you know if something is coming to ambush you. No one has message or sending your party low level? While you're scouting in advance, ask your pet to indicate when the coast is clear for your group. Too worried that you might be found while sneaking forward? Probably not, you probably have the expertise in stealth. But if it's too dangerous: PCs are expensive, pets are only 10gp. A clever trick that worked like an Arcane Trickster came during a heist that we shot at some cults. They had a set of rings put behind a glass box that we couldn't seem to break into. It could not be unlocked, could not be broken, etc. So I just rejected my familiar and the next turn had it reappear in the box, since it was less than 30 feet from me. The owl seized all the rings, disappeared again, and reappeared outside. 2018-02-01, 09:59 AM (ISO 8601) I'm surprised with no Elf Accuracy fee recommendation for elf/half-elf characters. Triple Advantage on an AT practically negates the need for TWF, allowing you booming Blade/GFB all day, and it can be used to increase Dex or Int (Wis/Cha too, but those are secondary at best) while doing so. EDIT: In addition, even with the smallest amount of spell slots you get, Shadow Blade is a good spell to consider, as well as the absorption elements. With Shadow Blade you got a 2nd level illusion, provides a weapon capable 2d8 or 3d8 Sneak Attack for you with a good type of damage, as well as the possible advantage runner. Even better if you MC in Bladesinger. Or do you think it's too niche? Absorb Elements is harder to justify without MCing as it's not illusion/enchantment, but it helps boost your SA and, when combined with Uncanny Dodge, Shield, and Escape, makes you pretty hard to take in one shot, and can be clutch if you say, get caught in a fireball and still take half the damage due to missing your save, and the damage is still enough for you to get out. Last edition by Mikal: 2018-02-01 at 10:07. 2018-02-01, 10:30 (ISO 8601) I totally forgot the exploits Will do it later. Initially posted by TheUser I would like to point out that there is an amazing interaction that arcane tricks capitalize on: Sentinel - Mirror Image If an enemy attacks a mirror image you get to trigger sentinel that gets your dice of sneaky attack (unless you attack at a disadvantage). Since you get Mirror Image at level 7 Sentinel becomes a first feat at level 8 Also mandatory Elven Precision mention (it's not in your exploit list) exploit) Posted by DivisibleByZero Ni I. No more than the obvious RAI. They always attack you, they make an illusion instead. Sentinel - When a creature within 5 feet of you attacks a target other than you Mirror Image- Every time a creature targets you with an attack during the spell, roll a d20 to determine if the attack is targeting one of your duplicates instead. They attacked you as a target. Sentinel doesn't go off. I could see how some people might argue that the target is not actually you, because it has changed, according to the text of MI. But the attack they made, and the target they chose, was aimed at you. This. Originally posted by DivisibleByZero You will also need to get the skill somehow. Reloading doesn't cost you your bonus. Loading ammunition is part of the attack. Unless they also have a blanket. Corner case, because they usually don't think they need coverage so invisible, but still.... - Oh yes, whip skill. - I meant a crossbow would take a bonus action to reload without the feat. Originally posted by KorvinStarmast seems to be something wrong here. Scout/Thief Stealth and SoH are Dex-based skills. Originally posted by DivisibleByZero Dex is obviously the primary stat for all Rogues. Those listed in the Stat to Raise section for the type/role are intended to convey secondary choices after Dex. It seemed obvious to me. Maybe it's not as obvious as I thought. Maybe it should be clearer? Yes, that. DEX should always be the major stat anyway, so these others are the next best thing. I see your point, and perhaps secondary stat to lift would be clearer. By the way, a good job. Avatar by linklele Initially Posted by Malifice (paraphrased) Decisions are not House Rules. Decisions are a DM doing what DMs are supposed to do. Initially posted by greentstone Agency means they 'players' control their character's actions; you control the world's reactions to the character's actions. Gosh, 2D8HP, you are so very correct Initially posted by HappyDaze Self-deception tends to have a low target number how Teleport words 2018-02-01, 10:40 AM (ISO 8601) Initially Posted by Specter I meant a crossbow would take a bonus action for without the feat. Crossbows don't take a bonus action to recharge though. This is part of the action you do to attack, similar to how you recharge an arrow for a short/longbow. A Rogue who uses a crossbow of any kind without the CE feat is still able to use their cunning action on the towers they attack with a crossbow. Be excellent for everyone 2018-02-01, 10:55 a.m. (ISO 8601) A note on Dancing Lights; For rogues without Darkvision, light is needed to provide adequate lighting. For rogues who have Darkvision, Dancing Lights is the top spell because it also provides adequate lighting. Assuming your table is running dark/darkvision correctly, a character with Darkvision still needs low light to avoid penalties and Dancing Lights provides that on a maximum range of 120ft, which is three times what light provides. Maybe those with Superior Darkvision enjoy this extra range the most, but the low light in a 10ftx80ft hallway with effective bright light for the first 60ft and the ability to extend the light low another 40ft at the cost of replacing the bright light with dim on your end by the same amount is generally better than effective bright light at 40ft and dim to another 20ft. In other words, DL has a shorter duration and concentration is necessary because it is a better spell. Especially if you have Darkvision. I apologize if I come across idiots. I'm kind of like that. I also like a good argument, so please don't be offended if I'm a bit... Frank. Please be aware; when it comes to 5ed D and D, I own Core (1st print) and SCAG only. All my opinions and decisions are based solely on these, unless otherwise stated. I reserve the right of ignorance of the errata or any other source. 2018-02-01, 10:59 (ISO 8601) Originally Posted by JellyPooga A Note on Dancing Lights; For rogues without Darkvision, light is needed to provide adequate lighting. For rogues who have Darkvision, Dancing Lights is the top spell because it also provides adequate lighting. Assuming your table is running dark/darkvision correctly, a character with Darkvision still needs low light to avoid penalties and Dancing Lights provides that on a maximum range of 120ft, which is three times what light provides. Maybe those with Superior Darkvision enjoy this extra range the most, but the low light in a 10ftx80ft hallway with effective bright light for the first 60ft and the ability to extend the light low another 40ft at the cost of replacing the bright light with dim on your end by the same amount is generally better than effective bright light at 40ft and dim to another 20ft. In other words, DL has a shorter duration and concentration is necessary because it is a better spell. Especially if you have Darkvision. Good call. Originally posted by Biggstick Crossbows do not take a bonus action to reload though. This is part of the action you to attack, similar to how one recharges an arrow for a short/longbow. A Rogue who uses a crossbow of any kind without the CE feat is still able to use their cunning action on the towers they attack with a crossbow. Oh yes, it totally failed. I confused it with something else. 2018-02-01, 11:49 (ISO (ISO) For everyone jumping out of their own mind to face the Listen Mirror Image combo the keyword is the target yes the enemy targets you, but the mirror image forces them to target a RAW image it's 100% functional. even the narrative modality of this combination makes sense that they enemy is dropping his guard to attack what he thinks is you, but it's not attacking you, he attacks a ghost and you capitalize on the opening. (The image has no sentry because it doesn't have your abilities or even your stats, it's an illusion) I mean I get that people don't like the idea of a single cool interaction thwarted by a number of AoE damage abilities, but I'm quite tired of people shouting That's NOT ACTUALLY POSSIBLE because they themselves don't like that the interaction exists despite raw which makes 100% possible reading abilities, operational words being target and how the mirror image changes the target of an attack directed at you at one of the images. 2018-02-01, 11:54 (ISO 8601) That, and no one was jumping out of their minds or shouting. Don't be so dramatic. Edit: OK, the that I was referring to apparently deleted. Last edition by DivisibleByZero, and 2018-02-01 at 11:54. If you quote me and ask me questions, and I continue not to answer, it is probably because I have you on my Ignore list. Congratulations. 2018-02-01, 11:57 (ISO 8601) Originally published by DivisibleByZero That, and no one jumped out of their minds or shouted. Don't be so dramatic. Edit: OK, the that I was referring to apparently deleted. Apologies. I was rereading the description of the spell, and, by a RAW interpretation there may be a point out there, so I didn't want to jump into that worm box since I was now in conflict. EDIT: Mainly that Sentinel does say every time it targets something other than you, and Mirror Image does say that the attack is now targeted elsewhere... Which means that opponents intend to target you may or may not matter. It also means that you can use redirect the attack and do some weird sentinel shenanigans, I think. You have to read further... Last edition by Mikal: 2018-02-01 at 11:59. 2018-02-01, 11:59 AM (ISO 8601) Originally posted by TheUser Everyone jumping out of their own mind to fight the Sentinel Mirror Image combo the keyword is the target yes the enemy is targeting you, but the mirror image forces them to target a RAW image that's 100% functional. even the narrative modality of this combination makes sense that they enemy is dropping his guard to attack what he thinks is you, but it's not attacking you, he attacks a ghost and you capitalize on the opening. (The image does not have a sentry because it does not abilities or even your stats, it's an illusion) I mean I understand that people don't like the idea of a single cool interaction thwarted by a number of AoE damage abilities, but I get get tired of people shouting That's NOT ACTUALLY POSSIBLE because they themselves don't like that the interaction exists despite RAW making it 100% possible to read abilities, operational words being target and how the mirror image changes the target of an attack directed at you in one of the images. If they are your duplicates, are they considered to have Sentinel as well? I'd say yes. They're a copy of you. 2018-02-01, 12:00 (ISO 8601) Originally Posted by BobZan If they are your duplicates, do they count as having Sentinel as well? I'd say yes. They're a copy of you. A copy that can't make attacks, take action, make reactions, and CCs are also different without HP. Personally, I think that say that these copies have access to your abilities such as Sentinel opens a stupid box of worms better left closed. I would also say that if



DivisibleByZero Yes, and I agreed that it could be read much earlier. The problem I see is that the user takes an extreme raw reading and hard lined up which is quite obviously not RAI, and ignoring the extreme opposition and hard double reading it creates a duplicate of you. If its interpretation is RAW, then is the one that claims that your double account as having Sentinel. Nothing says that this is not the case, and in duplicate, it can be interpreted in this way. If his hard line reading is acceptable, it is the opposite. So his assertions that we jump out of [our] own minds and scream when we don't do either are both ridiculous. I like the way the reading of words in the rule book is take an extreme where as somehow rationalize that an illusion with a separate CA and no way to facilitate attacks having sentinel is not extreme in the least .... 2018-02-01, 1:10 p.m. (ISO 8601) Initially Posted by TheUser I like the way reading words in the rule book is taking an extreme where as somehow rationalizing an illusion with a separate CA and no way to facilitate attacks having sentry is not extreme in the slightest .... It's an extreme. They targeted you. Fate confuses them and makes them hit an illusion. But you were the target. So going to the other extreme shouldn't be so unthinkable for you. If you quote me and ask me questions, and I continue not to answer, it is probably because I have you on my Ignore list. Congratulations. 2018-02-01, 11:11 p.m. (ISO 8601) Pretty damn good work as always, Specter. Although, for reasons of completeness.... Not that its all good for an AT... You missed Turtle. 2018-02-01, 23:24 (ISO 8601) Originally posted by Mikal EDIT: In addition, even with the smallest amount of spell slots you get, Shadow Blade is a good spell to consider, as well as absorb Elements. With Shadow Blade you got a 2nd level illusion, provides a weapon capable 2d8 or 3d8 Sneak Attack for you with a good type of damage, as well as the possible advantage runner. Even better if you MC in Bladesinger. Or do you think it's too niche? Shadow Blade is amazing for an AT. It gives you a weapon as a bonus action if you are unarmed (great for sudden and other assassinations), as the weapon grants 1d8 more damage than a rapier, it does psychic damage (sucking, barbarians), can be thrown and recovered with bonus action, and grants an automatic advantage in dimly lit or dark areas, which are quite common. It's an absolutely awesome spell for an AT, good enough I'd call it almost an automatic choice for ATs who want to focus on the scrum. Melee.

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