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Starting with selecting this school on level 2, gold and the time you have to spend to copy the illusion spell in your spelling is halved. Improved small illusion When you choose this school on the 2nd level, you will learn the small illusion of a cantrip. If you already know it's a cantrip, you'll find out another master cantrip of your choice. Cantrip is not counted among the famous countrytops. When you cast a Small Illusion, you can create both sound and image with one cast spell. P succumbing to illusions, starting from level 6, when you cast an illusion for 1 minute or longer, you can use your actions to change the nature of this illusion (using normal spell parameters for illusion), provided that you can see the illusion. Illusory Self Starting from Level 10, you can create an illusory duplicate of yourself as an instant, almost instinctive response to danger. When a creature makes an attack roll against you, you can use your reaction to intervene an illusory duplicate between the attacker and himself. The attack automatically misses you, then the illusion dissipates. Once you use this feature, you can't use it again until you finish a short or long vacation. Illusory reality on the 14th level, you learned the secret of weaving magic shadows into your illusions to give them a semi-reality. When you create an illusion spell of Level 1 or higher, you can select one inanimate, non-magical object that is part of the illusion, and make that object real. You can do this in turn as a bonus action while the spell goes on. The object remains real for 1 minute. For example, you can create the illusion of a bridge over the abyss and then make it real long enough for your allies to cross. An object cannot cause harm or otherwise directly harm anyone. Today I'm going to do something a little different for the 5e illusion master. The Master of Illusions is the most versatile and adaptable class of masters. For this reason, they can easily be the most powerful master, but also one of the most difficult to play. It is best used on those who can think of a million th one uses for mundane tricks. Now, usually, I would like to take a perfectly mathematical look at how they perform. But, while people love the only focus on ability, many newcomers want to build a guide as well. So, that's what I'm doing today! I'll do my review on every ability as usual, but also how I'd better benefit from it. So enjoy and let's start a guide to the most versatile master of all, 5e illusion master. As I rate them for those who have read my previous reviews, feel free to miss it. If Welcome! This is about how I assess how strong the class is. There are three things that I look at in-depth guidance. I look at how strong the subclass is in combat, how much utility it has, and if applicable, applicable, role-playing ability. Thus, each style of playback can be shown to fit their needs. Now, when deciding if something is good for management, I look at what the subclass is trying to achieve. Then look at how successful she is in this task. For example, in a previous article about the Divine Wizard, I came to the conclusion that he was trying to optimize the speller to save or suck spells. I then find out how good that ability has managed to make enemies fail depending on the statistics, and see how soon it comes online. If this is achieved at level 2, then it is an early game. Level 6 is an early mid, Level 10 Late-Average, and Level 14 late in the game. I rate previous levels better, as most Dungeon and Dragons campaigns don't go beyond Level 8. Without further due, let you start this review on 5e Illusion Master. Color Value GOLD- It's Gold Jerry! Gold! If the ability is highlighted in gold, it means that this ability not only determines your subclasses, but also performs it better than almost any other subclass. I rarely do Gold Ratings, so definitely pay attention to them if you see me do it. Sky Blue - If the ability is sky blue, it means that this ability is a defining trait in your subclass, but for one reason or another no game break like gold. Blue-if it's just blue, then it's a good ability, but there are many other abilities that work better. However, it is better to have in the subclass than other colors. Black. Black is fine. It's your more niche abilities that have bonuses in some situations but aren't useful in others. Purple - Purple for very niche abilities. They have times when they are good, but they are rare and almost never come. Not the best color to see for ability. Red-red is dead. It's the worst color to see on ability. However, regardless of color, the ability can work, so don't ignore the subclass if they have red. Enough imagination and can make the attitude make it good, but not optimal. The Illusion Wizard 5e (Late Game) Illusion Wizard for 5e is a strong subclass for those who want to use creativity and role-playing to be a star for your party. Although their abilities do not directly harm the enemy, they are excellent fit for the grueling of your enemies. Their Level 2 abilities capitalize on the cantrip of minor illusions, using both sound and image for it. So by allowing you to change the ways you can cause havoc or build your party with that. After that, their Level 6 abilities allow you to change the illusion to fit your needs depending on the circumstances. Making this incredible never go all-in for a single illusion. Then, once you get level 10, you get a solid ability that allows you to stop one attack each rest. Giving you a good panic button, but it definitely has some drawbacks. Finally, at level 14, you get the opportunity to make the illusions real, as long as you can observe the observe Because of their ability to use the illusion and great versatility of this class. The actual level of this class on the network may depend on the person. If you're a master at minor illusions, then this happens early on, but if you just want to make things permanent, then a late game. Due to the many focusing on their 14th level ability though, for most players, it seems that the illusion of a wizard in 5e comes online to effectively achieve their goal at the end of the game. The illusion of Savant Just like the abrasive master and any other master handbook player, the illusion of the master in 5e is an adept of illusion. Thus, if he copies the illusion spell from another source, it takes half the time and half the gold to complete. Not bad, considering that gives them 33 spells to be able to copy down. However, given that it makes up 15% of the Masters spell list, chances are it won't come too often. Improved small illusion Solid Level 2 ability accurately. This feature can be found on page 218 of the Player Handbook and basically says so. On Level 2, you'll learn to cantrip a minor illusion if you already have a cantrip to choose another from the Masters list. Also, when discarding minor illusions you can make both sound and image. Now, it basically just lets you combine two minor illusion functions into one. Doing this is better for cheating or passing on material. However, my favorite part of this is the free cantrip at level 2. There is a saying: Don't judge the magician by his spells, but by his cantrips. Something I totally believe in. So how would I use malleable illusions? Two ways, one regarding minor illusions will be like I always use it. Cheating and playing tricks. A minor illusion is great for avoiding a fight. So I would probably use it to either trick the enemy into a good position for us. Such as a piece of meat to lead a pack of wolves to the trap to catch them. Or lead the guards away with a flashy toy or another 5-foot object that will have guards curious and want to explore. Once they're somewhere else, sneak through, or lock them in a room. The choice is endless. In fact, to show you how endless, here is a thread that is filled with ideas and stories of minor illusions. As for the extra cantrip, I'd probably pick a cantrip of the best cantrips we don't think of on the list. But, if you already have all 3, then I would probably choose Prestidigitation because these effects work well with the illusion of magicians. P succumbing to illusions Once you get to the 6th level, you get the ability, malleable illusions. A malleable illusion allows you to change any visible illusion with an action that lasts a minute or longer. You can make it look like as long as it is within the illusion parameters of your spell base. With this level 1 spell, the illusory scenario becomes a god-level on my list. List. I've already talked at length about why an illusory script is one of my favorite spells to choose from. But to give a brief summary of it from the master's best spells at level 1, the illusory scenario allows you to make any legally binding document to save yourself. Need an order from the king? An illusory scenario. Better yet, it lasts 10 days. So now, for any Doctor Who fans, you have a 10-day mental paper that as an action you can change anytime to say whatever you want. If that doesn't create shenanigans for the party, I don't know what it does. Now, why is this something I would use this ability, it also has a large range of applications for any other visible spell of illusion as well. The emphasis is on the visible part. As it should be noted, the illusion must be visible, i.e. spells like phantasmal force that are visible only to the creature cannot be changed after the discovery. But still, with the ability to adapt spells to the situation, it's almost like being a sorcerer with meta-magic. Creating this solid ability for those with creative thinking. Dominate every adventure: Get a calculator here! Illusory Self I give you the automatic ability to skip. This increases the solid reaction of the defensive maneuver that basically allows: After resting, when a creature does a roll attack against you, you can use your reaction to create an illusory duplicate that will take a hit, not you. Causing the attack to miss and the illusion disappear. With this, you can now save yourself from this single attack that will make you unconscious, or if you are concentrating on the spell that is necessary for the survival of the party. But, only being able to do it once a short or long stay seems limited. Also, it does nothing against keeping attacks from things like fireball or watcher, so it's really weak if you think that a master of war can have no 2 to AC or No.4 to save every step. However, after doing some math, this will come in handy quite a bit for a master with 15 AC. With a level of 10-20, the monster on average has a 70-85% chance to get in so the ability to block one will almost always come in any combat encounter where the monster takes a swipe at you. You can reduce these odds to 45-60% with spells like a shield, but this doesn't use slot spells and automatic misses. So I would use this either in the first place if I think I can get away easily, or use the shield first if I believe I can't get away easily. This way, I can save spell slots for later uses, or I can save automatic misses for grueling attacks that can come up. Overall, this ability to stop approximately 44-88 damage points per day. Which makes it a solid ability. Illusory reality Is the most talked about ability among illusionists in 5e. His ability to be useful is stronger than a malleable illusion. In fact, this ability is so good most will give it a gold rating. Teh Teh A description of the illusory reality can be found on page 118 of the Player's Handbook. But for those looking for a resume, the ability allows: When casting Level 1 or above a spell of illusion, as a bonus action, you can choose one inanimate or non-magical object that is part of the illusion and make it real within one minute. However, an object brought to reality is not able to cause damage or directly harm anyone. In this case, you can bring any object into reality for one minute. Make the cage using silent image and trap big bad in a real cage. Or fool the merchant by giving him a giant emerald only to disappear soon after. Now, although it's really good, there are a few spell flaws. It can only be one minute alone. In our entirety, it must be an inanimate object, and three, it can only be used once per spell. Because of this, the spell gets a sky-blue rating. This imposes some restrictions on your creative license. But I would use this primarily for level 1-4 spell slots. The reason is that using it on higher spell slots seems pretty wasteful. With ample creativity, a silent image, hallucinatory terrain, or an illusory scenario, you can accomplish almost everything you need. For some additional good uses of this ability be sure to check out this short guide. Website support: Buy from the store! The illusion of the Wizard build because of the innate nature of illusions used to deceive and convince people, a strong race for the illusion of the master is one that focuses both intelligence and charisma over others. Thus, the semi-elf will be incredibly powerful with No 2 CHA, No 1 INT, No.1 to other stats. But another good choice would be Yuan-Ti Pureblood or Kenku, both incredibly powerful and their innate personalities built on persuasion and deception. As for the necessary spells, a small illusion, a silent image, a phantasmal force, and a hypnotic pattern are a solid choice to benefit from any fight or role scenario. In addition, the solid multiclass version will be 3 levels of witchcraft or 3 levels of the sorcerer. Both rely on the charisma that will be your secondary statistic for your class and using either subtle spells, hazy sorcerer visions, or even hex. You can add solid options to your list of options for casting an illusion. In addition, the best role of the master of illusion is to be the face of a party or supporting role. To do this, you'll use your illusions to get the party out of troublesome scenarios, or setting up your party for a successful combo, deceiving the enemy or taking them out of the game. They can both be made with spells like a phantasmal force. Use it, forcing see what you want them to see that will be the best of you all in conversation. Then the more popular way is to put the big bad in a difficult situation, such a lake of lava that will hurt it and slow down its movement. Playing this style will allow you to benefit from your illusion of spells, and make the party delighted with your creativity. The conclusion as you can see, the illusion of a master in 5e uses adaptability, creativity and deception to howly any situations that come their way. With a few key spells and multi-class options, you can expand your capabilities to increase your capabilities. While they may not have the crude destructive power of the master of resurrection, nor the control over the divination of the master, they get the biggest in creativity only by the wizard's witchcraft behind them for the master. P.S. Now that you know the general information for the 5e illusion master. Why not kick him up a notch with wizard prowess: Complete Master Guide! Giving you even more information than this for all ten master subclasses with ways to make your gameplay more memorable and more unique. Check it out today! Today!

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