

# MIRROR IMAGE

2<sup>nd</sup> level illusion

- ⚙ Casting Time: Action
- 🎯 Range: Self
- ⌚ Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed.

See PHB for more information.

BARBARIAN  
BARD  
TRICKERY  
COAST CIRCLE  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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