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Greater mirror image pathfinder

School illusion (figurative): Level bard 2, bloodrager 2, magus 2, medium 2, mesmerist 2, occult 2, psychic 2, wizard/wizard 2; Subdomain Trick 2 CASTING TIME 1 Standard Action Components V, S EFFECT range personal goal for you Duration 1 min./level DESCRIPTION This spelling creates a lot of illusy double duplicates from you that live in your square. These double dubs make it difficult for enemies to find and attack you accurately. When the mirror image is given, 1d4 images and one image are created across three wheel levels (up to eight images in total). These images remain in your space and move with you, accurately simulating your movements, sounds and actions. When you are attacked or you are the target of a spell that requires an attack roll, chances are that the attack will be directed at one of your images. If the attack is a hit, turn randomly to see if the selected target is real or fig. In the case of a fig, the fig is destroyed. If the attack misses 5 or less, one of your figs destroys almost miss. The spells in the area affect you normally and do not destroy any figs. Spells and effects that do not require an attack roll affect you normally and do not destroy any shapes. Spells that require a touch attack are harmlessly released if they are used to destroy the figure. The attacker must be able to see how the figs are deceived. If you are invisible or the attacker is blind, spelling has no effect (although the usual omission options are still applicable). Can I use Cleave or Great Cleave to split into or out of an image created by mirrorwriting? If your initial attack hit the wheel, you can't cleave into the image if it was an actual creature. If your initial attack has reached the image, you have not been able to reach the intended target (wheel), so you cannot compress. Since you can't specifically apply the image (because you can't tell images from the actual wheel), you can't also aim for the image and try to split it into another image. Can I use a magic rocket to destroy one or more images from the mirrored spelling? The magic missile is pointing at the creature and does not require an attack roll, so it bypasses all the images and always rings in a circle. [Source] (Player Manager II) Illusion (figment) level: Bard 4, Beguiler 4, Sorcerer 4, Wizard 4. Components: V, S. Casting time: 1 Urgent Action Range: Personal. Watch the text mirror image (PH 254) Goal: You Duration: 1 minute/level (D) Multiple illusory duplicates you pop into is. This spelling acts as a mirror image, except that each round is created after the first one, but no more than eight simultaneous images are displayed. If all images are destroyed, the spelling ends. This spelling is also different from the mirror image, because you can give away this spelling even when it is your turn. (Player Manager II, p. 120) Illusion (Figment) Level: Bard 4, Beguiler Beguiler Wizard 4, Wizard 4, Spellthief 4, Components: V, S, Casting Time: 1 Emergency Action Range: Personal. Watch the text mirror image (PH 254) Goal: You Duration: 1 minute/level (D) Multiple illusory duplicates you pop into is. This spelling acts as a mirror image, except that each round is created after the first one, but no more than eight simultaneous images are displayed. If all images are destroyed, the spelling ends. This spelling is also different from the mirror image, because you can give away this spelling even when it's not your turn. I put it in level 5, although I wonder if this is the sweet spot for this spell. I'm thinking level 4 could work, but it doesn't seem powerful enough at level 6. In addition, this is the first project, so the wording can be clunky/ could use some rationalization. Anyway, without further adieu: Larger mirror image 5th level ilusion Casting time: 1 action range: Self Components: V, S Duration: 1 minute Four illusory duplicates of yourself appear in your space. Until the spelling ends, you constantly teleport between all four of your images, seamlessly changing locations. Unlike the mirror image, each obvious duplicate can move independently. As a move action, you can move any or all of the duplicates to your normal speed of movement. Duplicates can move in any direction, but all duplicates must be within 100 feet of the wheel or disappear from existence. The circle can perceive or act through any of the existing duplicates. During the spelling period, if the circle is directed at attack, spelling or effect, the circle can use its reaction to exchange places with one of the illusy duplicates, destroying the duplicate, but leaving the wheeler unharmed. The spelling ends when all four duplicates have been destroyed. Unlike the mirror image, this spelling continues to function as usual even against a creature that cannot be seen if it is based on feelings other than vision, such as blind vision, or if it can perceive illusions as false as in real sight. This is because even if the creature is not affected by illusion, the circle can teleport from danger and donate a duplicate as a reaction until at least one duplicate remains. join or sign up to remove this ad also known as Shadow Clone Jutsu This spelling reminds me how I explain the displacement beast: they are/are not in more than one place until hit collapse in their wave form. Until then, the successful staggering displacement of the Beast requires hitting both places at once, leading to a shortage. In other words, they are Schrodinger's cats. RE: Spelling, spelling power level seems reasonable, but there is a problem with game logic: part of says that the wheel is constantly teleporting, but other parts of the spelling mean that the wheel has a fixed fixed and that duplicates move independently. (Otherwise, why circle swap space?) In addition, 5E does not include relocation actions; it seems likely that you are going to make both circle, and all duplicates can move at the same time. So, in general, I would suggest rewriting the spelling fluff: the dial actually is up and running/operated simultaneously in all five places at once. As a reaction, it may cease to exist locally until the hostile effect comes into force. The spelling ends when it collapses back into one place. This preserves all the important aspects of the game spelling that I think you want without entering problems with fluff or logical consistency. I'd leave him at level 5. This is a great candidate for contingency. Yes, I was really thinking of Schrodinger's Cat as I wrote this. I will definitely work to get the game logic more consistent. As for the migration step, there is a move action 5e. When you move, you use the migration step. But with this spelling, you can also control the movement of each duplicate as part of your motion. That's what I'm getting at. So it seems that every duplicate acts independently. Some can not move, while others move in different directions, and those who move can use only 15' movements, while others use the full 30. Perhaps there is a better way to write that get across and make it more compatible with the current 5e language, but that is my goal of spelling. I think you might want to explain the Circle can perceive or act through any of the existing duplicates. Is this an indication of the ability of strictly teleporting between duplicates, or are you going to spell acting as a misrepresentation, as well as a 5th level illusion spell? If so, it kind of makes that spell unnecessary and lack of language about being blind/deaf in your environment when sensing through a duplicate. Also, if you move, you can't have your duplicates move with you because it requires moving action so that they move as well? Unlike an improved version of mirror image, this looks much more like an improved version of Trickyery Cleric's capstone enhanced duality. Take a look at that ability and make sure you're not on any feet. I think you might want to explain the Circle can perceive or act through any of the existing duplicates. Is this an indication of the ability of strictly teleporting between duplicates, or are you going to spell acting as a misrepresentation, as well as a 5th level illusion spell? If so, it kind of makes that spell unnecessary and lack of language about being blind/deaf in your environment when sensing through a duplicate. Also, if you move, you can't have your duplicates move with you because it requires moving action so that they move as well? Thank you, I forgot about the mistake. Personally, I do not know whether misleading is appropriate as Level 5 spelling. It combines invisibility with a basic image, with a bit of perceptual utility added. I do not know whether level 2 spelling + level 3 spelling necessarily equals level 5 spelling. I personally can put the misguided as a Level 4 spell, which would make more sense for the Greater Mirror Image to exist than a 5th level spell. However, if you agree that misrepresentation is appropriate as a 5th level spelling, then surely the minimum level of higher mirror image should be level 6. I feel like this spell would really slow down the fight, between the wheel to decide where all the images are going and the opponents decide where to attack. As for the bug, it's a pretty nice exploration of spelling through... the usefulness of perception is basically arcane eyes (level 4). Yes, I was really thinking of Schrodinger's Cat as I wrote this. I will definitely work to get the game logic more consistent. As for the migration step, there is a move action 5e. When you move, you use the migration step. But with this spelling, you can also control the movement of each duplicate as part of your motion. That's what I'm getting at. So it seems that every duplicate acts independently. Some can not move, while others move in different directions, and those who move can use only 15' movements, while others use the full 30. Perhaps there is a better way to write that get across and make it more compatible with the current 5e language, but that is my goal of spelling. Yes, the current wording requires that duplicates move instead of your own movement, not without it, which I think is not what you want. I think you might want to explain the Circle can perceive or act through any of the existing duplicates. Is this an indication of the ability of strictly teleporting between duplicates, or are you going to spell acting as a misrepresentation, as well as a 5th level illusion spell? If so, it kind of makes that spell unnecessary and lack of language about being blind/deaf in your environment when sensing through a duplicate. Also, if you move, you can't have your duplicates move with you because it requires moving action so that they move as well? Mislead is quite different because it makes you invisible. If the larger mirror image is a shell game, misleading is a substitute where you palm a real caster while throwing out decoy. The uses are different. I agree that the misrepresentation is just quite different. Different.

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