Illusion

- Ambush prey
- Silent image
- Invisibility

Ambush prey

2nd-level illusion

Casting Time: 1 action

Range: Self

Components: S, M (a broken twig)

Duration: 1 hour

You channel primal predatory energies to perfectly conceal your presence in order to surprise your target. You become invisible for the spell’s duration, granting advantage on all Dexterity (Stealth) checks to remain hidden. The invisibility will last for the duration of the spell, however, moving 5 feet or more from your position when you cast the spell will end the effect. As long as you remain invisible, the first attack you make against any target who is unaware of your presence deals an additional 1d6 points of damage. This attack ends the spell.

At Higher Levels. When you cast this spell using a spell slot above 2nd level, the damage of your first attack increases by 1d6 for every slot level above 2nd.

Spell list: Ranger

Silent image

Source: Player's Handbook

1st-level illusion

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual; it isn’t accompanied by sound, smell, or other sensory effects.

You can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Spell Lists. Bard, Sorcerer, Wizard

Invisibility

Source: Player's Handbook

2nd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target’s person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Spell Lists. Artificer, Bard, Sorcerer, Warlock, Wizard