

Art: Midjourney



# Misleading Mirage

Set Items

1/5 PG

## Armor of the Deceptive Dervish

**Armor (any medium), very rare (requires attunement)**

*This armor is of silver and purple, the metallic leggings gleaming in contrast to the deep violet of the fabric components. Gold detailing adds a touch of splendor, enhancing the set's commanding presence.*

As a reaction, when a creature you can see within 30 feet of you makes an attack roll, you can impose disadvantage on that attack roll. If the attack misses its target, the attacker must then make a Wisdom saving throw (DC 18). On a failed save, the attacker becomes confused, thinking you were the intended target of its attack. This effect lasts until the start of your next turn. You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses at dawn.

## Misleading Mirage

2/5 PG

**Set Items**

## Belt of the Beguiling Phantom

Wondrous item, very rare, requires attunement)

*This black leather belt, designed to wrap around the wearer multiple times, is fashioned to resemble an intertwining serpent*

As an action, you can command the belt to create an illusory duplicate of yourself within 5 feet of a creature you can see within 30 feet. The creature must succeed on a Wisdom saving throw (DC 18) or be compelled to move towards and attack the illusion on its next turn. The illusion dissipates at the end of the creature's next turn or if it takes any damage. This ability can be used a number of times equal to your proficiency bonus, and all expended uses are regained at dawn.

Misleading Mirage

3/5 PG

Set Items

## Cloak of the Elusive Mirage

Wondrous item, legendary, requires attunement)

*This elegant cloak is a deep, enigmatic purple, shimmering with a silver sheen in the light.*

By speaking a command word as an action, you engage the cloak's magic. The colors of the cloak become a mesmerizing whirl, creating an array of illusions that mimic your movements, making you difficult to pin down. For the next minute, any creature that tries to target you with an attack or a harmful spell must first succeed on a Wisdom saving throw (DC 18). On a failed save, the creature must choose a new target or lose the attack or spell. This effect ends if you make an attack, cast a spell that affects an enemy, or deal damage to another creature. This ability can be used once, and you regain the ability to activate this at dawn.

## Misleading Mirage

4/5 PG

Set Items

## **2-Set Bonus: Distracting Presence**

While you are wearing any two items from the Misleading Mirage set, you gain proficiency in Deception. If you are already proficient, you gain expertise instead.

## **3-Set Bonus: Assassin's Mirage**

With all three pieces of the Misleading Mirage set equipped, your art of distraction becomes masterful. If a creature attacks an illusion under your control (such as the duplicate created by the belt or a spell like mirror image), its focus on the illusion leaves it wide open. Your first weapon attack against the misguided creature within the next minute inflicts double damage. This vulnerability effect ends prematurely if the creature takes damage from any other source than you.

Misleading Mirage

5/5 PG

Set Items