

# Invisibility

Critical text on invisibility is found at:

- DMG 59-60: "Invisibility"
- DMG 70: "Invisible Opponents"

## Coming out of invisibility to attack a charging target

If invisibility is broken in order to fire missiles at or otherwise attack a charging target, the creature which lost invisibility is a potential target of the charging creature.<sup>1)</sup>

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This is, in part, because a target does not need to be declared for a charge (E) or strike (G), only for spellcasting. See [Combat Procedure](#) for more detail.

From:

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Last update: **2025-08-08 02:54**

