

# Apparition



## Illusion/Phantasm

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

This spell transforms the recipient's face into a horrible and terrifying mask. The caster can create nearly any combination of hideous features blue skin, parrot face, elephantine nose, or rotting tusks. The spell does not allow the caster to duplicate the appearance of any known creature, although portions from differing creatures can be combined to create something new.

The effect of this apparition is startling to the unprepared and those of little experience. The apparition increases the surprise chance of opponents by +1 in situation where surprise is rolled. Creatures with 1 Hit Die or level and less must make a successful saving throw vs. spell or flee in fright for 1d3 rounds at the sight of the horrific apparition. However, the spell does not distinguish between friend and foe, affecting all (even the recipient) who look upon it. If the spell is cast upon an unwilling victim (to then be sent back to his comrades), the victim is allowed a saving throw vs. spell to avoid the effect.

The material component for this spell is a miniature palette dotted with paints of assorted colors.

Notes: Common in oriental settings; very rare elsewhere.