

Blur

Illusion/Phantasm

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 3 rds. + 1 rd./Level

Area of Effect: The caster

Saving Throw: None

When a blur spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A detect invisibility spell will not counter this effect, but the 5th-level priest spell true seeing and similar magic will.

Notes: Common spell (PHB).