

Camouflage - Elf



Alteration

Level: 2

Range: 0

Components: S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 20-ft. radius, 1 person/level

Saving Throw: Neg.

The elves jealously guard this spell. It functions only in wilderness settings, allowing the wizard to instantly and completely hide one person per level of experience, concealing them against even thorough searches. The spell changes the coloring and shadowing of the affected individuals to blend in with the natural surroundings. It is effective against infravision and ultra-vision and is especially useful for scouts and infiltrators. Spell-camouflaged individuals retain all their faculties and abilities, and can emerge from the magical concealment at any time they desire.

The concealed individuals can move while magically camouflaged, by creeping slowly up to 10 feet each round. Trying to move faster dissipates the spell. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush moving!"), the spell holds. As with the invisibility spell, if the warded individuals attack they gain a surprise bonus of initiative and a +4 bonus to hit, but the spell is immediately broken.

The concealed individuals cannot be detected except by magic or by moving stupidly. Until the spell wears off, they enjoy near-total invisibility.

The material component for the spell is a mistletoe berry.

Notes: Common for elves; very rare or not available to others.