

Chameleon



Illusion/Phantasm

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell alters the coloration of the creature to match the surrounding background. This allows the creature to blend in with the surroundings, making it difficult to spot and attack. At distances greater than 30 feet, the creature cannot be spotted (although it can be seen if pointed out by someone standing closer). At 30 feet or closer, the creature is treated as if it has a 20% chance to hide in shadows, although it is not required to remain still. In addition, a creature that can hide in shadows gains a bonus of 20% to its normal chance of success if it remains still.

Those firing missile weapons at a creature protected by the chameleon spell suffer a -4 penalty to their attack rolls.

When moving through areas where the background changes gradually (such as stepping from the edge of a forest into a green field), the chameleon coloration changes automatically. When the background changes abruptly (from forest to gray stone wall), one round is required for the color to change.

The material component for this spell is the shed skin of a small lizard.

Notes: Common in oriental settings; otherwise very rare.