

Color Blindness



Illusion/Phantasm

Level: 1

Range: 1 yd.

Components: V

Casting Time: 1

Duration: 3 turns

Area of Effect: 1 creature

Saving Throw: Neg.

The color blindness spell makes recipient unable to distinguish colors. All vision is in black and white. If the creature fails its initial saving throw vs. spell, only a successful dispel magic or dispel illusion can remove the defect before the spell's expiration; the various cure spells cannot remove this effect.

The negative effects of this spell are moderated by the DM. Many gems, beasts, potions, banners, plants, and so on are distinguished by color; a being who is colorblind cannot use color to distinguish between them.

The positive effects of color blindness include a +2 (or +10%) bonus in locating camouflaged objects, and a -2 (or -10%) penalty assessed against persons hiding in shadows from the colorblind individual. Thus, brownies (invisible in natural surroundings) can be seen on a 10% chance, while shadows are only 80% undetectable.

The colorblind individual has a +1 bonus to his surprise roll if opponents are camouflaged or hiding in shadows.

Notes: Very rare. Known to be in the Cyclopedia Phantastica Vol III. (Updated from DRAGON Magazine)