

# Disguise



## Illusion/Phantasm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: 1 person

Saving Throw: Neg.

This spell allows the recipient to assume the appearance of any person or creature of about the person's size (within  $\pm 25\%$ ). A specific individual can be mimicked. The illusion allows the disguised person to appear to be wearing different garments, and alters his voice to sound like the creature or person being imitated (if the caster has heard the voice to be mimicked). It does not confer language ability; the disguised person must know a language in order to speak it correctly or understand it. The spell does not provide any abilities of the identity taken, nor personal habits, nor mental patterns: A person disguised as an aarakocra cannot actually fly.

The spell does not grant the abilities of another class: A wizard disguised as a fighter cannot wear armor, though he could appear to; likewise he could not wield a sword but could disguise his dagger to look like a sword.

The spell cannot be recognized as an illusion under normal circumstances. A detect illusion, true seeing, or similar magic will penetrate it, while a detect magic spell will reveal that the subject is somehow magical (and might reveal the school of magic). A disguised individual might make those around him suspicious if he acts in an unusual or a typical way, but mere disbelief in illusions will not penetrate this spell. The illusion lasts until dispelled or until the disguised individual is slain.

An unwilling recipient is allowed a saving throw vs. spell to avoid the effect. At the DM's option this spell might affect some monstrous creatures as well: an androsphinx could be made to look like a manticores, a minotaur could be made to look like an ogre, and so on.

The material component is a miniature mask carved of wood.

Notes: Common for Homed Society wizards in the WORLD OF GREYHAWK setting; otherwise rare.