

Drawmij's Scent Mask



Illusion/Phantasm

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 1 creature/level

Saving Throw: Special

This spell will conceal all odors emanating from a creature for the duration of the spell. If cast upon the wizard or another person, that person cannot be detected by scent.

The recipient of this spell cannot be tracked by an animal or being that uses its sense of smell to track, such as a bloodhound. If cast upon a creature that uses its odor as a weapon or form of defense, the spell negates the odor if the creature fails a saving throw vs. spell. The musky odor of a skunk or wolverine or the stench of a troglodyte could be suppressed by the spell. A maximum of ten creatures can be affected by the casting.

The material component is a scentless flower.

Notes: Uncommon spell (WoG).