

# Invisibility 10' Radius



touch



1 turn/level



All creatures within 10' of the target become invisible, including any gear carried. The center of the effect is mobile with the recipient.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light never becomes invisible, although a source of light can become so.

An affected creature that leaves the 10' radius, attacks, or casts a spell becomes visible. The spell lasts at most 24 hours.



BF 24

