

# Chameleon

Chameleon cast in The Abyss
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## In-Game Description

*Ancient sorcery of the lost land of Oolacille.  
Transform into something inconspicuous.*

*A separate stealth spell from Hidden Body.  
A skilled stealth sorcerer must be aware of  
his or her surroundings and of which  
objects are prime candidates for imitation.*

## Availability

- Sold by Dusk of Oolacile and Elizabeth in the Oolacile Sanctuary after Dusk is taken into Oolacile

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	11	-	0 frames	14 Int	1 Attunement Slot	Dusk of Oolacile / Elizabeth	3,000 Souls

- Depending on current location, transforms the caster into a piece of scenery.
  - Lasts indefinitely until there is some action from the player. Summoning phantoms doesn't break the spell's effect
- Turning into a pot was shown in early previews of Dark Souls
- Attacking, blocking, rolling, casting and using items will remove the effect from the player.

- The Caster will be forced to move at walking speed.
- The object will retain lighting/shadows relative to the area where the spell was cast.
- Counts as personal buff. Cannot stack with these items/spells:  
Bountiful Sunlight, Elizabeth's Mushroom, Flash Sweat, Great Magic Barrier, Green Blossom, Hidden Body, Hush, Iron Flesh, Karmic Justice, Magic Barrier, Power Within, Replenishment, Transient Curse,

# List of Objects

Undead Asylum	Firelink Shrine	Undead Burg Undead Parish	The Depths	Blighttown Quelaag's Domain	Darkroot Garden Darkroot Basin

Sen's Fortress	Anor Londo	Duke's Archives Crystal Caves	Painted World	Demon Ruins Lost Izalith	Catacombs

Tomb of the Giants	New Londo Ruins Valley of the Drakes	Great Hollow Ash Lake	Kiln of the First Flame	Oolacile (all DLC)

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> <li>• W is Physical Damage</li> <li>• X is Magical Damage</li> <li>• Y is Fire Damage</li> <li>• Z is Lightning Damage</li> </ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter my more than 1 with each cast.</p>

<b>Duration:</b>	The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.
<b>Slot Cost:</b>	The number of attunement slots necessary to attune one instance of a spell.
<b>Stats Needed:</b>	The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.
<b>Dex Reduction:</b>	The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.
<b>NPC Trainer, Training Cost:</b>	The NPC who can teach the player the spell for the Training Cost.

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