

# 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

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

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

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

## 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 by 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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