Avert Evil Eye

Alteration, Universal, Reversible

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 1
Duration: 24 hrs./level
Area of Effect: 1 object and creature
Saving Throw: None

This is a common and popular spell in the Land of Fate. The danger of the evil eye is ever-present, and the wise and the cautious often seek protection from its glare.

Avert evil eye protects one creature against this danger. The wizard casts the spell upon a single blue bead made of glass, while voicing the recipient's common name (or identity). The caster must touch the bead, but he needn't touch the recipient. The bead is then sewn into the fabric of the recipient's outer clothing, or crushed and placed in the recipient's drink. Most rulers with a wizard handy prefer the latter method; the outward show of such a bead might be construed as fear, and a wise emir does not show fear to his people.

As long as the bead is in the recipient's possession or for the duration of the spell, if it's imbibed any check against the evil eye is automatically effective. Further, avert evil eye provides a +1 bonus to all saving throws vs. enchantment/charm magic. It also provides a +2 saving throw bonus vs. the effects of the curse and bestow curse spells. It offers no protection against a curse wrought by other means (magical or otherwise).

The reverse of this spell, attract evil eye, requires a black bead instead of blue. The target is allowed a saving throw vs. spell; if it succeeds, he is immune and the bead is worthless. If the saving throw fails, the target attracts the evil eye automatically, regardless of his own modesty and humility, with all ill effects as noted for this foul curse (-2 penalty to saving throws, ability checks, and proficiency checks; new encounters are "indifferent" at best). In addition, the recipient of the reverse spell suffers a -1 penalty to all saving throws vs. enchantment/charm spells, as well as a -2 penalty when saving vs. all curses (not just those created by the spell).

Avert evil eye negates the effects of attract evil eye, but only if it precedes the latter. Once the evil eye is upon the victim, only stronger magic such as remove curse or quest can remove it.

Notes: Common in arabian settings; otherwise very rare.