

Avoidance



Abjuration, Alteration, Reversible

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: Up to 3-ft. cube

Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a failing attempting to touch an iron chest with an avoidance spell upon it will be thrown back. while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component for the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast an avoidance spell upon the apparel or items carried by a living creature entitles the subject creature to a saving throw vs. spell to avoid the effect.

The reverse of this spell, attraction, uses the same material components and sets up a natural attraction between the affected object and all living things. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

Notes: Common spell (PHB).