

# Distraction



## Enchantment/Charm

Level: 3

Range: 5 yds./level

Components: S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: 40-ft. cube, 1 person/level

Saving Throw: Neg.

This spell causes one or more persons in the area of effect become too preoccupied to notice any movement, sound, or smell around them. Individuals resistant to sleep and charm are likewise resistant to this spell.

Other individuals receive a saving throw vs. spell to remain unaffected. If only two or three individuals are to be affected, they each save at a -1 penalty, while if only a single individual is to be affected the saving throw is at a -2 penalty. If the action that the distraction is intended to conceal is expressly forbidden, and attempted in plain sight (for example, passing through a guarded door), the penalties are negated and a saving throw bonus of +2 is received instead.

The spell can set up a surprise attack if used carefully. A physical blow or contact, even jostling, negates the spell immediately.

The material component is a piece of black gauze.

Notes: Rare spell; most commonly used by mage/thieves. (Updated from IMAGINE Magazine.)