

Elude Blow

Abjuration, Force, Reversible

Level: 4

Range: 10 yds/level

Components: V, S

Casting Time: 1

Duration: 1 rd

Area of Effect: 20-ft. radius

Saving Throw: None

The wizard can select any melee strikes in the area of effect and make them miss. Both weapons and natural attacks (claws, teeth, etc.), including touch-delivered spells, appear to be knocked aside by an unseen force. The spell takes effect either in the round of casting, or in the following round, as the caster decides at the instant of casting.

The caster can affect one creature per level. The spell has no effect on any creature with more Hit Dice or levels than the caster has experience levels. Creatures immune to most magic, such as golems, and those of demigod status or better are not affected. All of these count against the wizard's limit if targeted.

The reverse of this spell, doomstrike, has the same range, area of effect, and limitations as elude blow. but all melee strikes selected in the area receive a +4 bonus to attack rolls.

Notes: Uncommon for abjurers and Force mages; otherwise rare.