## ANTIPATHY OR SYMPATHY

8<sup>th</sup> level enchantment

Casting Time: 1 hour

Range: 60ft

X Duration: 10 days

BARD
CLERIC
PRUID
FIGHTER
MONK
PALAPIN
RANGER
ROGUE
SORGERER
WARLOCK
WIZARD

This spell attracts or repels creatures type of your choice. The enchantment causes creatures of the kind you designated to feel an intense urge to leave the area and avoid the target. When such a creature can see the target or comes within 60ft of it, the creature must succeed on a Wisdom saving throw or become compelled or frightened. The creature remains compelled or frightened while it can see the target or is within 60ft of it. If an affected creature ends its turn while not within 60ft of the target or able to see it, the creature makes a Wisdom saving throw. A creature affected by the spell is allowed another Wisdom saving throw every 24 hours while the spell persists. A creature that successfully saves against this effect is immune to it for 1 minute, after which time it can be affected again.







A lump of alum soaked in vinegar or honey

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