

Aura



Divination

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 mi. diam./level

Saving Throw: None

This spell allows a wu jen to read the aura of an area, determining the basic alignment and magical tendencies of most of the inhabitants and items in the area. When cast, an aura appears over every dwelling or structure within the area of effect, indicating whether most of the principal occupants are good, evil, lawful, neutral, or chaotic. In addition, areas with a high concentration of unwarded magic are also revealed.

For example, standing on a hill overlooking a village, the wu jen casts this spell. Each house in the village begins to glow, indicating the primary nature of its inhabitants. Thus, the wu jen is able to note the homes of good people, evildoers, and lawful types. Temples and shrines have a magical glow because they are more predisposed to magic than other areas. Likewise, haunted and cursed areas have an appropriate aura. The aura even appears over dwellings the caster cannot directly see - a faint glow over the treetops might indicate a hut or cave deep in the woods.

The reverse of this spell, mask, hides the aura of any one dwelling from detection by the aura spell. The reverse lasts a full week.

Notes: Common in oriental settings; otherwise rare.