

Fear

Illusion/Phantasm, Shadow

Level: 4

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 60-ft. cone, 30-ft. diameter at end, 5-ft. at base

Saving Throw: Neg.

When a fear spell is cast, the wizard sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that successfully roll their saving throws vs. spell are not affected.

The material component of this spell is either the heart of a hen or a white feather.

Notes: Common spell (PHB).