

Fear Aura

Abjuration

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 2 rds/level

Area of Effect: 60-ft. radius

Saving Throw: Special

While this spell is in effect, the mere sight of the caster causes all creatures of two Hit Dice or less within the area of effect to flee in terror.

Creatures with more than two Hit Dice but less than the caster's level must save vs. spell at -2 or be immobilized, unable to move or act. Creatures immobilized by terror can try to ward off blows, suffering a -1 penalty to Armor Class; they cannot attack. Each round, an immobilized creature can try a new saving throw without penalty to shake off the spell's effect and regain its freedom of action.

Creatures whose levels or Hit Dice equal or exceed the caster's are unaffected, as are mindless creatures or creatures immune to fear.

The material component is a scrap of cloth from a lich's shroud.

Notes: Very rare spell. (Updated from POLYHEDRON Newszine.)