

Fear Ward

Abjuration, Necromancy, Geometry

Level: 8

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 5-ft. radius

Saving Throw: None

Fear ward creates a mobile aura around the caster, making him and allies in the area of effect immune to all forms of fear. It also blocks special area attacks of the undead: aging, stench, wails, spoilage, etc. It has no effect on other attacks, including special undead attacks delivered by touch. The spell ends if the caster is slain.

The material components for this spell are spider fangs and a hair from the head of a ghoul.

Notes: Restricted to necromancers and abjurers; uncommon. (This version replaces the one in the Complete Wizards Handbook).