

# Animal Companion



## Enchantment/Charm

Level: 2

Range: 1 mi. radius

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is only effective outdoors. When cast by the wu jen, it summons one normal woodland creature that is within a mile of the caster. The creature is allowed a saving throw vs. spell. The DM determines the type of creature summoned, depending on terrain and level of the caster. The creature's Hit Dice must be equal to or less than half the level of the caster. This beast is friendly toward the wu jen. It remains with him so long as he travels through the wilderness, but will not go more than 20 miles from its home. Upon entering any large encampment, village, or other settlement, the beast parts company with the wu jen. In addition, mistreating the beast causes it to leave or even turn on the caster.

The spell does not provide telepathic or perfect communication with the beast, but the animal does understand the general meaning of spoken commands and gestures. The animal is still a wild beast and can be dangerous, especially if it misinterprets common situations as threatening. If well treated, the animal defends and serves the wu jen to the best of its ability and nature. Thus, a monkey would prefer harassment and tricks to outright combat, while a tiger would fearlessly spring into the midst of the wu jen's enemies. Common animals summoned include monkeys, hawks, badgers, boars, bears, tigers, and serpents.

The spell requires a piece of candy, sugar, or other tasty morsel for the creature summoned.

Notes: Common in oriental settings; rare elsewhere.