

# Calm



## Enchantment/Charm, Song

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 hr.

Area of Effect: 70-ft. radius

Saving Throw: Special

Insects, animals, demi-humans, humanoids, and monsters of 5 Hit Dice or levels-or less-within the spell's area of effect lose their will to fight when this spell is cast, even if engaged in combat to the death.

The calm spell affects only those creatures within the area of effect at the instant of casting. The caster can deliberately exclude up to 1 creature per level (presumably, friends or allies) from the spell's effect. Magic resistance against this spell is lowered by 15%, saving throws vs. spell against it are made at a -2 penalty.

Calmed creatures cannot bring themselves to attack any other living thing, although they defend themselves normally, and their actions are not restricted otherwise. A creature under this spell's influence that is attacked gains an immediate saving throw with a +3 bonus to shake off the calming effect. Any calmed creature remains so for one hour (6 full turns) or until attacked, even if it leaves the area.

Notes: Common for witches; otherwise very rare. (Updated from DRAGON Magazine)