

# Catbala's Compulsion



## Enchantment/Charm

Level: 6

Range: 40 ft.

Components: V, S, M

Casting Time: 6

Duration: Maximum 1 rd./level

Area of Effect: 1 being

Saving Throw: Neg.

This spell, named for its creator, is cast on any one being. If the being successfully makes a saving throw vs. spell, the Catbala's compulsion is wasted. If the saving throw fails, the victim is forced to charge at the caster until the caster ends the magic (typically just before impact), the victim manages to touch (usually to smash into) the caster, or when 1 round per caster level has elapsed.

A victim who is prevented from reaching the caster by a barrier or foe single-mindedly tries to climb, get past, or batter down the barrier to get to the caster. Victims leave themselves vulnerable to attacks from other beings in their single-minded attempts. The victim can ready any weapons within reach while charging, and the caster can similarly prepare while the victim is en route, even casting spells if time allows (if the victim is hampered or slowed, perhaps).

A charging creature moves at one-and-a-half times its full movement rate, has an attack bonus of +2, and can inflict double damage with certain weapons (such as a lance). Charging victims also lose all Dexterity-based Armor Class bonuses and have a base Armor Class penalty of -1. If a charging victim is met with set spears or pole arms, the opponents gain -2 on their initiative rolls and can inflict double damage with the set weapons.

The material component of this spell is a copper hook of any size attached to a string, thread, or piece of fishing line.

Notes: Rare or very rare in the FORGOTTEN REALMS setting; virtually unknown elsewhere.