

# Charm Animals



## Enchantment/Charm, Song

Level: 5

Range: 0

Components: V, S

Casting Time: 5

Duration: 1d4 hrs.

Area of Effect: 30-ft. radius, 2d6+6 animals

Saving Throw: Neg.

This powerful spell affects normal and giant-sized versions of non-monstrous animals. Only creatures of animal or semi-intelligence can be affected (1, 2-4). Thus, common wolves or dire wolves would be subject to this spell, but worgs are too intelligent and winter wolves are not normal animals because of their breath weapon and immunity to cold and therefore qualify as monsters. Up to 13-18 animals can be affected for up to 1-4 hours. If the animals are under a magical influence or willing followers of a character such as a ranger or druid, the caster's influence can be contested. Both the caster and the original master roll Reaction checks, applying normal modifiers based on Charisma scores. The individual with the lower modified roll wins the contest. The caster gains a special - 2 bonus to this check in addition to any other modifiers that may apply.

If the original master fails, the each animal must successfully make a saving throw vs. spell or be charmed. If there are more animals than the caster can affect, charm animals affects the lowest Hit Dice animals first. Any creature that has suffered damage from any action of the caster during the same encounter is immune to the effects of this spell.

Charmed animals regard the caster as a trusted ally. They do not gain any ability to understand her speech, but they instinctively protect her from hostile creatures or foes, and may follow more complex orders or suggestions if the caster finds a way to make his wishes known. Self-destructive orders are ignored. If the caster harms or attempts to harm an affected creature, the spell is negated.

Notes: Restricted to witches, to kits with exceptional animal affinities, and to those of gypsy blood; common. (Updated from DRAGON Magazine)