

Charm Man I



Enchantment/Charm, Song

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 1d4 + 1 turns

Area of Effect: 15-ft. radius

Saving Throw: Neg.

The caster must have a Charisma score of at least 11 to cast this spell. The spell affects up to 5-8 men of 3rd level or less in a 15-foot radius, and has a duration of 2-5 turns. "Man" is defined as any male human, demi-human, or humanoid creature of large size (L) or less and 3 Hit Dice or less. It affects them much as a charm person spell, in that the words and requests of the caster will be seen in the most favorable light. If the caster harms or attempts to harm an affected creature, the spell is negated. The spell won't work on any man who has taken damage from any other action of the caster in the current encounter.

A leader with the group of men can negate the charm immediately if the leader's Charisma plus a roll of 1d8 is six points or more higher than the witch's Charisma. If the spell is not negated by a leader, 5-8 men (1d4+4) of 3rd level or less within the area of effect must attempt a saving throw vs. spell.

A successful saving throw negates the effect of the spell for that man only. If there are more than eight men of 3rd level or less in the area, the lowest level men are affected first (these count against the spell limit even if they make their saving throws).

Notes: Restricted to female spellcasters; common for witches; otherwise rare. (Updated from DRAGON Magazine)