

Charm Man II



Enchantment/Charm, Song

Level: 2

Range: 0

Components: V, S

Casting Time: 2

Duration: 1d6 + 4 turns

Area of Effect: 1d6+6 men in a 20-ft. radius

Saving Throw: Neg.

A more powerful version of charm man I, this spell resembles it, except that it affects up to 7-12 men of 4th level (or Hit Dice) or less, and the duration is extended to 5-10 full 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. As with the 1st-level spell, the caster's influence can be contested by a leader among the subjects; roll Reaction checks for both the caster and the leader, applying normal Reaction check 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 leader fails, the men must each attempt a saving throw vs. spells or be charmed. If there are more men within range than the caster can affect, the lowest-level men are affected first (these count against the spell limit even if they make their saving throws).

Charmed subjects regard the caster as a trusted ally. They follow her suggestions and protect her from harm, although self-destructive orders are ignored. 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. Note that ogres and quadrupeds such as centaurs can be affected.

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