

Charm Monster

Enchantment/Charm, Song

Level: 4
 Range: 60 yds.
 Components: V, S
 Casting Time: 4
 Duration: Special
 Area of Effect: 1 or more creatures in a 20-ft. radius
 Saving Throw: Neg.

This spell is similar to a charm person spell, but it can affect any living creature-or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels. regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the suggestion spell). f communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creature, eventually come out from under the influence f the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day 1s secretly determined by the DM.

Notes: Common spell (PHB).