

Charm Plants

Enchantment/Charm, Song

Level: 7

Range: 30 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 10 x 30 ft.

Saving Throw: Neg.

The charm plants spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1st-level priest spell entangle, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

Notes: Common spell (PHB).