

# Control Lycanthrope



## Enchantment/Charm

Level: 7

Range: 0

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 120-ft. radius

Saving Throw: Special

Any lycanthrope in animal form in the area of effect instantly falls under the caster's control, just as if affected by a charm monster spell. No saving throw is allowed if the creature's Hit Dice are one-third of the caster's level or less. If the were-form Hit Dice are greater than one-third the caster level, or if the human form is 4th level or more, the lycanthrope receives a saving throw. The affected werereatures willingly obey the caster and follow his orders without hesitation, although suicidal commands or courses of action to which a subject is violently opposed allows the creature a new saving throw vs. spell to escape the caster's control. Creatures that fail this saving throw stand dazed for 1d4 rounds before finally ignoring the command. Any overtly hostile action by the caster breaks the spell.

The control remains even in the were-creature's human form. The affected creature has a cumulative 5% chance per day to shake off the caster's control and regains its free will. Each affected lycanthrope checks individually each day. Depending on how the were-creature was treated, it may leave or track down the caster to exact vengeance once free of the spell.

There is no limit to the number of werereatures that can be affected with one casting of this spell.

The material component is a shard of polished moonstone, which the caster must keep on his person in order to maintain the spell. Should this stone be removed from the caster, the spell ends automatically.

Notes: Very rare. (Updated from DRAGON Magazine.)