

Fascinate

Illusion/Phantasm

Level: 2

Range: 30 yds.

Components: V. S

Casting Time: 2

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell the illusionist attempts to captivate the subject creature's attention and gain its love, friendship, and/or obedience. The spell creates an illusion around the spellcaster so that he becomes, in the eyes of the subject, a trusted and/or desired companion. Unless a saving throw vs. spell is successful, the subject will follow the illusionist wherever he goes, if possible, without undue risk to life and safety. Creatures of animal intelligence can be affected, but non-intelligent creatures are not subject to a fascinate spell.

If the illusionist is able to converse with the fascinated creature, the subject will obey requests from the spellcaster as long as a roll of 3d6 per request does not exceed the Appearance (or Comeliness) of the illusionist. If these sub-ability scores are not used, the Charisma score can be used instead.

Requests that are obviously against the better interests of the creature add +1 to the dice roll, and the more hazardous and unreasonable of these requests will add from +2 to +6. The spell is shattered whenever the fascination check is failed, and the subject will likely be filled with rage and hate.

Creatures of normal sort with animal Intelligence will remain fascinated for only a short time (1–4 days), but if the illusionist has been careful to treat the subject well, attend to its needs, and feed it, there is a 2% chance per point of Appearance (or Comeliness) that the subject will willingly befriend and follow him or her. Otherwise, the creature will attack (if it was not cared for) or leave (if it was cared for) when the spell wears off.

Notes: Restricted to illusionists; uncommon.