Charm Monster

Enchantment/Charm

Range:	6"	**Components:**	V,S
Duration:	Special	**Casting Time:**	4 segments
Area of Effect:	Special	**Saving Throw:**	Negates

Level 4 Magic-User

Confusion

Enchantment/Charm

Range:	12"	**Components:**	V,S,M
Duration:	2 rounds + 1 round / level	**Casting Time:**	4 segments
Area of Effect:	up to 6" x 6"	**Saving Throw:**	Special

Level 4 Magic-User

Dig

Evocation

Range:	3"	**Components:**	V,S,M
Duration:	1 round / level	**Casting Time:**	4 segments
Area of Effect:	5' cube per level	**Saving Throw:**	Special

Level 4 Magic-User

Description

This spell is similar to a charm person spell (q.v.), but it will affect any living creature - or several creatures of lesser level as explained hereafter. The magic-user casts the charm monster spell, and any affected creature regards the spell caster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature will follow reasonable requests, instructions, or orders most faithfully (cf. suggestion spell). Affected creatures will eventually come out from under the influence of the spell, and the probability of such breaking of a charm monster spell is a function of the creature's level, i.e. its number of hit dice: One check is made for each target every week.

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%

Naturally, overtly hostile acts by the person charming the monster will automatically break the spell, or at the very least allow the monster a new saving throw versus the charm. The spell will affect from 2-8 1st level creatures, 1-4 2nd level level creatures, 1 or 2 3rd level, or 1 creature of 4th or higher level

Description

Except as noted above, this spell is identical to the seventh level druid spell, confusion (q.v.). However, it affects a basic 2-16 creatures. Its material component is a set of three nut shells.

This spell causes confusion in one or more creatures within spell range. Confused creatures will react as follows:

die Roll	action
01-10	Wander away for 1 turn
11-60	Stand confused for 1 round
61 -80	Attack nearest creature for 1 round
81 -00	Attack druid or his party for 1 round

The spell lasts for 1 melee round for each level of experience of the spell caster. It will affect 2 to 8 creatures, plus a possible additional number of creatures determined bysubtracting the level or number of hit dice of the strongest opponent creature within the spell range and area of effect from the level of the druid who cast the spell of confusion. If a positive number results, it is added to the random die roll result for number of creatures affected; a negative number is ignored. All creatures affected will be those closest to the druid within the area of effect. Each affected creature must make a saving throw each round, unless they are caused to "wander away for 1 turn" in which case they will go as far away from the druid as is possible in one turn of normal movement, as conditions permit. All saving throws are at -2. Confused creatures act according to the table of actions shown above, but saving throws and actions are checked at the beginning of each round.

Description

A dig spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round. The hole thus dug is a cube 5' per side. The material thrown from the excavation scatters evenly around the pit. If the magic-user continues downward beyond 5', there is a chance that the pit will collapse: 15% / additional 5' in depth in earth, 35% / additional 5' depth in sand, and 55% / additional 5' depth in mud. Any creature at the edge (1') of such a pit uses its dexterity score as a saving throw to avoid falling into the hole, with a score equal to or less than the dexterity meaning that a fall was avoided. Any creature moving rapidlytowards a pit area will fall in unless it saves versus magic. Any creature caught in the center of a pit iust dug will always fall in. The spell caster uses a miniature shovel and tiny bucket to activate a dig spell and must continue to hold these material components while each pit is excavated.