

Hlal

(The Jester, the Pursued, the Keeper of Tales, Quicksilver)

Lesser Power of Arborea, CG

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| PORTFOLIO: | Draconic humor, storytelling, music, wit, literary and musical inspiration |
| ALIASES: | Avachel |
| DOMAIN NAME: | Olympus/the Mountain of Mirth |
| SUPERIOR: | Io |
| ALLIES: | Aasterinian, Bahamut, Diancastra, Erevan Ilesere, Finder Wyvernspur, Garl Glittergold, Kereska, Lirr, Lydia, Milil, Nathair Sgiathach, Olidammara, Rais, Stronmaus, Tamara, Ye'Cind, Zagyg, Zorquan, the Seldarine, the Seelie Court |
| FOES: | Faluzure, Kalzareinad (Dead), The Queen of Air and Darkness, Tiamat |
| SYMBOL: | A single flame ("The light of wit") |
| WOR. ALIGN.: | LG, NG, CG, LN, N, CN |

As the draconic goddess of humor and wit, Hlal (huh-LAL) delights in everything from sophisticated wordplay to simple pranks. She is an incorrigible trickster who delights in pulling pranks on evil tyrants in order to teach them humility and show others that it is possible to stand up to them. Hlal lives for joy and entertainment in its multitude of forms, and delights in music, storytelling, and theater regardless of the source. She is looked to for inspiration by dragons with creative streaks hoping to better their crafts, and is called upon to bless such endeavors, as well as joyful occasions of all sorts.

Hlal's origins are murky, although it seems clear she is younger than most of her kin. There is some speculation that she was once just an aspect of Aasterinian (and some say she still is) that split from the Daughter of Io after pulling an elaborate and embarrassing practical joke on Faluzure. The theory holds that in order to preserve her position as a somewhat neutral messenger of the Concordant Dragon, Aasterinian split off the portion of her essence that loved playful pranks and comedy, who became Hlal. Whether this is true or not, it is known that Hlal's greatest foe is indeed Faluzure, and myth says she must stay on the move, constantly one step ahead of the Night Dragon and his undead servitors.

Across many worlds, Hlal wanders in different guises to learn, play, and enjoy life and the company of others. She is the most social of her kin, favoring the company of good natured dragons and non-dragons equally, and spends as much of her time with trickster and bardic deities of all stripes. Many worlds and races feature the exploits of one of their deities with a draconic companion; more often than not this is an aspect of Hlal. Among the elves, the roguish Erevan Ilesere has a boon companion in the form of Avachel Quicksilver, an ascended mercury dragon who fell defending a sylvan elf community from attack. Some obscure gnomish myths speak of Garl Glittergold causing mischief and tricking Kurtulmak, Memnor, and Karontor with the aid of a copper dragon, whose name varies with the telling. Other stories of Hlal's escapades with her divine allies could fill books, but many are infrequently told or specific to certain communities.

The Jester maintains close ties with members of her kin who favor freedom and life, being especially close to Aasterinian, Nathair Sgiathach, Bahamut, and Tamara. The seeming overlap, or at least extreme closeness, between Hlal's portfolios and those of Aasterinian and Nathair might make other deities aggressive or protective, but the trio is able to maintain a solid friendship without infringing on the others' territory, and they work together frequently. Such is their friendship that in crystal spheres where one or two of the trio isn't worshipped, the others answer prayers directed at their blocked kin, regardless of the situation. Bahamut shares her love and fascination with lesser races, although he maintains a far more enigmatic and aloof relationship to them. Her relationship with Bahamut can become strained for short periods of time, however, for the Platinum Dragon feels Hlal should be far more serious about her interactions with lesser races.

Of all the draconic deities, Hlal maintains the strongest connections with outside powers, with the possible exception of Bahamut. She is on excellent terms with a variety of deities of music and literary

creativity, but especially favors those who love a good joke or prank. She is especially close to Erevan Ilesere and the Seldarine, to the point where her aspect Avachel is considered a minor member of the pantheon. She is also a frequent visitor to the Seelie Court, both to visit her sibling Nathair and to spend time in musical revelry with faerie-kind. She has become especially fond of the young deity Finder Wyvernspur recently, for the encouragement he gives to musicians and artists to improve and transform their work.

The Jester rarely stays in one place for long; she is always looking for new music and stories to learn, but most of all, new jokes to tell and pranks to pull. She takes a wide variety of guises when wandering the Prime Material Plane, both draconic and humanoid, female and male. She appears in whatever form is suitable to blend in or best execute her prank.

Hlal's Avatar (Great Wyrms Mercury Dragon, Bard 29, Priest 21)

Hlal appears in many varying forms, both humanoid and draconic. Her most common forms are a faerie dragon with a yellow-gold aura, a mercury or copper dragon with blindingly polished scales, a sylvan or high elf, a human, or gnome with golden, silver, or copper hair. Hlal favors spells from the schools of enchantment/charm and illusion, and the sphere of charm, although she can cast spells from all spheres and all schools save necromancy.

Draconic Form

AC -9; MV 18, Fl 42 (B or A), Jp 6; HP 217; THAC0 1; #AT 3+special
Dmg 3d4+12/3d4+12/3d10+12 (claw/claw/bite)
MR 96%; SZ G or T (230 feet—body 130 feet, tail 100 feet, or 2 feet)
STR 19, Dex 24, Con 19, Int 22, Wis 21, Cha 25
Spells P: 12/12/12/11/9/6/2, W: 6/6/5/5/5/1
Saves PPDM 2; RSW 5; PP 4; BW 4; Sp 5

Humanoid Form

AC -9; MV 15; HP 217; THAC0 1; #AT 1
Dmg 1d6+11 (*staff* +4, +7 Str)
MR 96%; SZ M (3-6 feet)
Str 19, Dex 24, Con 19, Int 22, Wis 21, Cha 25
Spells P: 12/12/12/11/9/6/2, W: 6/6/5/5/5/1
Saves PPDM 2; RSW 5; PP 4; BW 4; Sp 5

Special Att/Def: In humanoid form, Hlal carries the *Somniastaff*, a *staff* +4 that causes any creatures struck to be put to *sleep* for 2d4 turns unless they succeed a saving throw vs. spell. She is able to cast two spells at the same time by weaving them into a single song. Spells with casting times greater than one round cannot be combined in this way, and she must use a musical instrument of some variety. Singing is not required to use this ability, but she prefers to do so.

In draconic form, the Jester favors using her powers to disable opponents or dissuade them from fighting. Her favorite tactic is to use her secondary breath weapon, a cloud of euphoric gas that fills an area 75 feet long, 60 feet wide, and 30 feet high. Those who fail a saving throw versus breath weapon wander aimlessly in a state of bliss for 3d6 rounds. In this state, creatures are unable to attack, and suffer a -2 penalty to their Armor Class. Victims can attempt to keep their mind on the situation with an Intelligence check each round; a failure indicates they completely lose interest in matters at hand for the duration of the breath weapon. If the check succeeds, they are able to give advice or answer questions fairly coherently, but are still unable to attack. Hlal's secondary breath weapon is a ray of blindingly hot light 5 feet wide and 90 feet long that deals 24d8+12 points of damage; a save vs. breath weapons is allowed for half damage. Flammable objects struck by the beam are ignited unless they make a saving throw vs. magical fire as well. In any draconic form other than a faerie dragon, she can reflect any available light using her wings to create a beam that blinds a single foe for 1d4+1 turns. This cannot be used during flight, nor in any round in which she uses a wing buffet. In faerie dragon form, her maneuverability class increases to A. Despite her size, her attacks deal the normal damage listed above.

Hlal's aura of dragon fear extends to a radius of 100 yards. Creatures of up to 4 HD/levels who catch sight of her are automatically affected (as well as all noncarnivorous, nonaggressive creatures with fewer than 25 Hit Dice) and flee for 4d6 rounds. Trained war mounts of 4 HD or more,

organized military units, and single creatures with more than 4 HD or levels do not automatically flee. Rather, they are entitled to a saving throw vs. petrification at a -4 penalty. If they fail this saving throw, they fight with a -2 penalty to attack and damage rolls. No one save another deity is automatically immune to her fear effect.

Regardless of form, Hlal is able to become *invisible* at will, and she is able to use her attacks, magical powers, and breath weapons without dispelling the effect. She can cast *gaze reflection* and *mirror image* at will, and can cast *taunt* and a double-strength *telekinesis* four times per day. Twice per day, she can cast *project image*, *Otto's irresistible dance*, and *Tasha's uncontrollable hideous laughter*. She is immune to all spells below 5th level, as well as weapons below +2 enchantment. She is immune to heat, fire, and any spells that cause damage through light or darkness, including sunlight and moonlight. In addition, she is immune to poison, paralysis, death magic, blindness, and mind-affecting and controlling spells and psionics.

Other Manifestations

Manifestations of Hlal's power are infrequent, as she favors dispatching an avatar to meddle in affairs that interest her. When she does send a manifestation, it can take a wide variety of forms, but typically takes the form of some sort of musical or comedic spell, such as *Otto's irresistible dance* or *Tasha's uncontrollable hideous laughter*, as well as magical lights of a non-solar, lunar, or stellar nature (so *dancing lights* or *color spray*, but not *sunray* or *moonbeam*). She is also known to afflict a powerful *sleep* effect (as the spell, but can affect those above 4 Hit Dice if they fail a saving throw vs. spell) on those who anger her or endanger her followers.

Hlal is served by aasimar, asuras, atomies, azmyths, bhaergala, campestri, coure and firre eladrin, devas, doppelgangers, elves (grey, high, and sylvan), gnomes (rock and forest), gonn, grigs, hollyphants, kenku, leprechauns, light aasimon, lillendi, pixies, satyrs, seelie faeries, singing trees, sinisters, sirines, songbirds of all types, sprites, stwingers, and zin. She expresses her pleasure through the discovery of gemstones of pure rainbow hues and crystalline cinnabar, as well as ancient, forgotten, or lost pieces of music, theater, or storytelling. She expresses her displeasure through the sound of snapping harpstrings, flat notes, and the sound of crickets audible only to the one who displeased her.

The Church

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| CLERGY: | Dragon-priests, specialty priests, dragon-bards, clerics, bards |
| CLERGY'S ALIGN.: | NG, CG, N, CN |
| TURN UNDEAD: | PD: Yes, SP: No, DB: No, C: Yes, B: No |
| CMND. UNDEAD: | PD: No, SP: No, DB: No, C: No, B: No |

All dragon-priests, specialty priests, and clerics of Hlal receive religion (draconic) as a bonus nonweapon proficiency. All members of the clergy must be proficient in a musical or performance art (singing, artistic ability, musical instrument, etc.).

Hlal's clergy are the most gregarious and ebullient of dragonkind, partaking in social gatherings with dragons and no dragons alike. As lovers of good music and good jest of all sorts, they are on excellent terms with the priesthoods of deities such as Milil, Olidammara, Erevan, Ilesere, and Finder Wyvernspur. More so than any other draconic priesthood, followers of Hlal enjoy the company of humans, elves, and other demihumans, being particularly fascinated by their music and humor. Some dragons who make their abodes within the cities of lesser races become patrons of the arts, sponsoring bardic schools and theater companies, while others prefer to wander human and demihuman realms with acting troupes or as traveling minstrels. Among dragon realms, they similarly take on roles as traveling musicians, entertaining other dragons and non-dragon vassals alike. They are on excellent terms with the clergy of Bahamut, Nathair, and Tamara, and tend to have a friendly rivalry with followers of Aasterinian. The clerics of Tiamat and Task despise followers of the Jester for they are often the butt of jokes, while Falazure's priesthood goes out of their way to slay Hlal's faithful at every opportunity.

Hlal's faithful rarely build actual temples. Those that do exist are found only within large draconic nations, where they play a role similar

to human bardic colleges and performance halls. They teach music of all forms, featuring lessons in both draconic and humanoid instruments, as well as poetry, singing, and acting. Lessons are taught by dragons and non-dragons, with no prejudice allowed; dragons learning poetry from a human are expected to respect them the same way they would another dragon. They also contain stages, outdoor theaters, or other venues where thespians and musicians can perform before an audience. Dragons who worship Hlal always build a small shrine in her honor in their lairs. Such shrines feature a single, special slow-burning candle that has a bright white flame when lit. These candles are kept lit whenever a dragon is awake, with the belief it brings a blessing to artistic ventures, as well as jokes and pranks. Shrines such as these are also built in places where Hlal's faithful frequent, and they can be found hidden at crossroads and outside cities with a strong musical or theater tradition. Half-dragons, polymorphed dragons living among humanoids, and non-draconic worshipers of the Jester rarely build temples in her honor, although those who own theaters or music halls privately dedicate the building to her and have a shrine in their quarters or office.

On most worlds, dragons do not form organized priesthoods, as there are too few of them, and they are far too individualistic. Only worlds with very dense dragon populations or very structured dragon cultures will develop hierarchical priesthoods, and the form they take are likely to be unique to those worlds. Specialty priests of Hlal are known as jocularists. Chaotic dragons and those who favor living among humans or demihumans are the most common members of Hlal's clergy; unlike most other draconic priesthoods, half-dragons, humans, demihumans, and humanoids are allowed to join the priesthood as full members. Mercury dragons, copper dragons, silver dragons, weredragons, steel dragons, bronze dragons, and faerie dragons particularly favor Hlal, but gold dragons are quite rare, generally being too serious to see the appeal of the Jester's worship. Elves and humans comprise the bulk of her non-dragon clergy, with half-dragons finding a rare welcome compared to other draconic priesthoods. Gnomes, pixies, sprites, leprechauns, and other humanoids with a bardic or comic bent make up a small remainder. Specialty priests (75%) are most common among Hlal's dragon priesthood, with dragon-priests (20%) and dragon-bards (5%) being much rarer. The Jester's non-dragon priesthood is split fairly evenly, balanced in favor of bards (55%) compared to clerics (45%). As half-dragons are welcomed by the priesthood of Hlal, she has become a de facto patron of sorts for them, second only to that of Bahamut. She is popular with all manner of half-dragons, but particularly those who have a love of music, theater, or comedy.

Dogma: The freedom to express one's thoughts, feelings, and viewpoints is the most important freedom in life. Mirth is the greatest emotion, for it brings joy, happiness, and health. Do not take life too seriously, and lighten heavy hearts with levity. Soothe with music and song, charm with wit and humor, and teach with stories and drama. A life lacking in entertainment is no life worth living; brighten the world by sharing liberally from your repertoire. The villainous and hypocritical deserve to be satirized and teased, revealing the truth of their natures to all who would listen. Always look on the bright side of life, but do not hide hard truths. Do not mourn the dead, but celebrate their lives. Share with others what they learned, what they created, and what they gave.

Day-to-Day Activities: Hlal's draconic faithful are far less interested in traditional draconic pursuits than other dragons, such as hoard gathering and sleeping, although this isn't to say they don't perform those activities. They have a great love of humor, music, and storytelling, as both participant and audience. Those who favor pranks and gags often spend much of their time plotting such antics, and especially favor targeting evil creatures who lack a sense of humor. These dragons are the least interested in lesser races, and of Hlal's followers with no ability to polymorph, they make up the bulk; those who do enjoy the company of lesser races often prefer associating with mischievous faerie creatures, some gnomes, and elves rather than humans, dwarves, and others of their ilk. Hlal's faithful who enjoy music often become the equivalent of bards or minstrels, wandering human or draconic lands and sharing their musical skill with appreciative listeners, although many also settle down and create music halls. Those who favor storytelling have much in common with the musically inclined, but even more so enjoy living among humans, elves, and other lesser races, intensely fascinated by their greater variety of life experiences, myth, and legend. Many become thespians and playwrights, telling stories and taking on roles to the

enjoyment of audiences, be it drama, comedy, or satire. Those who live among lesser races often take on decidedly undraconic habits, rarely hibernating on their hoards or living in great cavern lairs. They tend to have secret vaults beneath their otherwise ordinary homes where they store their hoards, and few spend more time sleeping than the average human. With the notable exception of steel dragons and weredragons, most breeds see such behavior as eccentric to say the least.

Hlal's non-draconic faithful are bards, minstrels, actors, and pranksters within their own communities, although most keep their faith a secret. This is more out of a desire to not raise questions than fear of persecution; most non-draconic creatures are unfamiliar with the dragon deities and would wonder why a member of their race would worship one. Otherwise, they conduct themselves much as the draconic clergy do.

Important Ceremonies/Holy Days: The Jester's faithful do not observe any fixed ceremonies or holy days. Instead, they dedicate the debut of a new musical or theatrical piece, or the performance of a new prank, as a religious rite honoring Hlal. It is said that a successful performance indicates her pleasure and approval, while a failed performance is seen as life lesson in never giving up, continuing practice, as well as humility.

Major Centers of Worship: On Toril, the legendary lair of Hlal's aspect Avachel, known as Quicksilver's Lair, is a holy site to her draconic and non-draconic clergy alike, as well as those of the elven deity Erevan Ilesere. This cavern complex is hidden in the High Peaks at the head of the Arglander River, to the southwest of the lake known as Deepwash. Within this complex resides a family of mercury dragons, said to be descendants of Avachel himself, who serve as priests to those faithful who find their way to the site, both those who revere Hlal and those who revere Erevan Ilesere. The most prominent member of the mercury dragon family is the adult mercury dragon Meralandracles, who favors wandering human and elven lands as the human Mera Quicksilver.

Among Io's Blood Isles, the copper dragon clan Becubard produces the finest draconic singers and storytellers in the land, as well as some of the most irascible pranksters, although they would never admit to it. The clan credits the continued blessing of Hlal for their skills, and to honor her favor, they tutor any dragons or vassals who wish to learn performing arts. South of the clan's major holding, also called Becubard, lies a bowl-shaped valley known as the Jester's Amphitheater which serves as a stage for performances by novices and adepts alike. This stage hosts a wide variety of public musical and theatrical performances on a semi-regular basis, which are open to all for a nominal entrance fee.

Affiliated Orders: None.

Priestly Vestments: The holy symbol used by the Jester's draconic clergy typically consists of a single flame carved from chalcedony or milky quartz magically embedded within a single, clear, cabochon-cut diamond. Non-draconic clergy favor a cameo medallion of a single flame carved into onyx or sardonyx, with the white layer forming the flame. Ceremonial garb used by the non-draconic clergy has no established forms, but most commonly consists of robes made with shimmer, silver thread, with yellow or orange fringes. Yellow or orange robes with silver trim are also common.

Adventuring Garb: Non-draconic clergy of Hlal prefer light armor that doesn't restrict movement when traveling, rarely choosing anything better than chain mail, nor do they typically use shields. Their favored weapon is the staff, due to its combat and non-combat versatility.

Specialty Priests (Jocularist)

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| REQUIREMENTS: | Intelligence 12, Wisdom 10, Charisma 15 |
| PRIME REQ.: | Wisdom, Charisma |
| ALIGNMENT: | CG |
| WEAPONS: | Any, but normally a dragon's natural weaponry |
| ARMOR: | Any, but normally a dragon's natural armor |
| MAJOR SPHERES: | All, chaos, charm, divination, healing, protection, summoning, thought, travelers |
| MINOR SPHERES: | Animal, guardian, wards |
| MAGICAL ITEMS: | Same as dragons, clerics, bards |
| REQ. PROFS: | Acting (PHBR7), artistic ability (comedic performance or composition), music instrument, poetry (CoW), or singing (pick one) |
| BONUS PROFS: | Tease (CoW) |

- Jocularists may be of any dragon species capable of becoming a priest, but those with the ability to polymorph into humanoid form, and those who are naturally chaotic, are most common. She is especially favored by faerie dragons, mercury dragons, and copper dragons.
- Jocularists are not allowed to multiclass.
- Jocularists are immune to spells, magic items, psionics, and magical abilities that would negatively affect their emotions. This does not include *charm* spells or spells that rely on external deceit to manipulate emotions.
- Jocularists can influence audiences as a bard. This ability can only be used on an audience if the jocularist appears to be much the same as the audience; therefore this ability cannot be used to affect dragons if the jocularist is currently polymorphed into the shape of an elf, but she would be able to use it to influence an audience of humans and halflings. The saving throw of the audience is modified by -1 for every three age categories of the jocularist if the audience is non-draconic, and -1 for every two age categories if the audience consists of dragons and dragon-kind (including half-dragons).
- Jocularists can cast *ventriloquism* (as the 1st-level wizard spell) once per day.
- At the 2nd age category, jocularists are able to perfectly memorize poetry, oral stories, theatrical lines, or music for the intent of public performance with no effort. After one week of dedicated study, they will never forget the memorized material through normal means.
- At the 3rd age category, jocularists can cast *taunt* (as the 1st-level wizard spell) three times per day.
- At the 4th age category, jocularists can cast *enthrall* or *music of the spheres* (as the 2nd-level priest spells) or *Tasha's uncontrollable hideous laughter* (as the 2nd-level wizard spell) once per day.
- At the 5th age category, jocularists can *polymorph self* (as the 4th-level wizard spell) three times per day. Each change in form lasts until the jocularist chooses a different form; reverting to their natural form does not count as a change. Jocularists that have a natural ability to *polymorph* do not gain this ability, even if the natural ability manifests later. In addition, jocularists using this ability cannot sire half-dragon young on humans, demihumans, and humanoids.
- At the 7th age category, jocularists can cast *silence 15' radius* (as the 2nd-level priest spell) twice per day.
- At the 9th age category, jocularists can cast *shout* (as the 4th-level wizard spell) once per day.
- At the 10th age category, jocularists can cast *Otto's irresistible dance* (as the 8th-level wizard spell) once per week.
- At the 12th age category, jocularists can cast *power word, stun* (as the 7th-level wizard spell) and *power word, blind* (as the 8th-level wizard spell) once per week each.

Hlalar Spells

1st Level

Distracting Joke (Pr 1; Enchantment/Charm)

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| Sphere: | Charm |
| Range: | 0 |
| Components: | V, S |
| Duration: | 1 turn |
| Casting Time: | 4 |
| Area of Effect: | 30 yd. radius |
| Saving Throw: | Neg. |

With this spell, the caster is able to utter a subtly funny joke that sticks in the mind of those who hear it, periodically making them snicker and chortle as they recall it. For the duration, those affected have a difficult time concentrating, accruing a -1 penalty to attack rolls, initiative, saving throws, and proficiency checks. In addition, spellcasters must make a saving throw vs. spell with a +4 bonus when attempting to cast a spell to avoid it being disrupted by an inopportune laugh; in addition, it is impossible to maintain spells that require constant concentration. If a creature affected by this spell spends a round composing themselves, they can end the effect early with a successful saving throw vs. petrification.

This spell only affects creatures that can hear and understand the caster. In addition, creatures without emotions, or those without an

understanding of humor are also unaffected. A 3rd-level wizardly version of this spell is available to non-draconic bards who worship Hlal. No other changes are made to the spell.

2nd Level

Aura of Hlal (Pr 2; Abjuration, Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Special
Saving Throw: Neg.

With this spell, the dragon's fear aura is transformed into an aura of choreomania, forcing creatures within the aura who fail a saving throw vs. spell to begin dancing uncontrollably. Dancing creatures can take no actions other than capering and prancing about; while dancing, creatures' Armor Class and saving throws suffer a -4 penalty, and shield bonuses are negated.

The initial saving throw upon entering the aura of Hlal is modified by the fear aura saving throw modifier, as if the caster were a gem dragon of the same age category. This modifier starts as a +7 bonus at the Young Adult, and progresses up to no bonus or penalty at the Great Wyrm category. Creatures affected by the aura dance as long as they're within the aura, and for 1d3 rounds after leaving. There is a 1-in-4 chance each round that creatures affected will dance out of the aura, assuming the caster doesn't move.

3rd Level

Hlal's Jest (Pr 3; Enchantment/Charm, Invocation/Evocation)

Sphere: Charm
Range: 0
Components: V
Duration: Special
Casting Time: 6
Area of Effect: 30 yd. radius
Saving Throw: Special

When the caster begins this spell, all those within range must roll a saving throw vs. spell. Those who fail their saving throw immediately stop to listen as the caster relates an amusing anecdote or joke. An attack on those listening negates the spell's effects. This effect occurs at the start of the casting time, and lasts for the duration.

At the completion of the spell, stopped creatures must roll another saving throw vs. spell, modified by the caster's Reaction Adjustment (a bonus applies a penalty to the save and vice versa). A successful save indicates the creature wanders away from the caster in a *confused* state for 1d10 rounds, unless attacked; any attack against the creature breaks the effect. If the save is failed, the creature doubles over with intense laughter for 1d10 rounds. For 1d10 rounds following the laughter, the creature suffers a -2 penalty to Strength (or a -2 penalty to damage if it has no Strength score). Creatures who are not attacked by the caster or their allies will view the caster as having a Charisma of 20 for one full day. If the saving throw is failed with a modified roll of 0 or below, or a natural 1, the target creature becomes enraged for 1d10 rounds, attacking the caster with a +2 bonus to their attack roll and damage, but a -2 penalty to their Armor Class.

This spell only affects creatures that can hear and understand the caster. In addition, creatures without emotions, or those without an understanding of humor are also unaffected. A 5th-level wizardly version of this spell is available to non-draconic bards who worship Hlal. No other changes are made to the spell.