

# Empathic Control

Enchantment/Char, Mentalism



Level: 2

Range: 60 yds.

Components: V, S

Casting Time: 2

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

A more powerful version of the empathic seizure spell, empathic control allows the wizard to seize the mind and control the body of a single creature within the spell's range. Creatures of more than 6 Hit Dice or levels, undead, non-intelligent or mindless creatures, and creatures warded by protection from evil are immune to empathic control. The subject is entitled to a saving throw vs. spell to resist the wizard's control.

The creature remains aware while under the wizard's command. It cannot be forced to act against its nature or perform obviously self-destructive acts. For example, an orc could be compelled to flee or surrender, but it could not be ordered to let an enemy cut its throat or to fall on its sword. If such an order is given, the victim immediately gains a new saving throw with a +4 bonus to break free of the wizard's influence. The caster suffers damage equal to 25% of the damage taken by the controlled creature while under his influence, due to empathic shock (round fractions down).

The spell ends when the caster loses sight of the controlled creature for any reason, ceases to concentrate on maintaining his control, or takes damage other than empathic shock. Note that the caster can send the controlled creature beyond the initial casting range, as long as it remains in sight.

Notes: Common for mentalists; uncommon for necromancers or enchanters; otherwise rare. (Updated from POLYHEDRON Newszine.)