

Empathic Link

Enchantment/Charm, Mentalism

Level: 3
Range: 10 yds./level
Components: V, S
Casting time: 3
Duration: 5 rds./level
Area of Effect: 1 creature
Saving Throw: Special

This spell allows the caster to make empathic contact with a creature and use its sensory abilities by concentrating on them. The caster can use this spell to see through another's eyes, hear through his ears, and so on. No saving throw is allowed for creatures of animal intelligence, but unwilling creatures of semi-intelligence or greater receive a saving throw vs. spell. Non-intelligent and unratable creatures are immune, as are creatures warded by protection from evil (or its reverse, protection from good). Elves and other creatures with immunity to charm spells are affected by this spell normally.

Once per round, the caster can try, if desired, to control the actions of a linked subject by concentrating upon the link to the exclusion of all other activities. The subject receives a saving throw vs. spell to fight off the caster's influence. Failure means that the caster can command the subject to perform a specific, short action. If the subject succeeds, the empathic link remains in effect, but the desired action is not carried out. A third failure to force control in this way breaks the entire spell.

A caster who establishes control can direct the subject within certain limits. The subject cannot be ordered to act against its nature or to engage in self-destruction; any such orders are ignored, and the creature immediately gains a new saving throw to break the entire spell with a +4 bonus.

The link lasts as five rounds per level of the caster, although the caster can end it earlier if desired. Once established, the link has unlimited range. The caster cannot cast spells or attack while the link exists.

The empathic link is somewhat dangerous, as the wizard takes 25% of any damage suffered by the subject creature due to empathic shock (round down). A caster who is using the subject's sensory abilities can be affected by special visual, auditory, or olfactory attacks against the subject, such as a basilisk's gaze, a banshee's wail, or ghast stench.

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