

Empathic Seizure

Enchantment/Charm, Mentalism

Polyhedron
NEWSZINE

Level: 1

Range: 30 yds.

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell enables the caster to seize the mind of a single creature and hold its body rigid. Creatures of more than 6 Hit Dice or levels, mindless or sightless creatures, and those under the influence of a protection from evil spell (or its reverse) are immune to the effects of the spell. Elves and other creatures with immunity to charm spells are affected by this spell normally.

To establish the effect, the caster must meet the victim's gaze. A victim who fails a saving throw vs. spell is held immobile until the caster takes damage (other than empathic shock) or ceases to concentrate on maintaining the spell. If the immobilized creature is injured while in the caster's power, the caster suffers empathic shock damage equal to 25% of the damage inflicted upon the subject (round fractions down), and must make a successful saving throw vs. death magic to maintain the seizure.

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