

# Face



## Enchantment/Charm, Illusion/Phantasm, Reversible

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 2 turns/level

Area of Effect: Creature touched

Saving Throw: Special

By means of this spell, the wu jen is able to create the illusion that he is of a higher social level, title, office, or position than he actually is. When cast, the wu Jen decides what particular thing is increased- social level, title, or office. Upon completion of the spell, the appropriate status is increased by 1d4 ranks. The spell surrounds the wu Jen with the appropriate air of confidence, aura of power, mannerisms, speech, and etiquette appropriate to the rank.

Upon those unfamiliar with the rank assumed the spell has a greater than normal effect. They give the wu jen an inordinate amount of respect, their encounter reaction rolls are 10% greater than that dictated by the assumed rank (or -2 on the encounter reactions, Table 59, in the DMG). They unhesitatingly believe the wu Jen really is a member of the assumed position and is quite fearsome and powerful. The confidence he radiates impresses those affected greatly. Those familiar with the rank assumed are allowed a saving throw vs. spell. If failed, they treat the wu Jen as if he were of the assumed rank. If successful, they begin to notice slight flaws in the behavior of the wu Jen. After one turn they become suspicious of the wu Jen and after two turns they realize he is an impostor. Whether they communicate this to others and what actions they take depend on the situation. Those of higher status are also allowed a saving throw vs. spell with the same results for success or failure. Of course, they never treat the wu jen as an equal. The material component for this spell is a drop of honey.

The reverse of this spell, lose face, causes the victim to become socially graceless. The victim must be touched (normal attack roll) but no saving throw is allowed. The victim and those with him are not immediately aware of any change, but when social graces are important the victim somehow manages to do the wrong thing to the obvious notice of those around him. The exact effect of such blunders are adjudicated by the DM, depending on the situation and NPCs involved.

The material component for lose face is a small piece of charcoal.

Notes: Common in oriental settings; very rare elsewhere.