

Closed Essence 3.2.10

SPIRIT MASTERY

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Sleep V	varies	varies	100'	Fm
2)	Charm Kind	1 target	10 min/lvl	100'	Fm
3)	Sleep VII	varies	varies	100'	Fm
4)	Confusion	1 target	1 rd/5 fail	100'	Fm
5)	Control I	1 target	C (1 rd)	100'	Fm
6)	Sleep X	varies	varies	100'	Fm
7)	Hold Kind	1 target	C	100'	Fm
8)	Control II	1 target	C (2 rnds)	100'	Fm
9)	Lord Sleep	varies	varies	100'	Fm
10)	Forget	1 target	P	10'	Fm
11)	Quest	1 target	1 day/lvl	10'	Fm
12)	Control III	1 target	C (3 rnds)	100'	Fm
13)	Word of Confusion	20' R	1 rd/5 fail	50'	Fm
14)	Hold True	1 target	C	100'	Fm
15)	Word of Sleep	1 target	varies	50'	Fm
16)	Control IV	1 target	C (4 rnds)	100'	Fm
17)					
18)	Waiting Word	varies	1 day/lvl	50'	Fm
19)	Control True	1 target	C	100'	Fm
20)	Forget True	1 target	P	10'	Fm
25)	Master of Kind	1 target	1 rd/lvl	100'	Fm
30)	Puppet Master	1 target	C	varies	Fm
50)	Grand Control	1 target	10 min/lvl	varies	Fm

1. Sleep V — Causes up to five levels of total target(s) to fall into a natural sleep. The caster must be able to see all targets. At the time of casting, the caster should designate target priority (i.e., affect target A; if levels are left, affect target B; etc.). The first 2 rounds of sleep are magical (the target cannot be awakened through normal means). Any targets involved stressful situations (combat etc) receive +20 to RR.

2. Charm Kind — A non-hostile humanoid target believes the caster is a good friend. Target is allowed another RR with +20 if someone tries to convince him otherwise.

3. Sleep VII — As *Sleep V*, except a total of 7 levels can be affected.

4. Confusion — Target is incapable of making decisions or initiating action. However, the target may continue to fight if already engaged; he may also fight in self defense.

5. Control I — By concentrating caster may controls target's physical actions for 1 round. Due to the mental struggle all actions will be performed at -25. If target is forced to harm himself in any way, he is entitled another RR with +20 (every round). A suicide attempt usually confer an "E" critical on appropriate critical table. If target leaves the 100' range, spell will be cancelled.

6. Sleep X — As *Sleep V*, except a total of 10 levels may be affected.

7. Hold Kind — A humanoid target is held to 25% activity per round.

8. Control II — As *Control I*, except caster may control a target for a total of 2 rounds.

9. Lord Sleep — As *Sleep V*, except a total of 20 levels may be affected.

10. Forget — Target forgets a period of (1 minute per level) of his past, as desired by the caster.

11. Quest — Target is given one innocuous task, failure results in a penalty determined by the Gamemaster. Task must be within capabilities of target and able to be carried out in less than 1 day per level of caster. If the target ignores the quest, he will suffer the same effects as for failure.

12. Control III — As *Control I*, except caster may control a target for a total of 3 rounds.

13. Word of Confusion — As *Confusion*, except all targets within a 20'R area is affected.

14. Hold True — As *Hold Kind*, except any sentient being can be affected.

15. Word of Sleep — Target falls into a natural sleep. The first minute of sleep is magical; the target cannot be awakened by sound or touch (still, a bucket of water or a sincere slap will awaken target).

16. Control IV — As *Control I*, except caster may control a target for a total of 4 rounds.

18. Waiting Word — Any of the lower level "Word" spells on this list can be set to go off at a specified time or if there is movement within a designated 10'R.

19. Control True — As *Control I*, except duration is as long as caster concentrates.

20. Forget True — As *Forget*, except 1 hour per level of the caster may be erased from targets mind.

25. Master of Kind — As *Control I*, except caster need not concentrate and duration is 1 round per level. Target may be given a task to perform, but if uncontrolled target will freeze.

30. Puppet Master — As *Control I*, except there is no range limit (caster need to see target at the casting of the spell), no penalty on target's actions and caster may see through targets eyes for the duration of the spell.

50. Grand Control — As *Puppet Master*, except caster need not concentrate to control target's actions and may order the target to act "normally" until caster wishes to take control of target's actions again.

SPECIAL NOTES

1) Spells from this list offer physical control over a target. Even though some spells may share names with the Mentalism variant (Mentalist: Mind Control), the type of control differs between the Realms. While an Essence user has physical control over a targets body, a Mentalism user may alter targets thoughts. Targets under effects of spells from this Essence list will be aware of the fact that a spell has taken control of their body. They will remember everything they were forced to do, unless Forget is cast upon them.