

enchantment.



## BEWITCH

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**Target** One creature that can see you within long range

Make an Intellect attack roll against the target's Intellect. On a success, the target is moved up to its Speed.

**Attack Roll 20+** You regain the casting of this spell.

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## PRESENCE

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**Duration** 1 minute

For the duration, creatures that are ordinarily attracted to members of your kind make attack rolls against you with 1 bane.

*SHADOW 127*

UTILITY 0

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## CHARM

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**Target** One creature within short range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed for 1 hour or until it takes any damage.

**Attack Roll 20+** The target instead becomes charmed for 1d6 hours or until it takes any damage.

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## COMMAND

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**Target** One creature within short range that can hear you

Make an Intellect attack roll against the target's Will. If the target is charmed, you make the attack roll with 1 boon. On a success, the target becomes compelled for 1 round.

**Attack Roll 20+** You regain the casting of this spell.



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## QUESTION

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**Target** One creature within short range that can see, hear, and understand you

You ask the target a question and make an Intellect attack roll against its Will. On a success, the target must answer you truthfully and to the best of its knowledge.

**Attack Roll 20+** The target becomes frightened for 1 round.

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## COMPELL

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**Target** One creature within medium range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes compelled for 1 minute or until it takes any damage.

**Attack Roll 20+** The target instead becomes compelled for 1 hour or until it takes any damage.

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## MIND BONDAGE

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**Target** One creature within medium range that can see and hear you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes dazed for 1 minute or until it takes any damage. While the target is dazed in this way, you make attack rolls with 1 boon to interact socially with it.

**Attack Roll 20+** The target becomes stunned while it is dazed in this way.

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## COWER

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**Target** One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target becomes immobilized for 1 minute; while immobilized in this way, it is also frightened. Once per round when the target takes damage, it can make a Will challenge roll, removing this immobilized affliction on a success.

**Attack Roll 20+** The target also falls prone and cannot stand up while immobilized in this way.



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## IMPLANT SUGGESTION

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**Target** One creature within short range that can see and hear you

**Duration** Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Will. On a success, the target becomes stunned for the duration or until it takes any damage.

If you concentrate for the full minute, describe a course of activity that is obviously not suicidal and that can be summarized in a sentence or two. Then describe what triggers the activity, such as reaching a specific destination or hearing a word or phrase. If the suggested activity would be potentially harmful to the target's self, loved ones, or property, the target can make a Will challenge roll and is not affected on a success. Otherwise, it must perform the described activity if the trigger occurs at any time within the next 8 hours. Once the target has completed the activity, the effect ends.

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## ALLURE

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**Target** Any number of creatures within short range

Each target must make a Will challenge roll with 1 bane. On a failure, it becomes charmed until you attack it or until you complete a rest. While charmed in this way, the creature becomes impaired if it is beyond short range of you.

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## ENSLAVE

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**Target** One creature within medium range

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed. The target does not age while charmed in this way. When it takes damage, it can make a Will challenge roll, removing the affliction on a success.

While you are within long range of the target while it is charmed in this way, you can use an action to make an Intellect attack roll against its Will. On a success, the target becomes compelled for 1 minute.

**Attack Roll 20+** If the total of the initial attack roll was 20 or higher and exceeds the target number by 5, you make the secondary Will attack rolls against the charmed target with 2 boons.