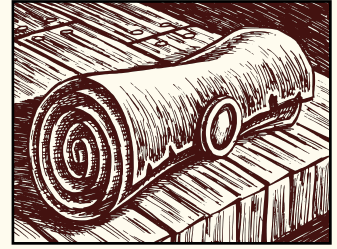


Spell Scroll



Mesmerism

Allows the caster to control one enemy in sight if they can beat the target in a roll off, adding their current Mind Points. They become the casters follower and are controlled by them immediately after the casters turns. Take the same test again at the start of each of the targets subsequent turns to see if they can break free.