

Control Doll

(from "Dragon Magazine #43")

Dolls are made to fit general categories; a man or a woman, a troll, a dragon. To work, an organic sample of the specific target (some nail clippings, locks of hair, bits of outer skin, or scales) must be made part of the doll. Once the organic material is added, the doll acquires a focus. The doll now must be shown to the intended victim. If the victim fails to save vs. spell, the victim is charmed (like a *charm person* spell). The charm lasts as long as the doll is intact and in the charmer's possession. If the controller loses the doll or the doll is destroyed or damaged, the charm is broken.

XP Value: 1,800

GP Value: 9,000