

Cloak of Insanity - Drow



Abjuration, Mentalism

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 rd. + 1d4 rds.

Area of Effect: The caster

Saving Throw: None

This spell temporarily cloaks the caster's mind with wild, insane surface thoughts and images: it can't be read or influenced, even by psionics. A cloak of insanity therefore confers short-term immunity to psionic attack and all spells that act on the mind, such as charm, command, confusion, ESP, fear, feeble mind, phantasmal killer, possession, rulership, suggestion, and telepathy-and similar influencing or scrying effects created or caused by magical items. Limited wish and wish spells can penetrate this protection, as can the spells and spell-like powers wielded by demi-powers and deities.

While protected, the caster can't cast another spell (this forces upon the caster instant feeblemind effects, lasting 1 turn/level of the caster). The caster can, with difficulty, use magical items (even those requiring command words, and/or mental control of effects), drink potions, scan spellbooks and scrolls to choose spells (but not study to memorize spells, or be feebleminded), or ready apparatus for later spellcasting. Combat and other physical activity, even if it causes unconsciousness or forces a system shock roll, cannot end this spell.

Each time this spell is used, there is a 12% chance that the caster will become confused (totally helpless) when it expires, this state lasting 2d4 rounds. If this occurs, roll 1d8; if a result of 1-3 occurs, the caster will unleash an offensive spell (or failing that, hurl any available weapon) at a nearby creature, even if friendly (determine which creature randomly), and then revert to normal mental state.

Notes: Common to drow; otherwise very rare.