

Corruption



Necromancy

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 1

Duration: 2 rds.

Area of Effect: 1 person

Saving Throw: Neg.

This spell inundates the target with an emotional flurry of corruption and greed. A person who fails a saving throw vs. spell temporarily succumbs to the temptations of dark power and becomes transfixed, lost among delusions of grandeur, and unable to take any actions for the duration of the spell. Success means the person is completely free of the spell's effect.

After the spell expires, a person who failed the initial saving throw must roll another saving throw vs. spell or be predisposed to favoring the caster. If the saving throw is unsuccessful, the target will hesitate for one round before attempting any offensive move against the caster, his minions, or property. As long as the person remains hostile and fails a saving throw at the beginning of the round, the person will delay further any action for one round.

Notes: Restricted to necromancers and undead spellcaster's; uncommon, but favored by liches.