

Despair



Enchantment/Charm

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 2d4 creatures in a 20-ft. cube

Saving Throw: Neg.

When this spell is cast, 2d4 sapient creatures (Intelligence 3 or better) in the area of effect must make a saving throw vs. spell or lapse into a despondent depression as they realize the hopelessness and folly of their beliefs. Victims of despair are unable to attack, cast spells, move, or even engage in basic activities such as eating or drinking. Everything just seems pointless. The effects last for one round per level of the caster.

Creatures suffering from despair don't bother to defend themselves, so opponents can automatically strike, disarm, or bind them without resistance. However, when a creature is damaged or bound, it can attempt another saving throw vs. spell to shake free of the spell effects. Primes and Independents receive a +2 bonus to saving throws against this spell.

Mages of the Bleak Cabal developed this spell to share their point of view with their enemies.

Notes: Common for Bleak Cabal members; otherwise very rare.