

Detho's Delirium



Enchantment/Charm, Necromancy

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

The caster of this spell touches a being who is drugged, drunken, unconscious, or sleeping. The caster then speaks the verbal component and rings a small silver or brass bell.

The subject receives a saving throw vs. spell at a -2 penalty; if the save is failed, the being begins to speak. He speaks at random, in all languages known to him and on random, rambling topics. He cannot hear questions, and cannot be forced by mental or magical control to give specific answers. While the person speaks, there is a 25% noncumulative chance per round that he reveals names (but not true names), passwords, words of activation, codes, directions, and other useful information. Note that the speaker rarely identifies such fragments of speech for what they truly are. Dreams, rumors, jokes, and fairy tales may be mumbled by the speaker, not merely factual information.

If the affected person is awakened at any time, the spell is broken.

Notes: Uncommon spell. Known to be in Detho's Libram.