

Bug



Conjuration/Summoning

Level: 7
Range: 10 mi./level
Components: V, S, M
Casting Time: 1 rd.
Duration: 1d4 days + 1 day/2 levels
Area of Effect: 1 insect
Saving Throw: None

This spell creates a mental link between the caster and an insect; the insect can be used as an effective spy. Everything heard by the insect is heard by the caster via the link, and by concentration the caster can see through the insect's eyes. Since the caster may be disturbed unexpectedly by something the insect hears, there is a 20% chance that any effort to concentrate an activity other than using the insect's vision- for example, casting a spell, memorizing spells, or initiating psionic powers- is disrupted by the audial link.

The caster is also vulnerable to attacks that affect the insect. Any spells that affect the insect will affect the caster if they normally would, with no saving throw allowed. If the insect is killed while caster is linked to it, the wizard suffers 1d4 points of damage. The caster can break the link and terminate the spell any time he likes.

For example, a repel insect spell would affect the bug, but not the caster. A charm person spell would not affect the bug, and thus would not be passed to the caster. A sleep spell could affect the bug, but the caster is too high a level to be affected. A fireball spell would kill the bug and inflict 1d4 points of damage on the caster.

The material components are a live bug of any type and a crushed rose petal.

Notes: Rare for conjurers; otherwise very rare. Known to be in Prismal's Pocket Library, Vol. IX