

Drenal's Amok Needles



Enchantment/Charm, Artifice

Level: 3

Range: 100 yds.

Components: V, S, M

Casting Time: 1

Duration: 5 rds.

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the caster throws one or more large needles into the air and points at the desired target. The needles then dart toward the target and start poking the victim. The needles inflict 1-2 points of damage each per round. If the creature moves, the needles move with it, but they will not pass out of the range of the spell. If the range is exceeded, the needles fall directly to the ground, and the spell is ended. Any magical protection, such as shield or armor (or protection from evil if the caster is evil) requires each needle make an attack roll to hit the target, as if the caster were attacking.

The caster can enchant one needle for every three levels, with a maximum of four needles. Once the spell is cast the caster no longer needs to concentrate on the spell.

The needles must be 5 inches long and made of a light metal alloy (requiring substantial effort to make- 25 gp each). They must be stored in a container of magical liquid. The liquid used to cover the needles costs another 25 gp to manufacture and must be replaced each month. The needles can be re-used if they are recovered.

Notes: Very rare spell. Known to be in Drenal's Notes.