## **Drenal's Annoying Poke**

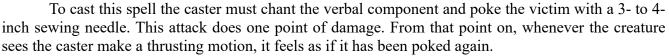
## **Enchantment/Charm**

Level: 2 Range:0

Components: V, S, M

Casting Time: 1

Duration: 1 turn + 1 rd./level Area of Effect: 1 creature Saving Throw: Neg.



This is at first annoying. Each time the thrust is made by the caster, the victim takes one hit point of damage. If zero hit points is reached, the victim faints and awakens in 1d4 rounds.

After three pokes, a creature of Intelligence 10 or less must make a successful saving throw vs. spells or be driven to panic (50%) or rage (50%). Panic causes the victim to run in the path of least resistance for one round. Rage causes the subject to try to assault the caster at any cost short of fighting to the death.

The material component for this spell is a long sewing needle.

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

