

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.

To cast this spell the caster must chant the verbal component and poke the victim with a 3- to 4-inch sewing needle. This attack does one point of damage. From that point on, whenever the creature sees the caster make a thrusting motion, it feels as if it has been poked again.

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.