

Drenal's Eyesore



Enchantment/Charm

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

By casting this spell, a red-hot needle is enchanted to dart at the target's eye. The target creature must make a successful saving throw vs. spell or be afflicted by the dweomer. The needle causes the creature to take 1d4 points of damage and to drop to its knees from excruciating pain for 1d4 rounds. During this time it can defend itself, but with a -2 penalty to Armor Class, and cannot attack in any way.

Creatures of large or greater size and 6 or more Hit Dice are 50% likely to become enraged, attacking at twice the normal rate and with a +2 bonus to hit and damage for 2d4 rounds. If such a creature does not become enraged, it can still physically attack any creature within range at a -2 penalty to hit and a +2 bonus to damage.

The material components for this spell include a gray tallow candle and a 4- to 5-inch needle of the finest metal (at least of 10 gp value). The candle is lit and used to heat the needle. When the needle is heated to the point at which it can no longer be held, it is released to dart toward the victim. The needle used in this spell cannot be taken in the solution used in the casting of Drenal's amok needles.

The flagrant and malignant use of this spell could be an evil act, with consequences. Drenal used this spell only as a last resort.

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