

## Drowsy Insects



### Conjuration/Summoning

Level: 1

Range: 6 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 5-ft. cube/level

Saving Throw: Neg.

This spell summons a small cloud of stinging and biting insects anywhere desired within the spell range. These insects swarm around all those in the area of effect, unless the victims are protected by fire, cold, or smoke.

Although the stings and bites cause no damage and are hardly felt, all those swarmed must make a saving throw vs. poison. If the save is successful, the spell has no effect on that creature. If the saving throw is failed, the creature instantly falls into a light slumber and remains asleep for 2d6 rounds unless awakened.

The victim wakes up when shaken, struck, or otherwise disturbed. Loud noises such as fighting have a 50% chance of awakening the individual. Actions such as shouting in his ear certainly will.

The material component for this spell is a live honeybee or stinging insect.

Notes: Common in oriental lands; otherwise very rare.