

Sleep (3rdish Edition)

Cast with a pinch of sand, the chirp of a cricket, or the petals of a rose, the sleep spell causes a magical slumber to come upon a small group of creatures. Weaker creatures are more susceptible, and therefore will be the first to fall. If two creatures are equal in strength, those closest to the point of origin will feel the effects of the magic more, as it is more potent at that point of its dissipation.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not.

Sleep only affects active, living minds. As such, it does not target unconscious creatures, constructs, or undead creatures.

Slow (3rdish Edition)

With a drop of molasses, a quick incantation, and a wave of your hand, and you have brought your foes to a near standstill.

Slow causes a fluctuation of time to be centered around your targets, keeping them nearly frozen as you move freely around them.

But time is a volatile medium, and just as something can be slowed, it can also be made more rapid. Haste is the opposite of slow, and can undo slow just as slow can undo haste.

SLEEP

BARD 1
SORCERER 1
WIZARD 1

COMPONENTS:

MATERIAL (PINCH OF SAND/ROSE PETAL/LIVE CRICKET)
PHYSICAL
VERBAL

CASTING TIME

1 ROUND

RANGE

AREA BLAST 2 IN (2 X (LEVEL + 1))

TARGET

4 HD CREATURES PROGRESSIVE IN HIT DIE AND THEN FROM POINT OF ORIGIN

SPECIAL: DOES NOT TARGET UNCONSCIOUS, UNDEAD, OR CONSTRUCTS

DURATION

10 ROUNDS/LEVEL

ATTACK VS.

WILL

RESISTIBLE

YES

HIT

CREATURE IS UNCONSCIOUS UNTIL THE END OF THE ENCOUNTER. THIS EFFECT ENDS IF THE CREATURES IS DAMAGED OR IF ANOTHER CREATURE ROUSES HIM/HER (STANDARD ACTION).

SLOW

BARD 3
SORCERER 3
WIZARD 3

COMPONENTS:

MATERIAL (DROP OF MOLASSES)
PHYSICAL
VERBAL

CASTING TIME

1 STANDARD ACTION

RANGE

CLOSE BURST (5 + (1/2 LEVEL))

TARGET

1 CREATURE PER LEVEL

SPECIAL: TARGETS CANNOT BE GREATER THAN 6 SQUARES APART.

DURATION

1 ROUND/LEVEL

ATTACK VS.

REFLEX

RESISTIBLE

YES

HIT

CREATURE IS LIMITED TO A MOVE ACTION OR STANDARD ACTION EACH TURN. -1 PENALTY TO ATTACKS, AC, AND REFLEX. MOVES HALF SPEED

HIT

Doesn't stack.

Counters and Dispels Haste

Sleep

Wizard Attack 1

Daily ♦ Arcane, Implement, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: The target is slowed (save ends).

First failed Save: The target becomes unconscious (save ends).

Miss: The target is slowed (save ends).

SLEEP (4TH EDITION)

You cast a numbing magical fog over your enemies' minds, making them drowsy and lethargic. As you exert your will against your foes, seeking to overwhelm them with a tide of magical weariness, they might fight back and break free. But those who don't soon find themselves laying on the ground and curling up to take a quick nap. Even those you miss will have to overcome a wave of lethargy making their feet heavy and their movements tiring.

RAY OF ENFEEBLEMENT (4TH EDITION)

Drawing on the power of the grave, you give your foes a taste of death itself.

With a gesture and a scream, you pour foul necrotic energies from your fingertips into your target. And as they feel themselves die a little, they are made weak and cannot strike as they could before against you or your allies.

Ray of Enfeeblement Wizard Attack 1

Encounter ♦ Arcane, Implement, Necrotic

Standard Action

Ranged 10

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage, and the target is weakened until the end of your next turn.



Figure 1 Sleep while you can...