

# Sleep



90'



5 rounds/level



Puts several creatures of 3 or fewer HD to sleep (save vs. Spells). The caster chooses a point of origin for the spell, and those creatures within 30' of the chosen point may be affected.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, or undead creatures, and such creatures in the area of effect are ignored.



BF 31

