

Anesthesia



Necromancy

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: Special

By means of this spell, the caster renders the subject unconscious and insensate for a period of time. Only living creatures are subject to the spell's effects- undead, golems, etc., are unaffected. While the anesthesia spell is in effect, the subject has a +10% bonus to system shock rolls, suffers only half damage from physical effects, and receives the benefits of a slow poison spell. The recipient is also completely helpless and can be slain easily by a well-directed blow.

The base duration of the spell is two rounds per level of the caster. The subject always rolls a saving throw vs. spell. If the subject was willing, success reduces the duration by half; if unwilling, the spell ends. When the spell ends, the recipient has a penalty of -2 to attacks, saving throws, and proficiency rolls: if willing, for 1 round per caster level; if unwilling, for 1d8 rounds.

The material component is a lotus flower.

Notes: Very rare spell. Known to be in the Cyclopedia Phantastica, Vol. III. (Updated from DRAGON Magazine.)