

# Body Link



## Necromancy

Level: 8

Range:0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: The caster

Saving Throw: None

Using this spell, a wizard can prevent death by decapitation or dismemberment. The spell links the parts of the caster's body, so that separation from the main body will not impair them in any way. For instance, a wizard's head could be cut off yet still talk, or even eat, as if it were still attached to the caster's body; if an arm is cut off, the caster still has muscular control and can even wield weapons. If the head is cut off, the body falls limp unless the caster rolls a successful Intelligence check.

The base duration of the spell is one turn per caster level, during which time the spell passively waits to take effect. Once the head or any limb is cut off, the spell continues for one round per caster level. During this time, if the limb or head is placed back on the trunk, it immediately reattaches.

This prevents harm only from decapitation or dismemberment; other damage applies normally. Thus, while the spell is proof against beheading or a vorpal sword, the caster can still be killed by an accurate sword thrust. Also, since the body sometimes falls limp when the caster loses his head, it is a good idea to have a friend nearby to reattach the head before the duration ends.

The material components of the body link spell are a pearl worth at least 500 gp, which is destroyed during casting, and a small amount of tree sap, which must be consumed by the caster.

Notes: Common in arabian settings; otherwise very rare.