

Bone Seize



Necromancy

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 3

Duration: 1-10 rds.

Area of Effect: 1 person

Saving Throw: Neg.

With this spell, the caster can take control of the victim's bones. It does not matter whether the target is alive or dead. Control is awkward at best. The caster can make the subject walk, lay, and sit down only; the subject cannot be made to fight, cast spells, speak, jump, etc.

Notes: Restricted to undead spellcasters; uncommon.