

Clone Animal

IMAGINE

Necromancy

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is useful to check the result of experiments when using an opening the living spell. It will work on any creature of less than humanoid intelligence. The clone will have exactly the same traits, aspects, and defects as the original. The clone reaches the growth attained by the original during the casting time. This spell is not subject to dispel magic or similar effects once the casting time is completed but the resulting creature must save vs. death magic each day after the casting or perish. The clone can be stabilized with a permanency spell, but in this case the caster has a 10% chance to permanently lose 1 point of Constitution.

The material component is 1 pint of blood per Hit Dice of creature to be cloned.

Notes: Very rare spell. (Updated from IMAGINE Magazine)