

Death Spider - Drow



Alteration, Necromancy

Level: 8
Range: Touch
Components: V, S, M
Casting Time: 8
Duration: Special
Area of Effect: 1 limb
Saving Throw: Neg.

This horrible spell causes one of the victim's own limbs to instantly become a mindless, hairy black spider. The spider twists about and starts eating the victim's flesh, doing 12 points of damage per round. Anything worn or carried by that limb drops away.

The victim is allowed an initial save against the spell. If it fails, only a remove curse in tandem with a polymorph spell, or a limited wish or more powerful means, will end the condition. (A dispel magic will be effective only if cast within 2 rounds of the touch that confers the death spider condition.) The afflicted limb can be severed and burned to destroy the death spider. If done within a round of its creation, only a hand or foot will be lost (with 1d4+ 1 points damage, a system shock roll, and the loss of the limb's mobility and abilities). If left until longer, the entire limb will have to go, with the loss of 1d12+4 hit points and a system shock roll.

A death spider has no poisonous bite or other spider powers, but if unchecked it will inexorably consume its entire host.

One day after the host is entirely eaten, the spider will exhibit the web spinning, venom, and other abilities of the spider type it resembles, becoming a giant-sized spider of that type.

The material components of this spell are a small live spider of any sort, a drop of the digestive juices of any creature, and a tooth (from any source).

Notes: Common for drow, who guard it zealously; uncommon for neogi; otherwise very rare.