

## Flensing - Red Wizard



### Alteration

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Creature touched

Saving Throw: Special

This horrifying spell actually strips the flesh from its victim. Developed by the Red Wizards for torture and interrogation, it can be learned only by spellcasters of evil alignment.

Flensing takes four full rounds to be effective.

- **1st Round:** The victim suffers great pain and a disfiguring tearing of his or her flesh but no actual damage.
- **2nd Round:** The victim suffers 2d6 points of damage (saving throw vs. spell is allowed for half damage).
- **3rd Round:** The victim takes 2d10 points of damage (save for half damage).
- **4th Round:** The victim must save vs. death magic or die instantly as the very flesh is torn from his or her bones.

Victims of this spell often give in during the first round of casting and tell the Red Wizards what they want to know. On occasion, the wizards let the spell complete its work even after they have gotten the information.

Flensing causes extensive disfigurement, depending on when the spell is stopped. The victim's Charisma cannot be reduced below 1 in this manner. Charisma points can be restored by a regeneration effect.

- **1st Round:** The victim must save vs. breath weapon or lose 1-3 points of Charisma permanently.
- **2nd-3rd Round:** The victim must save vs. breath weapon or lose 2d4 points of Charisma permanently.
- **4th Round:** A victim who survives the fourth round must save vs. breath weapon to avoid the permanent loss of 2d6 points of Charisma.

The material component of flensing is an onion from a field plowed by rothe (see the MONSTROUS MANUAL Tome under "Mammal") which is peeled, one layer per round of the spell.

Notes: Restricted to the Red Wizards of Thay or those trained by them.