

Flesh to Air



Necromancy, Reversible

Level: 4

Range: 10 yds.

Components: V. S

Casting Time: Special

Duration: Permanent

Area of Effect: 1 living creature

Saving Throw: Neg.

With this spell, a wizard can vaporize the flesh of any one living creature, leaving it a special animated skeleton unless a successful saving throw vs. spell is made. These living skeletons can magically see and hear but cannot talk or cast spells. The creature can be controlled as if undead, but since it is not truly undead it cannot be turned or blasted out of existence by a priest's turning ability. The effects of this spell can be negated by its reverse, or by casting first a remove curse spell and then a dispel magic spell. No system shock roll is required. Restoration requires 5 rounds per original Hit Die of the creature restored.

This spell has alignment repercussions as decided by the DM.

The reverse, air to flesh, clothes in flesh (a term including muscles, inner organs, brain tissue, etc.) any one being turned into a "living skeleton" by the flesh to air spell, restoring the body to its original appearance and abilities (slain special skeletons simply turn into dead bodies).

Notes: Restricted to necromancers: rare.