

# Fleshshiver



## Necromancy

Level: 5

Range: 10 ft./level

Components: V. S. M

Casting Time: 2

Duration: instantaneous

Area of Effect: 1 being

Saving Throw: Special

This spell afflicts any single creature of large size or smaller the caster can see within range. The creature is automatically stunned (reeling, unable to think or act coherently) for the following round, and must make five Constitution checks (save vs. death magic for monsters without a Constitution score). For each one failed, a limb is broken, with an accompanying 1d6+2 points of damage and loss of mobility. For human, demi-human, and humanoid, the checks are for left arm, right arm, left leg, right leg, and neck; if the last one fails, a system shock survival roll is required to avoid death. (DMs must rule on a reduction in movement rate appropriate for the creature if one or more limbs that provide movement are broken; a reduction by half for a bipedal creature, for example).

A wizard of 18th level can affect huge creatures; one of 25th can affect gargantuan creatures.

The material component for this spell is a bone, which is broken during the spellcasting. Chicken bones are often used.

Notes: Restricted to the Seven Sisters, their apprentices, and select Harpers; rare.