

# Harrow

Necromancy

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 10 Minutes

**Range:** Touch

**Effect:** Transform target into a Hollow One

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** No

The Harrow spell transforms the target into a Hollow One and only functions on sentient mortal beings. It is a gruesome spell that removes the target from the “web of life”, turning them into uncaring, emotionless beings. A saving throw is entitled only if the target is actively resisting.

This terribly spell is a closely held secret of the Council of Ten, the controlling body of Wizards in Diomin. It is only taught to those held in a position of trust and is used to sow fear and to demoralize their enemies. There is no known reversal.