

Flesh to Stone*



30'/level



permanent



This spell causes the target, along with all its carried gear, to turn into a mindless, inert statue (save vs. Petrification). If the statue is broken or damaged, the target suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

The reverse spell acts as a counterspell for **flesh to stone**, restoring the creature just as it was when it was petrified.



BF 21

