

# Augment Undead



## Necromancy, Reversible

Level: 3

Range: 40 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 turn + 1 rd./level

Area of Effect: 1 undead creature

Saving Throw: None

This spell augments an undead creature's saving throws and ability to resist being turned. It can be cast only upon an undead creature with at least 3 Hit Dice fewer than the caster has levels. The undead is then treated as if 3 Hit Dice stronger for saving throws and for resisting turning attempts. Multiple castings of this spell are not cumulative. Casting this spell on the Demi-plane of Dread requires a RAVENLOFT powers check.

The casting requires a piece of clothing from any undead creature, such as a zombie or wight. It can be reused indefinitely.

The reverse of this spell, diminish undead, requires the undead creature to roll a saving throw vs. spell. It can be cast upon any undead creature. If the saving throw fails, the undead creature saves and is turned as if it had 3 Hit Dice less than its true value. Multiple castings of the spell are not cumulative.

Notes: Restricted to necromancers and undead spellcasters. Common in the RAVENLOFT setting; otherwise very rare.