

Bloodstone's Frightful Joining



Necromancy

Level: 7

Range: Touch

Components: V, S

Casting Time: 7

Duration: 1 turn/level

Area of Effect: Undead creature touched

Saving Throw: Special

When this powerful spell is employed, the wizard transfers his lifeforce to the body of an undead creature, totally dominating it. This spell can be very useful when combined with the 4th level mask of death spell.

An intelligent undead creature is allowed a saving throw vs. spell to resist the joining. If successful, the caster's lifeforce is forced back into his own body and the wizard must make a system shock roll. If the system shock roll fails, the wizard suffers 5d6 points of damage; if successful, the wizard suffers half this.

If the undead creature fails the saving throw, the wizard takes over the undead creature. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding any of its memorized spells. The wizard's lifeforce can travel an unlimited distance from his physical body as long as they remain on the same plane of existence. The wizard's body meanwhile remains comatose, is subject to all regular attacks, suffering any damage normally.

An intelligent undead continually tries to purge the caster with mental threats that can be heard only by the wizard. The thoughts of the undead are ghastly. During the first round of each hour of control, the caster must succeed an Intelligence check in order to remain sane. The roll is modified by the difference between the undead creature's Intelligence and that of the wizard. If the undead has a higher score, the difference is added to the roll. If the wizard's Intelligence is higher, the difference is subtracted from the roll.

If the roll is successful, nothing happens. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His lifeforce is immediately forced to return to his body, and he must make a system shock roll or take 5d6 damage (half if successful). The caster remains dangerously insane until a heal or wish spell is used to restore his intellect.

When the duration expires, the wizard's lifeforce immediately returns to his body. If the undead creature is destroyed with the caster linked, the caster is immediately forced back into his body and must make a system shock roll for 5d6 damage (or half).

A reverse form of the spell was later developed, called Strahd's frightful joining. This spell has its own Listing.

Notes: Uncommon or rare (ToM).