

Cloak Undead



Necromancy

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 15-ft. radius

Saving Throw: Neg.

This spell renders undead creatures within its radius invisible both to the naked eye and to the detect undead spell. The undead remain invisible as long as they remain within 15 feet of the spell's center. If they move beyond that radius or attack in any fashion, they immediately become visible. The spell detect invisibility reveals their presence, as does true seeing and similar magics. The cloaking spell can be centered on the caster, on an object, or on a willing subject.

Undetected cloaked undead cannot be turned, though if a priest can detect them they can be turned in the normal fashion. Cloaked undead cannot enter areas normally protected from undead nor do they gain any other advantages.

Notes: Common for necromancers; uncommon for others. Known to be in the tome Studies in Death.