

# Corpse Link



## Alteration, Necromancy

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 corpse

Saving Throw: None

With this versatile spell, a wizard establishes a sensory link between himself and a corpse or freshly animated zombie of a human, demi-human, or humanoid within the spell's range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, the wizard gains the ability to collect information from an additional sense via the corpse link. At 4th level, for instance, the wizard can choose two senses (three at 7th level, four at 10th level, and all five at 13th level).

- **Sight:** The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.
- **Sound:** The wizard can now hear through one ear, exactly as if standing at the corpse's current location (if a wizard/thief, the caster can use his or her hear noise ability, too).
- **Smell:** With one nostril, the wizard can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can be detected easily.
- **Taste:** The caster can taste any substance that is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the wizard had placed it on one side of his or her own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. The taste of the corpse's own rotting flesh is masked out by the spell.
- **Touch:** The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The wizard can gauge the surface texture and temperature of any object or substance that is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by the wizard at the time of the casting, and cannot be changed for the duration of the spell. The caster collects all the sensory information through a single organ (eye, ear, nostril, half of the tongue, or hand) belonging to the corpse or undead creature. This organ need not be attached to the rest of the cadaver for the spell to function properly.

While the spell is in effect, the wizard can still see/hear/smell/taste/touch normally through other (un-linked) organs. For example, a necromancer takes the left eye from a fresh cadaver and places it on a high ledge, with a strategic view of a front door. If the spell is now cast, the wizard's left eye would be able to see through the left eye of the corpse and spy on any visitors, while his or her right eye remains normal.

Furthermore, if the spell was cast on a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The commands to the undead creature can be no longer than four words and can deal only with the creature's movement (turn left, walk forward two steps, and so on). If either the caster or the undead creature moves beyond the range of the spell, the effects are negated.

The corpse link spell does not impart any animation to dead tissue; if cast on a regular cadaver, it will most likely remain stationary for the duration of the spell.

The spell requires a fresh corpse or newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs (such as embalm or spirit bind), this spell cannot be employed on the remains of one who has been dead for longer than one day per level of the caster. The material components are the appropriate sensory organs of animals or monsters noted for their keen senses (such as the eye of a hawk, the ear of a rabbit, the snout of a pig, and so on).

Notes: Restricted to necromancers; common.