

Corpselight



Alteration, Necromancy

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 body/level

Saving Throw: None

This spell causes a dead or undead body to glow with a pale radiance. The glow can be white, yellow, green, amber, or red according to the desire of the caster. The caster can alter the glow at will, provided he is within 30 feet of the glowing body. The light can vary from the barest outline to the brightness of a torch, suitable for reading or detailed work.

The glow is diffuse and constant, and does not penalize the undead figure in combat. The caster can affect one man-sized body per level, twice as many small-sized bodies, half as many large bodies, and one-fourth that many huge creatures. Nothing larger than huge can be affected by this spell. The glow does not harm undead creatures in any way. It can be cast on undead that have material form, even if that form is gaseous (such as wraiths, but excluding ghosts, which exist primarily on other planes). This spell can be used by necromancers but not by transmitters.

The material components of the corpselight spell are a pinch of saltpeter and a bit of phosphorous or glowworm.

Notes: Common for necromancers; uncommon for others. Known to be in the tome *Against the Undead*.