

Create Spectral Wizard



Necromancy

Level: 8

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 wizard

Saving Throw: Neg.

This spell allows the caster to cause a human or elf wizard or a gnome illusionist to die and become a spectral wizard. If the spell is cast on an unwilling recipient, the victim is allowed a saving throw vs. death magic to negate the spell.

In the process of dying and becoming undead the spell recipient is drained of 1d4 levels. Once animated, the spectral wizard is free-willed, but any utterance from its creator acts as a suggestion spell upon it. Only a wish spell can free a spectral wizard of its undead state. A spectral wizard is restored to life has a 50% chance to be restored with his original levels intact. It is possible that another undiscovered process can restore the spectral wizard entirely.

Notes: Rare for necromancers; very rare for others. Known to be in Kyristan's Mysteries.

Spectral Wizard: AC 0 (8 on the Ethereal Plane); MV 12, Fl 15 (B); HD 5; THACO 15; #AI 1; Dmg 0 or weapon; SA paralyze (one limb, 2d4 rounds), spellcasting ability as a wizard of a given level; SD Attackers at -1; silver or magical weapon to bit; immune to sleep, charm, hold, cold, fear, polymorph, paralyzation, and death magic; turned as a specter.

Normally non-corporeal, spectral wizards are AC 8 if fought on the Ethereal Plane. They can solidify with great effort to use material components or weapons; this takes 1 round in darkness to 2d4 rounds in bright light.