

## Delay Death

Enchantment, Necromancy

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Maximum 1 turn/level

Area of Effect: 1 creature

Saving Throw: None

This spell enables the caster to postpone the death of one living person or creature. If delay death is cast before the chosen creature reaches 0 hit points, the recipient is able to fight, cast spells, communicate, and take all other normal actions until reaching -10 hit points. When the subject reaches -10 hit points, he is dead and the delay death spell is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of delay death can be revived by any method that would normally return the slain character to life.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin.

Notes: Restricted to necromancers; common.