

Disguise Undead



Illusion/Phantasm, Necromancy

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 10 yds./level, 1 undead/level

Saving Throw: None

By means of this spell the caster can alter the appearance of undead creatures so that they appear as they did in life. They appear to be healthy and normal (unless that's not how they were in life) and have no channel odor or other telltale clue that they are actually dead.

The disguised undead creatures are still undead in all other ways and forms. They are revealed by the detect undead spell or similar divinations. Undead abilities that depend on the appearance of an undead being (a rotting visage that inspires fear, for example) do not function while the creature is disguised.

This spell does not allow undead beings to perform tasks beyond their normal limitations or allow them to speak if they lack that ability in their undead state. Disguised undead retain their alignment. Disguised undead can be turned if recognized as undead, and their disguised forms can be affected by all things in the normal fashion.

This spell combines illusion/phantasm and necromantic magic. It cannot be used by necromancers or illusionist specialists, unlike most spells of this nature. It is most often used by wizards to hide skeleton and zombie servitors in social situations.

The material component of this spell is the cocoon of the death's head moth.

Notes: Uncommon spell. Known to be in the tome *Studies in Death*, by the lich Kyristan.