

# Embalm



## Necromancy

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: instantaneous

Area of Effect: 1 corpse

Saving Throw: None

An embalm spell enables the caster to protect a corpse (or a part thereof) against the natural forces of decay and dissolution, until some later time when it is needed for a spell. If the embalmed cadaver is later animated as a zombie, golem, or other form of animated undead, the creature gains +2 hit points per Hit Die (8 hp per Hit Die maximum) because of the greater strength and resiliency imparted by the spell to the dead tissue. The spell has no beneficial effect if cast on skeletal remains or on previously animated undead.

Thus preserved, a corpse permanently retains the same odor and appearance it had at the time of casting. The embalm spell does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. Unlike more powerful spells (such as Nulathoe's ninemen or the priest spell spirit bind), the embalm spell does not facilitate subsequent resurrection of a corpse.

The material component is a salve of rare unguents worth 100 gp.

Notes: Restricted to necromancers; uncommon.