

# Eyes of the Undead



## Necromancy

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: 1 undead creature

Saving Throw: Neg.

This spell is cast upon any dead or undead body of Small size (S) or less. Once cast, a link is forged between the necromancer and the cadaver, allowing him to see and hear anything that the corpse can. Only an unwilling undead creature receives a saving throw vs. spell to avoid the dweomer. If the undead creature is a willing servant of the necromancer, no saving throw is necessary, and a dead body receives no saving throw.

Since a dead body is not able to direct its eyes, it is unlikely to see much of use unless prepared, although it can be an effective listener. An undead creature, able to move around, and is a better subject for the spell.

The necromancer cannot control the undead creature through this spell, but must rely upon the creature's orders or instincts to provide the appropriate views. The more self-willed and intelligent the undead, the better the chance of seeing or bearing something useful.

Although the corpse must be within 30 yards of the necromancer when the spell is cast, the caster can be up to one mile away and still see and hear through the undead creature. In the RAVENLOFT setting, the spell ceases to work if the caster and undead are in different domains and the borders of either domain (or any intervening domain) are closed.

The material components for this spell are an eye and an ear of a dead man. Casting this spell is cause for a RAVENLOFT powers check.

Notes: Restricted to necromancers and undead spellcasters; uncommon.