

# Feign Destruction



Alteration, Illusion/Phantasm

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This unusual spell allows the caster to feign his own death or destruction while actually making good his escape. In order to prepare the spell, the wizard must create a replica of his own body. A lich can use a pile of dust and bones, but a living wizard may find that a preserved corpse or dead clone is necessary to supply a believable body. The caster can also choose to add duplicates of his own clothing and gear in order to dress the body properly, but the only metal that can be used in preparing the body is unenchanted iron- if the caster wants a copy of his golden amulet with the body, he'll have to settle for a replica made from iron.

After the fake body has been prepared, the wizard can cast feign destruction to switch places with the body. The caster must be within 1,000 yards per level of the prepared body at the time the spell is cast, and the body must be in the exact place and position it was left by the wizard. If the duplicate has been undisturbed, the feign destruction spell instantly teleports the wizard to the body's location while bringing the body to the spot of the casting. A brief illusion of the wizard's "death" covers the moment of the exchange.

A lich using this spell also gains a special misdirection effect that causes detection magics to indicate that the lich's spirit has returned to its phylactery. This effect lingers for 1 hour per caster level.

While the feign Destruction spell creates a very plausible death scene, especially if the wizard was badly wounded at the time, it is not infallible. Careful opponents may be able to discern the truth with a thorough examination of the "remains."

The material component is dirt from a vampire's grave, sprinkled over the duplicate body.

Notes: Uncommon for liches; very rare for living characters.