

Feign Undead



Necromancy

Level: 5

Range: Touch

Components: V, S, M

Costing Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: Person touched

Saving Throw: None

This spell can make the caster or any willing person appear to be a zombie. The target looks like a zombie, ceases to breathe, and feels no pain or emotion. He becomes immune to paralysis, poison, or attacks that drain Strength or energy levels. Poison attacks require a saving throw vs. poison only when the spell expires. The immunity to pain does not protect the person from damage, but does block penalties due to excessive pain.

The person's body looks just like an animated corpse)-the skin color changes, and flesh shrinks to show the bones. His joints become stiff and his movements jerky. When he attacks, it is as a normal zombie, striking last in the melee round. The person's attire does not change; the individual must attend to the state of his clothes himself. Spells that normally affect undead have no influence over him, which might reveal his true nature.

Most creatures seeing the person will assume the individual is a zombie. Actual undead won't attack the person unless ordered to do so. If the individual does something out of character for a zombie, then the chances that an intelligent creature deduces that he is not what he seems increases. On the Demi plane of Dread, casting this spell requires a RAVENLOFT powers check.

The material component for this spell is a bit of bone and dirt from a grave.

Notes: Uncommon in the RAVENLOFT setting; otherwise very rare.