

# Flesh Mirage



## Necromancy

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 rd./level

Area of Effect: The caster and 1 creature

Saving Throw: Neg.

This spell enables a wizard to "switch faces" with another creature, living or dead. It has no effect on the undead. The caster gains the touched individual's facial features, while the target gains the caster's. The caster must be able to see the features he intends to assume.

The caster does not gain any sensory abilities (or disabilities) associated with his new face. For example, if he copies a medusa's face, he gains none of the creature's gaze attacks. Likewise, if he copies a blind man's face, he still retains his normal sight. The reverse is also true, that is, the blind man remains sightless despite his "new eyes." Both individuals retain their normal voices, as well as height, bodily appearance, knowledge, spells, and spell-like abilities.

Flesh mirage compensates for any unusual restriction that a new visage might otherwise cause. For instance, even if the caster's new face has no apparent breathing holes, he can still breathe normally. And even if his new face has no apparent eyes, he can still see as he did before.

The flesh mirage serves as an effective disguise. It does radiate magic, however, which is identifiable as part of the Necromancy school. Magics that detect or remove spells of the illusion school—such as banish dazzle, dispel illusion, or dispel mirage—do not affect this disguise; flesh mirage is not illusionary. Dispel magic or destroy magic can reverse the effects of this spell, returning each face to its origin.

An unwilling creature touched by the caster is allowed a saving throw vs. spell to avoid the transference. As usual, a willing target can simply forgo the saving throw.

The material components of this spell are a bit of plaster and glue, and a mirror, all of which are consumed by the casting.

Notes: Common in Arabian settings; otherwise very rare.