

This spell is technically a secret only taught to members of Dena's necromancy cult. But there is no cost or obligations to people in the cult, so it is essentially public knowledge.

True Necromancy

17 – Undead Avatar

Time to Cast: 10 M
Resist Check: None
Target: Caster
Duration: 1 Year
Area: Caster
Effect: Possess Your Undead

At any time while this spell is up the caster can spend a full round action to possess any mindless undead they control in their current LOS. Note that their current LOS can be from an undead they are possessing, so they can hop from one undead to another. While possessing an undead, the caster's body is in a trance and they do not sense anything from it at all. But if their body takes damage the possession immediately ends and they return to their body.

While possessing an undead the caster can use all of their skills and spells as long as the body has the necessary parts to use them. Spells always come from the casters unit pool even if the body somehow has a unit pool. The body's physical stats are used and the caster's mental stats are used. PER uses only the caster's PER since the body's sensory organs aren't functional and the caster is magically sensing, but no exceptional PER or enhanced senses are applied. The body's defenses, attacks, and DP are based on the body's creature abilities and items it is carrying. The caster and body count as a single creature for spells, but when the possession ends any purely mental spells remain in effect on the caster and all other spells remain in effect on the body. If the caster has a soul, it is detectable on the body while possessed and can be affected there, the caster's body will not detect as having a mind or soul and spells that effect those will do nothing if targeting the caster's body.

If the body is destroyed the caster returns to their body immediately. If the caster's body is killed the possession effect ends immediately. The caster can end this effect and return to their body at any time as a free action. The caster's mind and soul do not truly move, they are just suppressed and linked, so nothing can stop the caster from returning to their body even if the possessed body is on a different plane and locked. This spell can only truly be revoked on the caster's body, if someone tries to revoke it on the possessed body it only uses 6d6 to resist and succeeding only forces the caster back into their body without ending the spell.