

Animate Blood



Necromancy

Level: 6

Range: 30 yds. + 5 yds./lvl

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 turn/level

Area of Effect: 1d6 drops of blood

Saving Throw: None

This necromantic spell is used to create small, animated beings from the blood of the caster. These creatures are linked to the caster such that he can utilize their senses as well as his own.

When the spell is cast, the wizard must cut himself, spilling a few drops of blood. These droplets take on the shape of small animals, which move about at the bidding of the caster. Despite their small size, these creatures can move rapidly, covering 60 feet in a single round. They are small enough to move under all but the most secure doors, and they can ooze through any crack that is not watertight (though this reduces movement for that round by half).

The caster sees and hears as if he were where the drops of blood are located. He can shift his perception from one drop to the next at will. This connection is maintained throughout the range of the spell-if any of the blood drops pass beyond this area, they will become ordinary drops of blood and the spell ends.

This spell is often used to spy upon individuals or to see what is beyond a door. This works fine as long as the target is not a prepared wizard. If a detect magic spell is cast on an area containing any of the animated blood, the drops will flare brightly and become instantly noticeable to anyone nearby. If a spell is cast upon the drop of blood, it will also affect the caster

Evil wizards can also use these drops of blood as an attack form. The blood can be commanded to leap at a target up to 20 feet distant, striking as a 5th-level fighter. If the attack roll succeeds by four, the drop of blood has landed in the target's eye, ear, or mouth. Otherwise the drop has harmlessly struck armor, or missed entirely, and becomes inert.

If the drop strikes and manages to hit an eye or ear of the target, it does devastating damage. Every round for four rounds, the drop of blood burns like acid, causing 1d6 points of damage to the target. Quenching the burning area with holy water halts any further damage. This also affects the wizard, whose own blood sizzles with sympathetic magic, causing one point of damage each round. It should be noted that using one's own blood in this manner is an evil act, and DMs should consider the alignment implications carefully.

Notes: Uncommon in arabian settings; otherwise very rare.