

# Animate Dread Warrior - Red Wizard



## Necromancy

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell, also known as animate dread warrior of Tam, creates an undead creature known as a dread warrior. It requires the corpse of a fighter of at least 4th level who has been dead for less than one full day (any longer and loss of intelligence renders the warrior unusable). After the casting, the corpse rises as a dread warrior under the control of the spell caster.

A raise dead spell destroys one utterly. A resurrection spell requires the warrior to save vs. spell. Failure destroys it outright; success restores the warrior to life. This spell was developed by Szass Tam of Thay for an invasion of Rashemen.

Notes: Common for Red Wizards of Thay; uncommon for necromancers; rare for others.

**Dread Warrior:** AC2 to AC4; MV 9; HD 4; THAC0 17; #AT 1; Dmg by weapon +2; SW turned as shadows. low Intelligence.