

Animate Zombies



Necromancy

Level: 3

Range: 10 yds. + 5 yds./2 levels

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 zombie/2 levels, 10 ft./level

Saving Throw: None

This variation of the animate dead spell produces one properly prepared zombie for each experience level of the necromancer. Only the bodies of humans, demihumans, and humanoids of 1 Hit Die or less can be animated by this spell. The experience levels of the slain are ignored, the newly animated zombies are treated exactly as the zombies described in the MONSTROUS MANUAL Tome. They obey the verbal commands of the necromancer, and remain animated until destroyed in combat or turned by a priest. The magic cannot be dispelled.

Preparation: The necromancer must immerse the corpses in a bath of special salts for at least one full turn. The bath costs at least 200 gp to prepare, and can accommodate up to ten man-sized corpses, one at a time, before it is exhausted. The necromancer can create a bath large enough to soak two corpses at once for 400 gp, three for 600 gp, and so on. Once the corpses have been properly treated, the necromancer can animate them at any time within the next 24 hours.

The material component for this spell is a drop of blood and a pinch of bone powder or a shard of bone.

Notes: Restricted to necromancers; common. (Updated from DRAGON Magazine.)