

Bloodstone's Spectral Steed



Necromancy

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Creates 1 steed

Saving Throw: None

This spell allows a wizard to create a quasi-real, vulture like creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th. etc.). All passengers must be named specifically during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 48 (MC D). It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 2 and 10 hit points, plus 2 hit points per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Notes: Uncommon or rare (ToM).