

Call Undead



Necromancy

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: instantaneous

Area of Effect: 100-yd./level radius

Saving Throw: None

This spell allows a wizard to summon any undead creatures of 6 Hit Dice or less within spell range, but does not give the caster any control over them. A wizard can use this spell to bring hidden undead out where they can be dealt with by companions or the wizard's own spells, or to bring down an undead attack on foes or captors. The call does not allow the undead to unerringly locate the caller.

This spell is effective through water, solid stone, and all non-magical barriers, but does not cross planar boundaries. Affected undead within the area when the spell is cast immediately move at full normal rate towards the caster. Note that the area extends above and below the caster. Undead with more than 6 Hit Dice may accompany them, but are not compelled to do so.

This spell can be used to bring back previously turned undead, forcing another turning attempt.

The material component is a piece of bone from any creature tied with a string.

Notes: Common for necromancers; otherwise very rare.