

Charm Undead



Necromancy

Level: 4

Range: 60 yds.

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: 1 undead creature

Saving Throw: Neg.

This spell is a necromancer's version of charm monster. By means of this spell, the wizard can bring one or more undead monsters of Hit Dice equal to or less than his level under his influence.

A mindless undead such as a common zombie or skeleton equal in number to the caster's level is affected without a saving throw and will serve until the charm is countered or until it is destroyed.

A single undead creature of at least semi-intelligence (Intelligence of 2 or more) can be affected. The undead creature receives a saving throw vs. spell to negate the effect, but an undead of half the caster's Hit Dice or less suffers a -3 penalty to its saving throw.

The affected undead regards the wizard as its lord and master, whose edicts are to be obeyed without hesitation. The charmed creature follows all but the most outrageous or self-destructive orders. If communication is not possible, the creature does not harm the caster and stands waiting for instructions (although it will defend itself if attacked). Any overtly hostile act by the caster breaks the spell. Affected creatures eventually escape the spell's influence; the chance to do so varies with the creature's Hit Dice (see table).

Undead Hit Dice	Escape % Chance/Week
Up to 2 HD	5%
3 to 4 HD	10%
5 HD	15%
6 HD	25%
7 HD	35%
8 HD	45%
9 HD	60%
10 to 11 HD	75%
12+ HD	90%

The DM should secretly determine the exact time or day of the subject's escape from the spell's influence. Powerful undead will usually (75% chance) seek to attack the wizard when the spell ends.

Notes: Restricted to necromancers; uncommon.