

Command Undead



Necromancy

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: 1 hr. + 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell allows the wizard to command undead creatures exactly as an evil priest of the same level. The caster can control the same the number and type, and requires the same roll on the Turn Undead table. The wizard is allowed only one command check per encounter during the spell's duration; if it succeeds, he controls 2d6 undead but if the command attempt fails he cannot try again.

Notes: Restricted to necromancers; uncommon.