

Construct Undead - Ghul



Necromancy

Level: 6

Range: Touch

Components V, S, M

Casting Time: 1 hr.

Duration: 1 day/level

Area of Effect: 1 undead

Saving Throw: None

Many ghul lords have found it necessary to create servants from whatever stray bits of human or animal corpses they may find around them. When casting this spell, the ghul lord must first decide just what it is that the servant is supposed to do. Once this is known, the spellcasting can begin.

At the end of the casting, the ghul lord will have created a servant that is ideal for the purpose for which it was created. Such beings have no intelligence and can only perform physical tasks, but they are very good at what they do and will need no instruction to carry out their assignments.

The undead created through this spell are used as laborers or household help and excel at these tasks. They need not be watched as they go about their duties. They are also adept at overseeing zombie or skeleton work details.

Undead created with this spell cannot be used to perform artistic or technical tasks. They aren't good for combat either, fighting as 0 Hit Die monsters with only 1 hit point. However, these undead are treated as if they were of the same Hit Dice as their creator.

The material component for this spell is a complete or near complete corpse (or skeleton). When the spell is completed, the undead will rise up and set about its duties as assigned by the ghul lord.

Notes: Restricted to ghul lords; common.