

Control Undead - Witch



Enchantment/Charm

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 120-ft. radius

Saving Throw: None

By means of this spell, a witch can place a single undead creature under her influence, just as if it had been affected by a charm monster spell. No saving throw is allowed if the undead creature has less than half the levels or hit Dice of the caster; undead creatures with at least half the caster's level in Hit Dice or level, but less than the caster, suffer a -2 penalty to their saving throws. More powerful undead are allowed an unmodified saving throw vs. spell, while those with twice as many Hit Dice or levels as the witch are completely unaffected.

The affected undead creature obeys the caster's verbal commands and follows her orders without hesitation, although intelligent undead ignore obviously self-destructive commands. Any overtly hostile action by the caster breaks the spell. There is a cumulative 5% chance per day that an affected undead creature shakes off the witch's control and regains its free will. The monster resumes its normal behavior, but intelligent undead remember the caster's control and may take steps to ensure that they do not fall under her influence again.

The material component is a shred of cloth from a lich's phylactery, which the caster must keep on her person in order to maintain the spell. If she loses possession of the cloth, the spell ends automatically.

Notes: Restricted to witches; common. Witches use this form of the spell and no other. (Updated from DRAGON Magazine.)