

# Create Crypt Thing



**Necromancy, Reversible**

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 corpse

Saving Throw: None

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing can guard a given tomb.

A successful dispel magic spell returns the crypt thing to its original, un-animated state. Attempts to restore the crypt thing before this is done fail for any magic short of a wish.

The reverse of this spell, destroy crypt thing, utterly annihilates any one such being when it is touched by the caster (attack roll required). The crypt thing is allowed a saving throw vs. death magic to avoid destruction.

Notes: Very rare spell.