

Create Minion



Necromancy

Level: 9

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1-20 days

Area of Effect: 1 creature

Saving Throw: Special

This spell is used in conjunction with confer in order to create a quasimancer. When the minion is created, a corporeal undead minion is animated and reinstated with a portion of its former life essence, giving it artificial intelligence and spellcasting potential. In terms of physical traits, the minion becomes a wight, having all the abilities and statistics of that creature (see the MONSTROUS MANUAL Tome).

The minion is entitled to a saving throw vs. spell (as a 5 Hit Dice creature) to avoid failing under control of the caster. If it succeeds, it will do its best to escape and then go on a killing spree, resentful of the knowledge that its time of existence is limited. (Some created minions may try to find a wizard and force him to cast permanency upon them, thus negating the 1-20 day expiration of the spell.) If it fails, it falls under complete control of the caster and can act as its master's agent in the field. Its intelligence allows it to command other undead in its master's name, and it remains susceptible to the confer spell.

Created minions under control make all saving throws at the level of their master; they are immune to charm, sleep, enfeeblement, polymorph, electricity, insanity, cold, and death spells; they exude a fear aura, 5-foot radius, requiring a successful save vs. spell or flee for 2d4 rounds.

A living person subjected to this spell must make a successful save vs. death magic or die, becoming a created minion and entitled to the saving throw as detailed above.

The material components of this spell are the body to be raised and a bit of brain matter.

Notes: Uncommon for necromancers; otherwise very rare. This spell can be learned only on its plane of origin.