

Dance Macabre



Necromancy

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd.nevel

Arca of Effect: 1 corpse

Saving Throw: None

The dance macabre spell causes a single dead body, no more than twice the caster's mass, to animate, moving like a marionette according to the caster's wishes. The body's crude and clumsy movements do not allow it to attack, nor to perform precise or delicate acttons. However, it can lift and drop heavy objects with both bands.

The corpse has 1d8 hit points and an Armor Class appropriate to its clothing or armor. A turning attempt successful against zombies dispels this enchantment, causing the corpse to drop to the ground.

Many necromancers use dance macabre to animate a fallen member of a group of hostile creatures. The DM might require a morale check to detennine if the creatures flee in fear.

The spell's material component is a drop of blood.

Notes: Common for necromancers; otherwise very rare.