## **Dance Macabre**

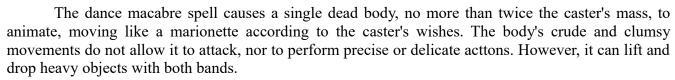
## **Necromancy**

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 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.

