

# Double Undead



## Necromancy

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 undead

Saving Throw: None

This rare dweomer replaces one skeleton or zombie with two identical undead. The spell affects one animated zombie or skeletal creature of 3 Hit Dice or less (but not specially created undead such as crawling claws, ju-ju zombies, or baneguard). The spell must be cast within three rounds of the undead creature's animation. It remains dormant until triggered.

When triggered, this spell replaces the protected skeleton or zombie with two creatures identical to the original, but with maximum hit points. Any magical item carried by the protected undead is randomly teleported and is not duplicated. The duplicates are immune to turning. Any spells affecting the original do not carry over to the duplicates, however, the caster controls the duplicates. Duplicates vanish when destroyed with all of their equipment. They vanish after 2 hours per level of the caster if not destroyed before then.

The double undead spell effect operates only if triggered. Two triggers are common; one must be chosen during casting.

- **Spell Trigger:** If any spell or spell-like ability affects an undead protected by the double undead spell, the dweomer is triggered.
- **Turning Trigger:** If the protected undead is affected by an priest's (or equivalent's) ability to turn undead, the dweomer is triggered.

A separate double undead spell is required for each undead to be protected. Multiple double undead spells won't work on the same undead.

The material component of this spell is a small crystal prism and two hairs from any source.

Notes: Restricted to necromancers; rare. (Updated from DRAGON Magazine.)