

Animate Dead



touch



special



Turns the bones or bodies of dead creatures into undead skeletons or zombies (up to twice the caster level in HD) that follow the caster's spoken commands. They remain animated until they are destroyed. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. Skeletons and bodies have to be mostly intact for this spell to work.



BF 17

