

CREATE UNDEAD

BARBARIAN
BARD
CLERIC
DRUID
FIGHTER
MONK
PALADIN
RANGER
ROGUE
SORCERER
WARLOCK
WIZARD

6th level necromancy

- ⚙ Casting Time: 1 minute
- 🎯 Range: 10ft
- ⌚ Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a ghoul under your control. (The DM has game statistics for these creatures.) As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120ft of you.

See PHB for more information.

At Higher Levels: When you cast this spell using a 7th level spell slot, you can animate or reassert control over four ghouls. When you cast this spell using an 8th level spell slot, you can animate or reassert control over five ghouls or two ghouls or wights. When you cast this spell using a 9th level spell slot, you can animate or reassert control over six ghouls, three ghouls or wights, or two mummies.



VERBAL



SOMATIC



MATERIAL

Grave dirt, brackish water, and a onyx stone each (150GP)

PLAYER'S
HANDBOOK

229