

# ANIMATE DEAD

3<sup>rd</sup> level necromancy

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

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie from a corpse. On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60ft of you. If you issue no commands, the creature only defends itself against hostile creatures.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, you animate two additional undead creatures for each slot level above 3<sup>rd</sup>. Each of the creatures must come from a different corpse.



VERBAL



SOMATIC



MATERIAL

*A drop of blood, a piece of flesh, and a pinch of bone dust*