

# 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 HD equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one HD, regardless of the character level of the deceased. Zombies have one more HD than the creature had in life. Skeletons and bodies have to be mostly intact for this spell to work. No character may normally control more HD of undead than 4 times his or her level



BF 17

