

ANIMATE UNDEAD

As you give a part of your own strength, the dead before you wakes with a malicient glow in its eyes.

LEVEL : 10

COMPONENT : SPECIAL

CATEGORY : CREATION

TIME : 1 HOUR

DURATION : PERMANENT

PRICE : 2000 GP (RARE)

SKILL : RELIGION

ANIMATE UNDEAD OF XP BASED ON THE RELIGION CHECK YOU MAKE, UP TO 500 XP AND UP TO LEVEL 10 ONLY. YOU CANNOT ANIMATE A LEVEL 11 OR HIGHER UNDEAD WITH THIS RITUAL YOU CAN ANIMATE EITHER ONE UNDEAD WITH THE MAXIMUM XP ALLOWED TO YOU (150, 250, 400 OR 500) OR YOU CAN ANIMATE MULTIPLE LOWER LEVEL UNDEAD, AS LONG AS YOU DON'T EXCEED 500 XP. EACH UNDEAD COSTS ITS XP WORTH OF GOLD (A SKELETON NEEDS 150 GP WHILE A FLAMESKULL REQUIRES 350 GP). IF YOUR RELIGION CHECK EXCEED THE AMOUNT OF COMPONENT YOU HAVE, YOU CAN EITHER CHOOSE TO ANIMATE A LOWER UNDEAD OR SPEND MORE COMPONENTS (PROVIDED YOU HAVE THEM).

ALL ANIMATED UNDEAD ARE FULLY UNDER YOUR CONTROL (LOYAL SERVANTS). AN INTELLIGENT UNDEAD WILL NOT ANSWER TO COMMANDS SUCH AS «DESTROY YOURSELF» OR «THROW YOURSELF IN THIS BATH OF ACID» THOUGH IT CAN BE COMMANDED TO FIGHT AN ENNEMY UNTIL «DEATH».

AT ANY GIVEN TIME, YOU CANNOT CONTROL MORE THAN 1/20 OF YOUR LEVEL WORTH IN XP OF UNDEAD (FOR EXEMPLE, A LEVEL 10 CHARACTER CAN CONTROL UP TO 1025 XP WORTH OF UNDEAD). IF YOU EVER EXCEED THIS NUMBER, THE NEW UNDEAD CREATED BY THE USE OF THIS RITUAL IS A FREE-WILLED UNDEAD WHICH ATTACKS ANY LIVING BEINGS IT SEES (MOST LIKELY THE CASTER ITSELF).

IN ADDITION TO NORMAL COST, YOU ALSO NEED THE COMPONENT FOR THE UNDEAD SUCH AS A CORPSE FOR A ZOMBIE OR RAW SKIN REMOVED FROM A LIVING BEING FOR A FORSAKEN SHELL. A CORPSE CAN BE USED FOR MULTIPLE CREATIONS : THE BODY FOR A SKELETON AND THE SKIN FOR A FOR-SAKEN SHELL. YOU ALSO NEED THE CORRECT SIZE AND CATEGORY FOR THE CREATION : A DRAGON-KIN CORPSE FOR A DRAGON SHELL AND A CHILD FOR A BONEWRETCH SKELETON (NO «EVIL-WHEN-IT'S-OK-TO-BE-SO» CHARACTERS FOR THIS ONE!). IF AN UNDEAD IS CREATED FROM MULTIPLE CORPSES (SUCH AS THE BLASPHEME), IT REQUIRES 3 CORPSES FOR A MEDIUM SIZE UNDEAD. LARGER CATEGORIES MULTIPLY BY 2 THE NUMBER OF CORPSES REQUIRED FOR THE CATEGORY BELOW (A LARGE UNDEAD REQUIRES 6 CORPSES, A HUGE 12, ETC.)

AS A FINAL COST, THE CASTER MUST SPEND ONE HEALING SURGE PER UNDEAD ANIMATED THIS WAY.

THE UNDEAD ANIMATED MUST HAVE THE TEMPLATE «ANIMATE». THUS, A VAMPIRE OR A WRAITH CANNOT BE ANIMATED SINCE IT IS CREATED BY OTHER MEANS, OFTEN BY ONE OF THEIR KIND SLAYING A LIVING BEING.

RELIGION CHECK SCORE	TOTAL XP WORTH OF UNDEAD
19 OR LOWER	150 XP OR LOWER
20 - 29	250 XP OR LOWER
30 - 39	400 XP OR LOWER
MORE THAN 40	500 XP OR LOWER

SPECIAL : THE UNDEAD YOU CONTROL FEED ON YOUR OWN LIFE FORCE TO SUSTAIN THEIRS. IF YOU CONTROL MORE THAN 1000 XP WORTH OF ANIMATED OR SUMMONED UNDEAD, YOU SUBSTRACT 1 HEALING SURGE FROM YOUR TOTAL HEALING SURGES PER 500 XP EXCEEDING 1000 XP (ONE LOST HEALING SURGE FOR 1001-1500 XP, ANOTHER ONE FOR 1501-2000, ETC). THOSE LOST HEALING SURGES AREN'T AVAILABLE TO YOU UNTIL THE NUMBER OF UNDEAD CONTROLLED DROPS XP GAP FOR WHICH YOU USED THE SURGES. IF YOU ARE ASSISTED IN ANY TYPE OF UNDEAD RITUALS, ANY PARTICIPANTS CAN GIVE HIS OR HER HEALING SURGES TO SUSTAIN THE UNDEAD. THE SAME RULES APPLY, SO THE DONATOR WILL ONLY GET HIS OR HER HEALING SURGES WHEN THE NUMBER OF CONTROLLED UNDEAD DROPS BELOW 1001 XP OR BELOW THE XP GAP (OF 1501, 2001, ETC) FOR WHICH HE OR SHE GAVE THE SURGES. THIS ALSO MEANS THAT THE LOST SURGES CANNOT BE EXCHANGED FROM AN INDIVIDUAL TO ANOTHER ONCE THE DONATOR IS DECIDED (YOU CANNOT USE ONE OF YOUR SURGE AT ONE GIVEN TIME AND DECIDE TO USE ONE OF YOUR ALLY'S SURGE TO REGAIN YOURS AT ANO-THER TIME, FOR THE SAME XP GAP THAT IS).

ANIMATE GREATER UNDEAD

The undead you animate now have a greater hunger for life than ever before, starting with yours.

LEVEL : 15

COMPONENT : SPECIAL

CATEGORY : CREATION

TIME : 6 HOUR

DURATION : PERMANENT

PRICE : 15 000 GP (RARE)

SKILL : RELIGION

SAME AS THE ANIMATE LOWER UNDEAD RITUAL WITH THE FOLLOWING CHANGES.

THE MAXIMUM XP WORTH OF UNDEAD ANIMATED BY THE USE OF THIS RITUAL IS 2 800 AND YOU NEED TO SPEND 3 HEALING SURGES PER UNDEAD ANIMATED INSTEAD OF ONE FOR UNDEAD OF MORE THAN 500 XP (UNDEAD WITH 500 XP AND LOWER STILL REQUIRES ONLY 1 HEALING SURGE).

RELIGION CHECK SCORE	TOTAL XP WORTH OF UNDEAD
29 OR LOWER	800 XP OR LOWER
30 - 39	1 400 XP OR LOWER
40 - 49	2 400 XP OR LOWER
MORE THAN 50	2 800 XP OR LOWER