

## 8.14 COMMUNE (Necromancer Base List)

NOTE: All communication is subject to the dead spirit's or undead's intelligence, and the language barrier will exist if the caster doesn't know the language of the spirit or undead.

	Area of Effect	Duration	Range
1—Converse I *	1 spirit	1 min	10'
2—Force Analysis II	1 spirit	1 item	10'
3—Force Information II	1 spirit	1 question	10'
4—Force Search II	1 spirit	1 search	10'
5—Converse VI *	1 spirit	6 mins	10'
6—Force Analysis V	1 spirit	1 item	10'
7—			
8—Force Information V	1 spirit	1 question	10'
9—Converse XII *	1 spirit	12 mins	10'
10—Force Search V	1 spirit	1 search	10'
11—Force Analysis VII	1 spirit	1 item	10'
12—			
13—Force Information VII	1 spirit	1 question	10'
14—Force Search VII	1 spirit	1 search	10'
15—Converse True *	1 spirit	P	10'
16—Force Analysis X	1 spirit	1 item	10'
17—Force Information X	1 spirit	1 question	10'
18—			
19—Force Search X	1 spirit	1 search	10'
20—Force Analysis True	1 spirit	1 item	10'
25—Force Information True	1 spirit	1 question	10'
30—Force Search True	1 spirit	1 search	10'
50—Commune True *	1 spirit	1 rnd/lvl	10'

**1—Converse I (M\*)** Allows free conversation between caster and a dead spirit or an aware undead.

**2—Force Analysis II (M)** Forces a 1st level dead spirit or an aware undead to analyze 1 item. Chance of success is 5%/lvl of spirit or undead.

**3—Force Information II (M)** Forces a 1st level dead spirit or an aware undead to answer one YES or NO question. Chance of success is 5%/lvl of spirit or undead.

**4—Force Search II (M)** Forces a 1st level dead spirit or an aware undead to locate a specific person, place or thing.

**5—Converse VI (M\*)** As *Converse I* except duration is 6 minutes.

**6—Force Analysis V (M)** As *Force Analysis II* except with up to 5th level dead spirit or an aware undead.

**8—Force Information V (M)** As *Force Information II* except with up to 5th level dead spirit or an aware undead.

**9—Converse XII (M\*)** As *Converse I* except duration is 12 minutes.

**10—Force Search V (M)** As *Force Search II* except with up to 5th level dead spirit or an aware undead.

**11—Force Analysis VII (M)** As *Force Analysis II* except with up to 7th level dead spirit or an aware undead.

**13—Force Information VII (M)** As *Force Information II* except with up to 7th level dead spirit or an aware undead.

**14—Force Search VII (M)** As *Force Search II* except with up to 7th level dead spirit or an aware undead.

**15—Converse True (M\*)** As *Converse I* except duration is permanent.

**16—Force Analysis X (M)** As *Force Analysis II* except with up to 10th level dead spirit or an aware undead.

**17—Force Information X (M)** As *Force Information II* except with up to 10th level dead spirit or an aware undead.

**19—Force Search X (M)** As *Force Search II* except with up to 10th level dead spirit or an aware undead.

**20—Force Analysis True (M)** As *Force Analysis II* except dead spirit's or an aware undead's level can be as high as caster's level.

**25—Force Information True (M)** As *Force Information II* except dead spirit's or an aware undead's level can be as high as caster's level.

**30—Force Search True (M)** As *Force Search II* except dead spirit's or an aware undead's level can be as high as caster's level.

**50—Commune True (M\*)** Allows use of spells on this list up to 19th level to be casted at a rate of 1 per round.

## 8.15 SUMMON DEAD (Necromancer Base List)

	Area of Effect	Duration	Range
1—Guardian Spirit	1 spirit	P	10'
2—Summon Dead I	1 spirit	1 rd/lvl	10'
3—Control Dead I *	1 spirit	C	100'
4—Dead Spirit Mastery I *	1 spirit	10 min/lvl	10'/lvl
5—Summon Dead III	varies	1 rd/lvl	10'
6—Control Dead III *	varies	C	100'
7—Dead Spirit Mastery III *	varies	10 min/lvl	10'/lvl
8—Summon Dead V	varies	1 rd/lvl	10'
9—Control Dead V *	varies	C	100'
10—Dead Spirit Mastery V *	varies	10 min/lvl	10'/lvl
11—Summon Dead VII	varies	1 rd/lvl	10'
12—Control Dead VII *	varies	C	100'
13—Dead Spirit Mastery VII *	varies	10 min/lvl	10'/lvl
14—Summon Dead X	varies	1 rd/lvl	10'
15—Control Dead X *	varies	C	100'
16—Dead Spirit Mastery X *	varies	10 min/lvl	10'/lvl
17—			
18—Summon Dead True	varies	1 rd/lvl	10'
19—			
20—Lord Control Dead *	varies	C	100'
25—Lord Dead Spirit Mastery *	varies	10 min/lvl	10'/lvl
30—Control Dead True *	varies	C	100'
50—Dead Spirit Mastery True *	varies	10 min/lvl	10'/lvl

**1—Guardian Spirit (FM)** Summons the spirit of a dead sentient (usually of caster's race) who will be benevolently disposed towards the caster. The spirit will normally be between 1st and 5th level (GM discretion or random). The spirit has 5%/lvl (80% max.) chance of knowing the answer to any "appropriate" question (i.e., the knowledge must be available to or obtainable by the spirit). The spirit communicate with the caster and can read emotions of those within 5'R. The spirit also has a 10%/lvl (70% max.) chance of detecting traps in a 5'R. The caster can have only one spirit at one time. The GM may decide that there exists a specific spirit that has a reason for guarding or aiding an individual, in which case this spell may be cast on that individual and that specific spirit will become his/her guardian (no level limit, GM discretion).

**2—Summon Dead I (FM)** Summons the spirit of one who has died. If the body has been cremated, the spirit can be summoned anywhere. Otherwise, the spirit must be summoned at the place the body was interred. The spirit stays 1 round, and then can leave and is uncontrolled.

**3—Control Dead I (FM\*)** Allows caster to totally control a 1st level spirit. The spirit leaves when caster stops concentrating and will not speak with the summoner.

**4—Dead Spirit Mastery I (FM\*)** As *Control Dead I* except that the caster can make the spirit become visible to others. Obtaining info must be done with the Commune Base spell list.

**5—Summon Dead III (FM)** As *Summon Dead I* except three 1st levels, one 2nd level and one 1st level or one 3rd level may be summoned.

**6—Control Dead III (FM\*)** As *Control Dead I* except three 1st levels, one 2nd level and one 1st level or one 3rd level may be controlled.

**7—Dead Spirit Mastery III (FM\*)** As *Dead Spirit Mastery I* except three 1st lvls, one 2nd lvl and one 1st lvl or one 3rd lvl may be mastered.

**8—Summon Dead V (FM)** As *Summon Dead III* except that up to 5 levels may be summoned.

**9—Control Dead V (FM\*)** As *Control Dead III* except that up to 5 levels may be controlled.

**10—Dead Spirit Mastery V (FM\*)** As *Dead Spirit Mastery III\** except that up to 5 levels may be mastered.