

11—Summon Dead VII (FM) As *Summon Dead III* except that up to 7 levels may be summoned.

12—Control Dead VII (FM*) As *Control Dead III** except that up to 7 levels may be controlled.

13—Dead Spirit Mastery VII (FM*) As *Dead Spirit Mastery VII** except that up to 7 levels may be mastered.

14—Summon Dead X (FM) As *Summon Dead III* except that up to 10 levels may be summoned.

15—Control Dead X (FM*) As *Control Dead X** except that up to 10 levels may be controlled.

16—Dead Spirit Mastery X (FM*) As *Dead Spirit Mastery X** except that up to 10 levels may be mastered.

18—Summon Dead True (FM) As *Summon Dead III* except that levels equal to caster's level may be summoned.

20—Lord Control Dead (FM*) As *Control Dead III** except that up to 20 lvls may be controlled.

25—Lord Dead Spirit Mastery (FM*) As *Dead Spirit Mastery III** except that up to 20 levels may be mastered.

30—Control Dead True (FM*) As *Control Dead III** except that levels equals to caster's level may be controlled.

50—Dead Spirit Mastery True (FM*) As *Dead Spirit Mastery III** except that levels equals to caster's level may be mastered.

8.16 UNDEAD MASTERY (Necromancer Base List)

	Area of Effect	Duration	Range
1—Control Undead I *	1 undead	C	100'
2—Master Undead I *	1 undead	10 min/lvl	100'
3—Control Undead II *	1 undead	C	100'
4—Master Undead II *	1 undead	10 min/lvl	100'
5—Control Undead III *	1 undead	C	100'
6—Master Undead III *	1 undead	10 min/lvl	100'
7—Control Undead IV *	1 undead	C	100'
8—Master Undead IV *	1 undead	10 min/lvl	100'
9—Control Undead V *	1 undead	C	100'
10—Master Undead V *	1 undead	10 min/lvl	100'
11—Control Undead VI *	1 undead	C	100'
12—Master Undead VI *	1 undead	10 min/lvl	100'
13—Control Undead VII *	1 undead	C	100'
14—Master Undead VII *	1 undead	10 min/lvl	100'
15—Control Undead VIII *	1 undead	C	100'
16—Master Undead VIII *	1 undead	10 min/lvl	100'
17—Control Undead IX *	1 undead	C	100'
18—Master Undead IX *	1 undead	10 min/lvl	100'
19—Lord Control Undead *	1 undead	C	100'
20—Lord Master Undead *	1 undead	10 min/lvl	100'
25—Undead Control True *	1 undead	C	100'
30—Undead Mastery True *	1 undead	10 min/lvl	100'
50—Master of Undead Mastery	1 undead	varies	100'

1—Control Undead I (F*) Caster can control one first level undead.

2—Master Undead I (F*) As *Control Undead I* except caster does not need to concentrate. The undead will stay until caster is killed or the undead is outside the 10'/lvl range limit or the caster releases the undead. One undead/lvl may be mastered. Chance of failure is 1%/undead's level.

3—Control Undead II (F*) As *Control Undead I* except that up to 2 lvls may be controlled.

4—Master Undead II (F*) As *Master Undead I* except that up to 2 lvls may be mastered.

5—Control Undead III (F*) As *Control Undead I* except that up to 3 lvls may be controlled.

6—Master Undead III (F*) As *Master Undead I* except that up to 3 lvls may be mastered.

7—Control Undead IV (F*) As *Control Undead I* except that up to 4 lvls may be controlled.

8—Master Undead IV (F*) As *Master Undead I* except that up to 4 lvls may be mastered.

9—Control Undead V (F*) As *Control Undead I* except that up to 5 lvls may be controlled.

10—Master Undead V (F*) As *Master Undead I* except that up to 5 lvls may be mastered.

11—Control Undead VI (F*) As *Control Undead I* except that up to 6 lvls may be controlled.

12—Master Undead VI (F*) As *Master Undead I* except that up to 6 lvls may be mastered.

13—Control Undead VII (F*) As *Control Undead I* except that up to 7 lvls may be controlled.

14—Master Undead VII (F*) As *Master Undead I* except that up to 7 lvls may be mastered.

15—Control Undead VIII (F*) As *Control Undead I* except that up to 8 lvls may be controlled.

16—Master Undead VIII (F*) As *Master Undead I* except that up to 8 lvls may be mastered.

17—Control Undead IX (F*) As *Control Undead I* except that up to 9 lvls may be controlled.

18—Master Undead IX (F*) As *Master Undead I* except that up to 9 lvls may be mastered.

19—Lord Control Undead (F*) As *Control Undead I* except that up to 10 lvls may be controlled.

20—Lord Master Undead (F*) As *Master Undead I* except that up to 10 lvls may be mastered.

25—Undead Control True (F*) As *Control Undead I* except up to 1 lvl of undead/caster's lvl.

30—Undead Mastery True (F*) As *Master Undead I* except up to 1 lvl of undead/caster's lvl.

50—Master of Undead Mastery (F*) As *Undead Mastery True* except undead is mastered permanently until released, controlled or mastered by another caster or destroyed.

NOTE: Using the spell list, Undead Mastery, a Necromancer may master spirit bound undead levels up to but not exceeding his own level. If this limit is passed, the lesser undead will be unbound and released until the total number of levels of undead are within limitations. The unbound spirit will then have the option of remaining or leaving. If it leaves, the Necromancer is left with a standard non-intelligent undead. If mastered, standard non-intelligent undead (those without spirits bound to them) are under the Necromancer's total control, but cannot act independently. Control may be transferred, and control may be usurped whenever another Undead Mastery spell is cast. The new spell must first defeat the original mastery spell which resists at its level with a +20 bonus. A Necromancer may have any number of standard non-intelligent undead he desires. A spirit bound undead has to be mastered or controlled for the Necromancer to have any power over it at all. It can still act independently of supervision and within the bounds and strictures that a mastering Necromancer sets forth (if unmastered it can do as it pleases). Its control cannot truly be transferred to another master except as interpreted by the undead spirit, unless mastered by a new controller. These undead can retain experience and advance in levels.

CREATING NORMAL UNDEAD

- 1) Cast an *Animate Dead* spell on a dead body.

CREATING SPIRIT BOUND UNDEAD

- 1) Cast an *Animate Dead* spell on a dead body.
- 2) Cast a *Summon Dead* spell equal in level to the *Animate Dead* spell.
- 3) Cast a *Master Undead* spell (of the appropriate level) on the dead spirit.
- 4) Cast a *Dead Spirit Binding* spell on the spirit and the dead body, making sure the proper spirit binding is used.

NOTE: The above process gives you a *spirit bound undead*, mastered. However, it need not communicate with you, if it so chooses. Communication is accomplished though the use of the *Commune* spell list. A resourceful Necromancer can bargain with an unbound undead, if he can sate its appetites.