

3	<p>Raise 3 – As raise 2 but spirit will remain in the body for 5 minutes rather than 1 minute. Additional instructions as level 1. Level 3 mind blank required for raised to resist questions.</p> <p>Perform base Necromantic Ritual – Necromantic ritual usually involve loss life essence (i.e. you age prematurely), sacrifice and should be agreed and discussed with a ref. Occult, Necromantic knowledge or at least Learned is usually base requirement for most rituals, as can be deals with evil spirit. (please give refs plenty of notice, the best rituals are requested before events) all rituals can be enhance by involving others. The research must be done, the tools gathered and the thought put in without this the chance of success will be very slim</p> <p>Note examples might be raise small undead unit to fight in a table top battle or tie a spirit into a body temporarily, banish a spirit make it leave a body, imbue a weapon with a unique but temporary ability.</p> <p>No Ritual is guaranteed success will involve at least one bead draw and necromantic rituals will always have consequences success or fail including in the worst case character death, but should that be a risk be applicable you will be informed before the ritual reaches a point of no return.</p>	3 3 +
4	<p>Raise 4 – As raise 2 but a spirit can be called up to 1 hour after death and stay for 5 minutes. Additional instructions as level 1. Level 4 mind blank required for raised to resist questions.</p> <p>Control spirit – a summoned spirit may be controlled this involves the summoner and npc spirit making a bead draw. The summoner may modify their bead by 1 HAP per bead prior to draw or 2 HAP per bead after the draw. Note some spirit are strong will also have modifiers, the summoner may try to investigate these modifiers before by divination, investigation or some suitable means before the summoning or just try their luck, some greater spirits may be well beyond the summoners ability to call. Bringing the spirit in a spirit ward will help the summoner gain extra time (extra bead draws) in his attempt to control the summoned spirit.</p> <p>The control will not last longer than 30 minutes, this time may be shortened by the strength of the spirit and the success of the original bead draw.</p>	4 4 +

