

Commune with Lesser Spirit



Divination

Level: 3

Range: 10 ft.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell is identical to the 2nd-level shukenja spell of the same name. By use of the commune with lesser spirit spell, the wu jen is able to contact any of the hundreds of local spirits that dwell in the land. Local spirits are those with limited range and power; typical lesser spirits are those of a particular tree, rock, or stream. A spirit that haunts a single building or compound could also be contacted. The spirit of a mountain or river is greater than a lesser spirit and is beyond the power of this spell.

To contact the spirit, the wu jen must know its identity (which can be obtained through a trance spell) and must be within 10 feet of the area where the spirit is found.

Once the spirit is contacted, the wu jen can ask it one question per level of experience. The questions must be specific and clearly worded, but are not limited to yes or no answers. The spirit answers questions literally and does not volunteer any information. The answers are always correct if the answer is known. Good spirits attempt to be as helpful as possible within the limits of the question, neutral spirits answer in riddling or roundabout ways, and evil spirits always try to distort the answer based on the wording of the question.

The spirit can answer only those questions concerning the immediate area it affects. Questions beyond the scope of the spirit are wasted. Thus, the spirit of a great tree in the village could not answer questions about events outside the village, and a ghost haunting a temple could not discuss events not related to the temple or its reasons for haunting it. The DM must decide if any question is within the realm of the local spirit. The DM can, if he chooses, limit the use of this spell to once a week (or even less) for any particular spirit, since they do not care to be disturbed by the trifling affairs of the material world.

The material components of this spell are incense and an offering appropriate to the nature of the spirit

Notes: Common in oriental settings; otherwise very rare.