

## Shaman Base List 9.41

### ANIMAL WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Summon Animal I	1 animal	24h	varies	U
2)	Animal Tongues	caster	1 min/lvl	self	I
3)	Control Animal I	1 animal	1 min/lvl (C)	100'	M
4)	Summon Animal II	1 animal	24h	varies	U
5)	Animal Mastery I	1 animal	1 min/lvl	100'	M
6)	Senses	caster	10 min/lvl(C)	50'/lvl	U
7)	Control Animal III	3 animals	1 min/lvl (C)	100'	M
8)					
9)	Summon Animal III	1 animal	24h	varies	U
10)	Control Animal V	5 animals	1 min/lvl (C)	100'	M
11)	Animal Mastery III	3 animals	1 min/lvl	100'	M
12)					
13)					
14)					
15)	Animal Mastery V	5 animals	1 min/lvl	100'	M
16)	Summon Flock	varies	24 h	varies	U
17)	Control Animal X	10 animals	1 min/lvl (C)	100'	M
18)					
19)					
20)	Summon Animal True	1 animal	24h	varies	U
25)	Animal Mastery X	10 animals	1 min/lvl	200'	M
30)	Lord Animal Mastery	20 animals	1 min/lvl	300'	M
50)	Summon Flock True	varies	24h	varies	U

**1. Summon Animal I** — Within 10+d100 minutes a small animal will arrive willing to serve caster. Caster must be able to communicate with the animal in some way to make it perform tasks for him, i.e through a common language, spells (i.e Animal Tongues, Mind Tongue) or gestures. See notes below.

**2. Animal Tongues** — Allows caster to understand and "speak" the language of any 1 animal species.

**3. Control Animal I** — Allows caster to control the actions of one animal by concentrating.

**4. Summon Animal II** — As *Summon Animal I*, except summons an animal of medium size.

**5. Animal Mastery I** — As *Control Animal I*, except caster need not concentrate. A mastered animal will continue its last command until duration is up, task is successful or a new command is given. Caster must be within range to cast spell and give new commands, but animal will continue its task even if caster leave the range of the spell.

**6. Senses** — Caster is able to use the senses (i.e see through its eyes, hear through its ears, smell through its nose) of one summoned or controlled animal as long as it remains within range.

**7. Control Animal III** — As *Control Animal I*, except caster may control the actions of 3 animals.

**9. Summon Animal III** — As *Summon Animal I*, except summons a large animal.

**10. Control Animal V** — As *Control Animal I*, except caster may control the actions of 5 animals.

**11. Animal Mastery III** — As *Animal Mastery I*, except caster may master 3 animals.

**15. Animal Mastery V** — As *Animal Mastery I*, except caster may master 5 animals.

**16. Summon Flock** — The caster may summon a group of animals to aid him. The animals might be of small or medium size. If small, caster may summon as many as ½ his level. If medium, caster may summon ¼ his level. A 16th level caster could summon 8 birds or 4 hounds.

**17. Control Animal X** — As *Control Animal I*, except caster may control the actions of up to 10 animals.

**20. Summon Animal True** — As *Summon Animal I*, except may summon an animal of any size (i.e Huge).

**25. Animal Mastery X** — As *Animal Mastery I*, except caster may master up to 10 animals and range is 200'.

**30. Lord Animal Mastery** — As *Animal Mastery I*, except caster may master up to 20 animals and range is 300'.

**50. Summon Flock True** — As *Summon Flock*, except caster summons one animal per 10 levels and they can be of any size. I.e a 50th level caster could summon 5 flying animals of huge size to aid him.

### SPECIAL NOTES

1) With the *Summon Animal* spells caster may ask summoned animal to gather nourishment, provide warmth, guide him to a place known to the animal, guard him, act as mount, hunt for him, spy/scout for him etc. However the means of communication, and the animals degree of intelligence, will determine the complexity for the tasks performable.

2) Any summoned animal will arrive by its natural means of transportation. If the animal cannot reach the caster (i.e he is inside a building without entries), it will stay in the vicinity for the duration of the spell.

3) The size limit for the respective *Summon Animal* spell (Small, Medium, Large and Huge) is determined from size of the creature, according to the *Creatures of Middle Earth 8.1 Master Animal Table*.

4) When summoning animals, the caster can specify a specific type of animal (bird, squirrel, deer, etc.) within the size limits for the spell. An animal of the specified type must exist within the region **and** the animal must be able to reach the caster within the specified time (this is usually a range of about 20 miles). One animal of the specified type will be summoned. If more than one animal exists, a random individual is summoned (not necessarily the closest). The animal will take 10+d100 minutes to arrive. The summoned animal must leave when the spell expires. If the spell is cast again, a different animal may be summoned.

5) For the duration of the spell(s), the animal(s) summoned will ignore their natural instincts. For example, if a creature is summoned for warmth and a creature is summoned as a guardian, the two creatures will not be antagonistic to each other (regardless of their natural instincts towards each other).

6) If a summoned animal is attacked by caster, it will attack back in its natural fashion (and will no longer be under the influence of the spell). However, this violates the "trust" of the animal (see below).

7) The animal summoning spells on this list require that the caster has done nothing to violate the trust of the animals in the area. If this trust is violated, the summoning spell types change to Fm and all animals will now get an RR (+50 mod) to resist (e.g., harming a Summoned animal would be a violation).