

Shaman Base List 9.44

SPIRIT BINDING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Identify Spirit *	1 spirit	—	10'/lvl	I
2)	Force Spirit I	1 spirit	1 rnd	10'/lvl	Fm
3)	Spirit Binding I	1 spirit	P	10'/lvl	Fm
4)	Force Spirit II	1 spirit	1 rnd	10'/lvl	Fm
5)	Spirit Binding II	1 spirit	P	10'/lvl	Fm
6)	Totem Familiar	1 animal	P	—	F
7)					
8)	Force Spirit III	1 spirit	1 rnd	10'/lvl	Fm
9)	Spirit Binding III	1 spirit	P	10'/lvl	Fm
10)	Banish Spirit	1 spirit	P	10'/lvl	Fm
11)	Identify Spirit True *	1 spirit	—	10'/lvl	I
12)					
13)	Force Spirit IV	1 spirit	1 rnd	10'/lvl	Fm
14)	Spirit Binding IV	1 spirit	P	10'/lvl	Fm
15)					
16)	Multiple Totem Familiar	varies	P	—	F
17)					
18)					
19)	Force Spirit V	1 spirit	1 rnd	10'/lvl	Fm
20)	Lord Spirit Binding	1 spirit	P	10'/lvl	Fm
25)					
30)	Force Spirit True	1 spirit	1 rnd	10'/lvl	Fm
50)	Spirit Binding true	1 spirit	P	10'/lvl	Fm

1. Identify Spirit — This spell allows caster to identify any spirit to its general type and approximate level of power (low, medium, high, or very high). There is no resistance roll.

2. Force Spirit I — Caster may force a 1st or 2nd level spirit to obey him for 1 round. This can be used to force an unwilling spirit to communicate (using the *Converse* spell from Shaman Base list *Spirit Summoning*) or perform a task within its abilities.

3. Spirit Binding I — With this spell caster may bind a 1st or 2nd level spirit (usually summoned by the *Summon Spirit* spell on Shaman Base list *Spirit Summoning*) to a place or object. The spirit is entitled to a RR and if the spell succeeds the spirit is bound to the place or object until released or object is destroyed. The spell is not dependent on the casting range for purposes of maintaining after a successful casting.

4. Force Spirit II — As *Force Spirit I*, except up to a 5th level spirit may be affected.

5. Spirit Binding II — As *Spirit Binding I*, except up to 5th level spirits can be bound.

6. Totem Familiar — As *Familiar III* on the *Familiar's Law* spell list, except caster gains a familiar of his predestined totem animal. The exact totem is chosen by the GM and the result is permanent. The GM may wish to chose randomly, for the truth is that the totem chooses the caster, not the other way around. If the totem familiar is ever killed and this spell recast, the caster will gain a new familiar of the same totem.

8. Force Spirit III — As *Force Spirit I*, except up to a 10th level spirit may be affected.

9. Spirit Binding III — As *Spirit Binding I*, except up to 10th level spirits can be bound.

10. Banish Spirit — Caster banishes a spirit from the world. If it fails it's RR it will be expelled into excile beyond the Walls of the Night.

11. Identify Spirit True — As *Identify Spirit*, except give the exact identity (i.e true name) and level of spirit.

13. Force Spirit III — As *Force Spirit I*, except up to a 15th level spirit may be affected.

14. Spirit Binding IV — As *Spirit Binding I*, except up to 15th level spirits can be bound.

16. Multiple Totem Familiar — As *Totem Familiar*, except summons a second totem familiar to caster's aid. Caster may have 1 additional familiar per 10 levels (i.e a 1st-10th lvl caster may have a total of 2 familiars, a 11th-20th lvl caster may have 3 and so on). This spell must be recast for each additional totem familiar.

19. Force Spirit V — As *Force Spirit I*, except up to a 20th level spirit may be affected.

20. Lord Spirit Binding — As *Spirit Binding I*, except up to 20th level spirits can be bound.

30. Force Spirit True — As *Force Spirit I*, except any level of spirit may be affected.

50. Spirit Binding True — As *Spirit Binding I*, except any level of spirits can be bound.

SPECIAL NOTES

1) A spirit, or soul, is the essence of a being and every living being has a soul. When a being dies the soul go wherever souls go. Elves go to the Halls of Mandos and are after a while reincarnated in Valinor. Dwarves simply cease to exist. Men linger briefly at the Halls of Mandos and then sail further west through the Walls of Night.

2) Spirits must be encountered (and detected) or summoned to the near vicinity before using spells from this list.

3) A spirit bound by a physical fauna (i.e the soul of a living being) cannot be affected by the spells on this list.

4) A Shaman's totem is permanent and determined at character creation. A totem is a special bond with one type of animal. That special bond allows caster to gain a familiar (an animal whose spirit is bound to him, allowing him to control it and view the world through its senses). If the Totem Familiar is ever killed, the spell cannot be recast for 3-12 weeks.

5) A Shaman's totem animal is generally benevolent towards him. The opposite is also expected. A Shaman gains a +25 bonus to skills involving his totem animal (Animal Training, Beast Master).

TOTEM FAMILIAR CHART

01-05	Failed, no totem	51-55	Moose
06-10	Rabbit	56-60	Lynx
11-15	Bat	61-65	Hawk
16-20	Deer	66-70	Wolverine
21-25	Lion	71-75	Horse
26-30	Beaver	76-80	Snake
31-35	Eagle	81-85	Wolf
36-40	Badger	86-90	Bear
41-45	Buffalo/Bull	91-95	Owl
46-50	Otter	96-100	Player's Choice