

Shaman Base List 9.42

SPIRIT SUMMONING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Converse	self	1 min/lvl	10'/lvl	I
3)	Summon Spirit I	varies	3 rnds (varies)	—	Fm
4)					
5)	Summon Spirit II	varies	3 rnds (varies)	—	Fm
6)					
7)					
8)	Mass Converse	10'R/lvl	1 min/lvl	—	I
9)	Summon Spirit III	varies	3 rnds (varies)	—	Fm
10)	Spirit of Calm	100'R	1 hr/lvl	self	Fm
11)	Spirit of Happiness	100'R	1 hr/lvl	self	Fm
12)					
13)	Spirit of Discord	100'R	1 hr/lvl	self	Fm
14)	Summon Spirit IV	varies	3 rnds (varies)	—	Fm
15)	Spirit of Harmony	100'R	1 hr/lvl	self	Fm
16)	Spirit of Grief	100'R	1 hr/lvl	self	Fm
17)					
18)	Spirit of Fear	100'R	1 hr/lvl	self	Fm
19)					
20)	Lord Spirit Summoning	varies	3 rnds (varies)	—	Fm
25)	Spirit of Anger	100'R	1 hr/lvl	self	Fm
30)	Spirit of Awe	100'R	1 hr/lvl	self	Fm
50)	Summon Spirit True	varies	3 rnds (varies)	—	Fm

2. Converse — This spell allows caster to communicate with any spirit(s) within range. The word communicate is used because the exact method used has no analogous term. It would not be speech, but rather more like a pictorial experience, but with all senses included. If this spell is used with dead spirits, such as ghosts, then the method might be actual talking.

3. Summon Spirit I — This spell allows the caster to summon a 1st to 2nd level spirit from the Spirit World to his immediate vicinity (10'R). If the name of a particular spirit is known the caster may use the *Summoning* skill to summon it. Otherwise a random spirit is summoned. A spirit usually take 10 rounds to arrive and is forced to stay for 3 rounds unless spirit bound. After that time the spirit is free to do as it pleases, including leaving the spell radius. At no time is the spirit constrained to communicate unless the *Converse* spell has been cast upon it.

5. Summon Spirit II — As *Summon Spirit I*, except a spirit of up to 5th level may be summoned.

8. Mass Converse — As *Converse*, except caster confers the ability to anyone within the radius to converse with any spirits within the radius.

9. Summon Spirit III — As *Summon Spirit I*, except a spirit of up to 10th level may be summoned.

10. Spirit of Calm — Caster invites a greater emotive spirit to come and dwell within him for a time. If the spirit consents, the caster is exalted and may radiate the spirits power (for this spell, Calm). In essence, the caster becomes the spirit's avatar, wielding its attribute. This type of spell is considered to be both sacred and dangerous, for the spirit actually becomes the caster and the caster the spirit. The spirit may opt to stay longer than the caster wishes (10% risk, rolled for if caster wants to cancel the spell before duration ends), take control of the caster (5% risk, rolled for every time the caster wants to do something not in accordance with the spirit's motives) or to permanently possess the caster (2% risk, rolled for when spell is initially cast). To resist the spirit caster must RR, using his Will (SD) against a 20th lvl

attack. This particular spell will call to a greater emotive spirit of Calm, and if radiated, all affected will be unable to take any aggressive of offensive actions. Any attacks on a calmed target will break the spell effect.

11. Spirit of Happiness — As *Spirit of Calm*, except calls upon a greater emotive spirit of happiness. All affected will feel joy (usually prevents hostile actions as well).

13. Spirit of Discord — As *Spirit of Calm*, except that this spell calls upon a greater emotive spirit of discord which causes all affected to feel great dissatisfaction and refuse to agree with anyone about anything.

14. Summon Spirit IV — As *Summon Spirit I*, except a spirit of up to 15th level may be summoned.

15. Spirit of Harmony — As *Spirit of Calm*, except calls upon a greater emotive spirit of friendship and harmony. All affected will feel a tremendous camaraderie and goodwill, as well as great unity and a desire to work together.

16. Spirit of Grief — As *Spirit of Calm*, except that this spell calls upon a greater emotive spirit of grief and sorrow.

18. Spirit of Fear — As *Spirit of Calm*, except calls upon a greater emotive spirit of fear and all affected will feel great fear. Most will possibly flee from caster, who is the center of their fear.

20. Lord Spirit Summoning — As *Summon Spirit I*, except a spirit of up to 20th level may be summoned.

25. Spirit of Anger — As *Spirit of Calm*, except that this spell calls upon a greater emotive spirit of anger and all affected will go berzerk with anger.

30. Spirit of Awe — As *Spirit of Calm*, except that this spell calls upon a greater emotive spirit of awe, and all affected will feel be overcome with awe and worship. Caster is usually the center of their worship, unless channeled onto an altar or other religious symbol.

50. Summon Spirit True — This spell allows the caster to summon a spirit of any level.

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. A soul of a dead being can be summoned back from that place by the spells on this list (except for dwarves who cease to exist and elves that reincarnate in Valinor).

2) Many *places* in Middle Earth are also considered as having a soul, such as the Spirit of Caradhras "the Cruel", Fangorn Forest and Old Man Willow. Spirits of similar sorts can also be summoned by the spells on this list.

3) A spirit may be bound by a physical fauna (i.e the soul of a living being) or unbound from the physical world (the soul of a dead being). Some *faerïë* are unbound, but have the ability to take physical form at will (or during special circumstances). Only spirits unbound may be affected by the spells on this list.

4) For the effect of Spirit of Calm and similar spells, a GM may use the charts for 19.6 Fear and Influence attacks (Gamemaster Law, p.163-164) to let the RR failure determine the amount of effect in a target.