



HARPER'S BAZAAR

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Introduction

I have decided to complete a personal project for this issue. I am writing rules and guidelines for incorporating the Spirit World in your games. I originally wrote an earlier form of these rules about 8 or 9 years ago, and donated them for inclusion in the **Channeling Companion** written by Cory Magel and Elliot Willhite for **Rolemaster**.

Those rules made it into the book, along with several spell lists that I had developed to go along with them. I have converted them and updated them for use with **HARP**. I hope that you enjoy them and enjoy using them in your games.

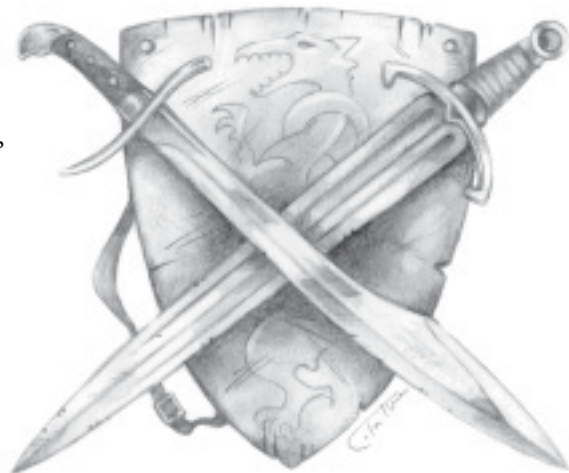
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NEW PROFESSION

SHAMAN

The Shaman is often the spiritual leader of a tribe, clan or village. While Shamans can most often be found among nomadic or tribal cultures, they are not limited to them. Shamans are often advisors and councilors to those in charge of the community. They spend most of their time communing and/or dealing with the spirits of the world. One of their prime duties is often the guiding of departed souls to the afterlife.

FAVORED CATEGORIES:

General: 3 **Mystical:** 8
Outdoor: 6 **Physical:** 3

KEY STATS: Insight, Reasoning, Self Discipline.

PROFESSIONAL ABILITIES: Shaman may learn a total 20 spells from the Shaman Sphere including the Optional Shaman Spells. Up to 7 of those 20 spells may be selected from the Optional Shaman. The selected 20 spells are the Shaman's base sphere. Any spells not selected from the "Shaman Sphere" column are considered to be part of the Cleric Sphere for the purpose of learning them later, any Optional spells not selected are considered to be part of the Sphere that they originally came from.

Shamans also begin play with a Totem Spirit of 1st level. Shamans are also blessed with the Spirit Tongue, the ability to speak to and understand any spirit. Finally, all Shamans have the Spirit Sight, the ability to concentrate for a round and shift their vision from the mortal realm to the Astral, where spirits and auras can easily be seen.



DEALING WITH SPIRITS

Shamans deal with spirits on a daily basis. They often commune with the spirits in an effort to gain insights or knowledge of the world around them. They also perform many rituals and rites, both great and small, each day to appease or venerate certain spirits. These rituals and rites are rarely magical in nature; their performance shows the spirits that the Shaman is respectful of them.

Unfortunately, not all spirits are as easy to deal with. Angry Spirits, certain types of Deity, Haunts, and Undead Spirits all often need a more forceful approach by the Shaman. And that more forceful approach can even lead to such things as the Shaman permanently trapping or banishing a spirit.

In the end, how a Shaman deals with a particular spirit will often depend upon how that spirit is willing to deal with mortals.

Shaman Sphere	Optional Shaman Spells
Banish Spirit	Animal Forms*
Bedevelopment	Bless*
Detect Spirit	Calm*
Healing Chant	Distractions**
Spirit Binding	Dreams*
Spirit Bond	Fear**
Spirit Burn	Guidance*
Spirit Capture	Herbal Enhancements*
Spirit Emanations	Intuitions*
Spirit Link	Nature's Tongues*
Spirit Mastery	Passing**
Spirit Thrall	Past Visions*
Spirit Trap	Quiet Ways**
Spirit Travel	Sleep**
Spirit Walk	
Summon Spirit	
Vision Chant	
Warning Chant	

* = Spells from the Cleric Sphere, HARP core rulebook

** = Spells from the Mage Sphere, HARP core rulebook





THE SPIRIT WORLD

It has been called, by various traditions in various locations, such things as the Outer World, the Inner World, and even the Underworld. No matter the tradition or what they call it, the Spirit World is always home to many powerful and sometimes dangerous spirits.

SPIRIT WORLD DESCRIPTION

Scholars still disagree as to what the Spirit World actually is. Some think that it is a single plane of existence, sometimes called the Ethereal Plane, while other scholars think that the Spirit World is not a single plane, but a multitude of planes, one atop another like a stack of paper upon a desk. Those who believe that the Spirit World is comprised of multiple planes believe that the lowest of those planes is the Astral Plane, since it is the closest to the mortal world. One thing that the scholars do agree upon is that the Spirit World is unlike any other plane, or planes, ever encountered.

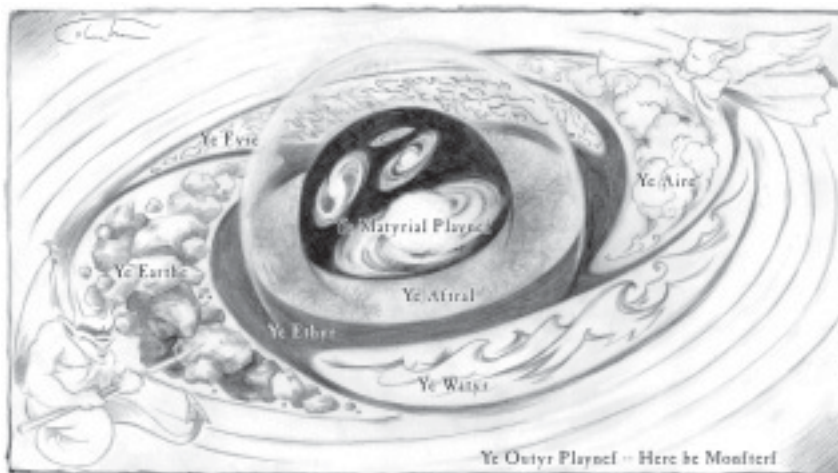
The Spirit World as a conceptual plane—this means that any description of the Spirit World depends upon the person describing it, and that each person will see it differently. However, there are certain aspects of the Spirit World that are common to all perceptions of it.

The landscape of the Spirit World (what can be seen of it) appears to reflect the mortal or physical world. However, there are often features of the landscape that appear differently to each person. For example, what is a plain on the mortal world may be seen as an ancient forest or farmland with a small village, or perhaps even a large city by a visitor. Sometimes the landscape will shift and meld from one to the other while that visitor is watching. In all cases though, the actual shape and form of the land matches that of the physical world. Scholars surmise that possibly the Spirit World is reflecting things from other times, from the past or perhaps the future. Another theory is that the Spirit World touches alternate dimensions, and is reflecting them and showing what is in a given location in those other worlds. However, these are just theories and yet to be proven.

The air is another distinctive feature of the Spirit World. It is always twilight within the Spirit World, and the air is always filled with a thick swirling mist that never clears and limits visibility to no more than 100'. This mist is often lit from within by ever-changing flashes of scintillating color, with some of the colors being unique to the Spirit World itself.

Another unique feature of the Spirit World is the presence of nexus or cross-over points. These points appear to be gateways to other planes or possibly even other worlds. Scholars still are not sure. The denizens of the Spirit World also tend to shy away from such nexus points as well. It is thought that the spirits of the dead pass through this plane as they are drawn towards the final resting place of their religion.

The spirits that inhabit the Spirit World may appear in various forms, although the form will always be related to the powers and abilities of the spirit. A Spirit of Fire might appear as a humanoid flame while a thematic spirit may appear as an insubstantial version of the physical form it is tied to. All spirits also have a more natural form that they will often take when in the Spirit World. This form is that of a shifting matrix of energy that flashes with scintillating colors, some of which are unique to the Spirit World. The vast majority of spirits in the Spirit World are standard spirits, sometimes known as unborn spirits. It is they that produce the most flashes of color and light that are seen through the ever present mists of the Spirit World.



THE ASTRAL PLANE

The Astral Plane lies between the mortal realm and the Spirit World. This plane is an echo, a reflection of the material world, bathed eternally in a cool blue light. Vegetation is often a rusty red in color; animals normally have a yellow aura; stone, worked wood, and other worked materials appear as a dull grey in color, having no auras; and people on the mortal plane are seen by their auras. While on the Astral Plane, one person cannot be told from another by their aura by those without the proper training, though you can easily tell one race from another, as each race has their own unique aura.



Human auras are often egg-shaped, and blue in color. Elven auras are deep green, and almost leafy in appearance, while Dwarven auras are a deep red cylinder. Gnomish auras are often silver, and look almost liquid, while the auras of Halflings are a bright green oval. Gryx have auras that are a rich orange in color, which flicker with an appearance almost like that of a flame.

All auras have things in common features. For example, warrior or those who have killed a lot tend to have many spidery black lines within their auras. Magic users, especially Shamans, tend to have larger auras than other people.

If a Shaman has seen a person in the flesh, then they will be able to recognize that person's aura at some later time if they encounter it while scrying. Not even the most powerful Shaman can tell who a specific aura belongs to if they have never seen that person in the flesh.

The Astral Plane is often used as the gateway to the Spirit World. Once on the Astral Plane it is easier to travel to the Spirit World than it would be to travel there directly from the mortal world. However, doing so is much more dangerous since a character cannot bring his body along with him in this manner like he can when traveling direct from the mortal realm to the Spirit World.

Shamans and other magic users who deal with the Astral Plane will often use it for scrying on foes. Traveling through the Astral Plane to scry is a favorite method, but the caster will not be able to determine one aura from another if he has never seen that person in the flesh previously. However, the caster can still do things like count and look to see how many auras are where and so forth.

Communication between mortals and spirits on the Astral Plane is much different from communication in the mortal world as there is no speech or sound on the Astral Plane. Communication is handled through the transference of thoughts and images, and even emotions. Even the weakest of the spirits can communicate in this manner while on the Astral Plane, and no spell or ability is required to allow a Shaman or other spell caster to communicate with the spirits while they are there.

SPIRIT ATTACKS

Spirits have several unique forms of combat available to them. Not every spirit has these attack forms, and of those who do, most cannot use every available form, only one. Each spirit is different, and you can often find spirits of a given type using different attacks, from those available to that type of spirit, for no other reason than the spirit prefers it.

DRAIN

This is one of the rarest forms of attacks to be found among spirits, most often only in Angry Spirits and Haunts. By using this form of attack the spirit can drain the vitality from a target. To make a Drain attack, the spirit has to touch its target. The spirit then makes a roll on the Resistance Roll (RR) column of the Maneuver Table. The

result indicates what the target has to beat in order to successfully resist the attack using his Magic RR bonus. If the target fails the RR, then he loses 1d10 from one stat. The most common stat for Drain attacks is Constitution, though some spirits drain other stats with their attacks.

Any stat points lost in this manner are recovered at a rate of 1 point per day, although this can be speeded up through the use of spells.

EMANATION

When a spirit makes an attack by Emanation, it creates a radius equal to 5' per level centered on itself in which its attack will occur. The spirit makes its attack roll on the Resistance Roll (RR) column of the Maneuver Table, and all within the radius must make a Will based RR against the result obtained or be overcome by the effect. The effect produced will depend upon the type of spirit, but the results are that the targets are Stunned for 1 round for every 10 points that they fail the RR by. If a target fails the RR by more than 50 points, he is rendered unconscious for 1d10 rounds.

For example, if a Spirit of Hunger makes an Emanation attack, all those who fail a Will based RR will be completely overcome by feelings of intense hunger.

INUNDATION

This attack form is limited only to the Elemental Spirits. The Elemental Spirit is able to create an area with a radius equal to 1' for each level of the spirit. This radius may be created up to 100' from the spirit's location. Any person or creature within the radius is required to make a Will based Resistance Roll (RR) against the target number generated from the spirit making a roll on the RR column of the Maneuver Table or suffer the effects of the Inundation.

Each Elemental Spirit has its own method of Inundation, and that method is related to what aspects of the element that it reflects. The examples listed below show some possible types of effects generated by this type of attack. It is important to keep in mind that not every aspect related to a given element is included in the examples, and they are meant only to show some of the possibilities available.

- 1) An Elemental Spirit of Earth could cause all within the area of effect to feel the solidity and weight of the earth pressing down upon them; the slow inertia of the ages making them groggy and tired. This could have an effect similar to that of the *Sleep* spell.
- 2) An Elemental Spirit of Fire could cause within the area of effect to feel the quick, mercurial nature of a fire. Thoughts, feelings and actions are all impulsive and reactionary. This could have the effect of driving all within the area into a berserker-like frenzy, as per the skill description in **Martial Law**.



- 3) An Elemental Spirit of Water could cause all within the area of effect to feel the flexibility and compromising nature of the depths. Any decisions made while under the influence of this attack might seem to be the most reasonable thing to do. Translated into game terms, this could be reflected as the targets being under the effects of a *Charm* spell.
- 4) An Elemental Spirit of Air could cause all within its effect to feel the clarity, conciseness, and rapidity of Thought. Translating thought into action might then be supremely easy, thus enabling those affected to spring into action at a greater speed than those not affected. In game terms this could translate into a bonus to initiative.
- 5) An Elemental Spirit of Light could bring with it the harmony and tranquility of oneness with the universe, an acceptance of circumstances, and the sureness of inner peace. This harmony and inner peace would bring with it a supreme confidence that translated into a bonus to all actions.
- 6) An Elemental Spirit of Darkness could bring with it the coldness and the despair of all things shadowy, thus making any action seeming to be futile at best. In game terms, this could be represented by a negative modifier to all actions as the character sees such actions as hopeless and unlikely to succeed, thus they won't try as hard as they might otherwise.

POSSESSION

Some spirits will attempt to take control of the corporeal form of a person. In order to do this, they need to make an attempt to possess that person's body, removing the target's mind from command.

The spirit will enter the target's body to initiate this attack. It will make a roll on the Resistance Roll (RR) column of the Maneuver Table. The target must meet or beat the result generated using bonus for Will-based Resistance Rolls. Should the target defeat this attack, the spirit is ejected from the target's body. Should the target fail his RR against this attack, the spirit is then in control of the body for 10 minutes for every level that the spirit possesses. After this amount of time, the strain of attempting to control the body becomes too great and it has to leave.

For every 10 minutes that the spirit is control of the body, the target gets to make a new Will-based Resistance Roll against the original attack. The target also gains another Resistance Roll every time that his body is damaged. While the target is aware of the actions taken by the spirit while he is possessed, they seem as some sort of odd dream to him.

The possessing spirit is unable to access the memories or skills of the target while possessing him unless it states otherwise in the description of the spirit.

Many Shamans often consider illness to be caused by the possession of a person by evil or bad spirits. For this reason, he will often try spiritual remedies before attempting medicinal remedies.





TYPES OF SPIRITS

The following descriptions detail the most common types of spirits that may be encountered. This list is by no means exhaustive and there are often many sub-types of each individual type. Several of the types listed below are also, according to some scholars, only speculative as they have not been able to prove or disprove the existence of those specific types. Such speculative types are indicated within the individual descriptions.

Spirits are most often encountered in the Spirit World, where they have what appears to be a solid form. The shape and appearance of which is dependant upon the individual spirit. Spirits in the Spirit World may also take their alternate form, that of a glowing matrix of scintillating colors. This alternate form is always insubstantial and the spirit may only communicate with other spirits when in this form, never with visitors to the Spirit World. This alternate form may not be assumed by the spirit if happens to be someplace other than the Spirit World.

Sometimes, however, spirits do appear in the physical world. If the spirit does not have a physical form to which it is tied, it will appear, when it can be seen at all, as a translucent, wavering and insubstantial form. Those spirits tied to a physical form may select to appear in that physical form, or in a translucent insubstantial version of their physical form. Such spirits may change from one to the other form at will. However, doing so takes one full round in which the spirit may do nothing else.

Many spirits will seem to be specialized versions of Conceptual Spirits, and this is true to some extent. However, the other specific types of spirits also tend to be more complex than your basic Conceptual Spirits and the more complex a spirit is, the more intelligent it seems to be as well.



ANGRY SPIRITS

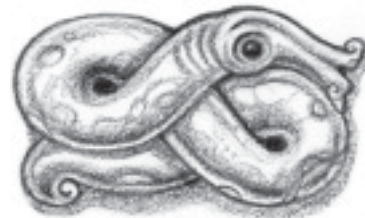
An Angry Spirit is sub-type of all other types of spirits. Quite often an Angry Spirit is nothing more than another type of Spirit that has somehow been corrupted to the point that it transforms into an Angry Spirit. Its form is always a twisted, warped version of its normal form. These spirits will do their best to destroy anything and everything that they encounter. Most often they will use either one of the attacks available to their original spirit type or use a Drain attack.

Nobody is quite sure what causes this corruption, or how it might be reversed. There have even been instances where the spirit appears normal until a certain word or phrase is spoken or until a certain action has been performed, or until a corporeal being has been in its presence for a specific amount of time. Whatever the trigger is, these normal appearing spirits suddenly transform into Angry Spirits. Such spirits are often on the cusp of being Angry Spirits and may remain like that for years, until something gives them that final nudge.

CONCEPTUAL SPIRITS

Sometimes an idea, ideal, or concept can seem to have a life all its own. With Conceptual Spirits, this is entirely possible. These are spirits who embody a single goal or ideal of a specific concept. This can be anything from A Spirit of Marriage who embodies the concept of the marriage ceremony to a Spirit of Murder who embodies the concept of wrongful death in a violent manner. When Conceptual Spirits make an attack, they will normally use either a Possession attack or an Emanation attack.

Certain Conceptual Spirits even have the ability to manifest in the mortal world when the conditions are right for it. For example, the Spirit of Christmas Past is able to manifest as a ghost-like wraith during the Yule season, and use its possession attack to force targets to relive past holidays and events in an effort to make the target regret its past, and to help it change its ways. It is thought that the Spirit of Christmas Past will only appear to those who have a deceased, condemned soul intervene on their behalf with some higher authority. However, scholars have been unable to prove this theory which was formed on the basis partial accounts from a few people who have claimed to be visited by the spirit.



DEVI

Devi are the most powerful of all the different types of spirits. They can take a physical form at will and often act as messengers for the gods. Devi. The majority of Devi are unique spirits. Devi also have several special abilities that are unique to them as well. For more information on Devi, please refer to *Monsters: A Field Guide*, page 31.

There are a number of different sub-types of Devi that may be encountered. These include such spirits as those known as Angels, Asura (Wrathful Devi), Djinn, Daimons, and many others. Certain sub-types of Devi are unable to take physical form at will, and others may have other strictures placed upon them.



ELEMENTAL SPIRITS

Elemental Spirits are not creatures made up of the substance of a specific element; they are spirits who embody the essence or nature of the element which they represent. An Elemental Spirit need not embody all the concepts associated with an element, however the more powerful the Elemental Spirit, the more aspects of the element they will represent. Elemental Spirits most often use Emanation or Inundation attacks.

EMOTIONAL SPIRITS

Emotional Spirits are spirits that embody a single specific emotion or state of mind such as happiness, calmness, anger, or fear. Emotional Spirits like to seek out those who are naturally experiencing the same emotion that they embody. Emotional Spirits often use the Emanation method of attacking others if it ever has to attack. It is important to note that a Spirit of Anger is not the same thing as an Angry Spirit.

HAUNTS

Haunts are created when an Unborn Spirit visits the physical world and travels too close to traumatic events among the living. A violent death, a severe betrayal, the tortured existence of a prisoner can all attract an unborn spirit and change it into a Haunt, a spirit filled with distress, rage, and grief. These poor spirits are then often tied to the location of their creation. Yearning for release to the spirit world, and an end to their pain and suffering, a Haunt will attack any who catches their attention. Using Possession, Drain and Emanation attacks, a Haunt can be an extremely dangerous spirit. Those who suffer attacks from Haunts often relive the vile acts that brought the Haunt into being.

Haunts are often mistaken for Ghosts or other types of Undead by those are not familiar with them. Clerics tend to get a bit upset when they attempt to *Turn Undead*, and find that they cannot.

RATIONAL SPIRITS

These spirits are defined by hard, cold logic. It rules their very existence and makes them the bane of all emotion. Once a Rational Spirit has decided upon a course of action, it is very difficult to change sway its decision. Doing so may only be accomplished through logic. Rational Spirits always use Possession attacks.

SHAMAN SPIRITS

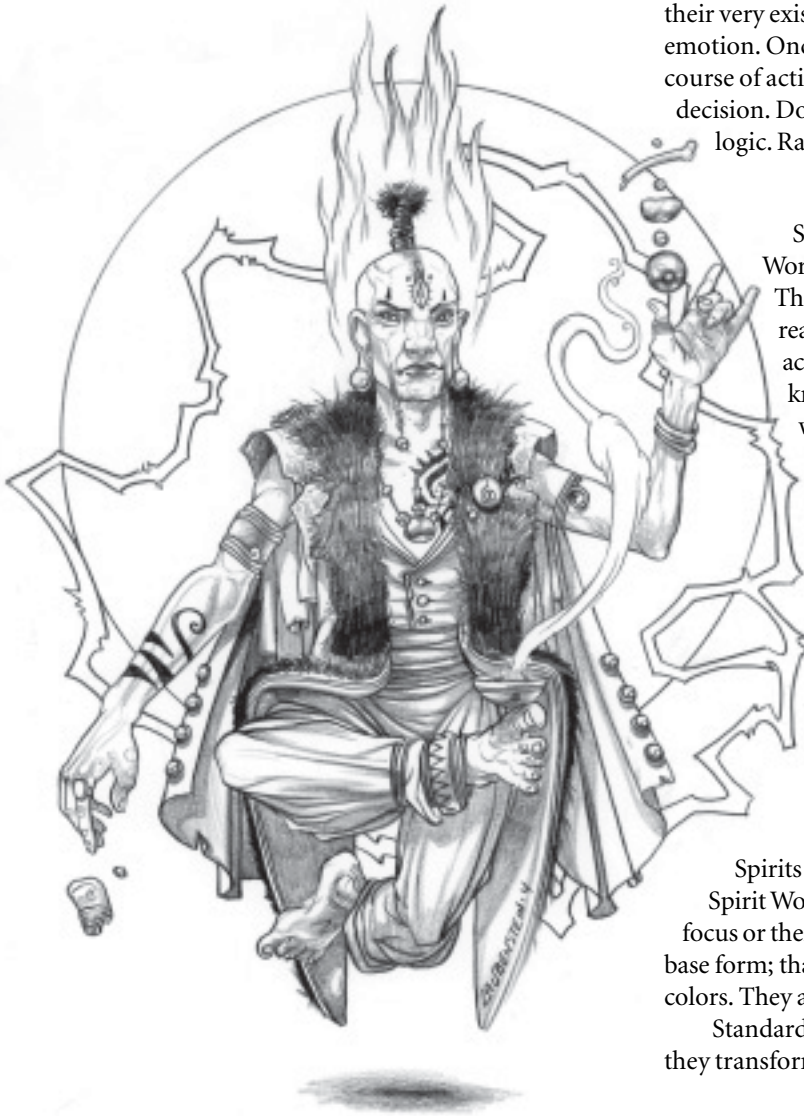
Sometimes, a Shaman will enter the Spirit World and never return to the mortal realms. These Shamans do this for any number of reasons, although this occasionally happens accidentally as well. Such spirits retain all of the knowledge and skills that they had in physical world when they were alive. Luckily, this type of spirit is rare, and Shaman Spirits also often believe themselves to be above the concerns of the mortal world.

If, for some reason, a Spirit Shaman decides to attack, it will do so using Possession. Once it has possessed somebody, it will be able to fully use all the spells, skills, and abilities that it had in life. It will also, unlike other spirits, have full access to the thoughts and memories of the person its host.

STANDARD SPIRITS

Standard Spirits are often called Unborn Spirits by Shaman and others who delve into the Spirit World. These spirits, unlike other spirits, have no focus or theme that defines them. They have only their base form; that of a small matrix of glowing, shifting colors. They also cannot make attacks of any type.

Standard Spirits will slowly evolve over time until they transform into another type of spirit altogether.





THEMATIC SPIRITS

Thematic Spirits are tied to specific locations on the physical world and to specific physical forms as well. Highly complex spirits, they exemplify individual themes or ideals. These spirits are most often found at points where the Spirit World and the physical world cross-over and connect, or at locations that are also strongly tied to the theme or idea that they embody. So long as a Thematic Spirit stays within 100' of the location to which it is tied, it receives no Taint. However, outside that radius, it will receive twice as much Taint would be considered normal.

When they appear in the physical world, these spirits assume their physical forms. It is these forms that also determine the types of attacks used by these spirits as their attacks in the physical world are tied to their physical forms. It is rare for a Thematic Spirit to be able to use one of the normal types of Spirit attacks, but when it happens, Emanation and Possession attacks are the ones most often found.

TOTEM SPIRITS

Totem Spirits are some of the most complex spirits. They represent a specific goal, theme, and/or ideal much like Thematic Spirits, but they are not tied to a specific location. Instead, Totem Spirits are often tied to a specific person as a familiar. Even when not on the same plane as the Shaman, a Totem Spirit will quite likely be shadowing him in the Spirit World, most likely on the Astral Plane.

The Totem Spirit may move from the Spirit World to the physical world freely, and almost instantaneously, but never more than one transition per round. While in the physical world, the Totem Spirit takes on the physical form of an animal or creature that has some connection to their ideology. While in its physical form, the Totem Spirit has only the natural attacks and defenses of its physical form. It has the natural enemies and allies of its physical form as well. Exceptional Totem Spirits may occasionally have supernatural abilities as well, but this is very rare. In the Spirit World, their spirit form will always be a reflection of their physical form, and they normally use the Possession attack.

Totem Spirits also grant special abilities to the character that they choose to follow when they become Totem Familiars. These special abilities are always dependant upon the ideology of the totem.

Refer to page 10 for more information on the abilities of Totem Spirits in their role as familiars.

UNDEAD SPIRITS

Undead Spirits are the souls and/or spirits of once living people or creatures. For some reason, the spirit does not pass on to its afterlife. Instead, it remains tied to its body or to a specific location, such as the place of its death. These are your standard types of naturally occurring Undead, and include such things as Ghosts, Specters, Wraiths, and others. Undead that are created

through spells, rituals, the actions of other Undead, or any sort of external agency are not considered to be Undead Spirits. The most telling aspect of an Undead Spirit is that it normally has no corporeal form.

While all Undead Spirits may be affected by the spell, *Turn Undead*, not all undead will be able to be affected by the spell, *Banish Spirit*. Since the spell, *Banish Spirit*, sends the spirit back to the Spirit World, undead that are affected by this spell will eventually return, being drawn back to whatever was holding them to the material plane to begin with.

To permanently get rid of an Undead Spirit, the Shaman is going to have to work to lay the spirit to rest by either helping it complete some task, or showing it in some manner that it can move on to the afterworld. Sometimes, especially with Angry Spirits (of the Undead Spirit variety); the Shaman will have to force the spirit to move on to the afterlife.

WILDLINGS

Wildlings are a unique type of spirits. They are also the most common type of spirit to be encountered. Each Wildling has an elemental affinity that determines what type of Wildling it is, even though no Wildlings have any sort of actual elemental abilities. Wildlings can freely move between the Spirit World and the physical World. Wildlings do not use any of the normal spirit type of attacks, and can only make the very slightest of attacks in the physical world, it often requiring a number of Wildlings to even do a single point of damage.

For more information about Wildlings, refer to page 4 of *HARPer's Bazaar #5*.





SAMPLE SPIRIT STATISTICS

The Devi and the Wildlings are already fully detailed in other **HARP** products. The Devi can be found in *Monsters: A Field Guide* and the Wildlings can be found in *HARPer's Bazaar #5*. This section will aid the GM in creating the other types of spirits described on the previous pages.

The following tables provide Quick Stats and the Racial Stats for all of the types of spirits listed above except for Totem Spirits. Totem Spirits have the exact same stats as the animals that they appear as. Stats for them may be found in the core **HARP** rulebook or in *Monsters: A Field Guide*.

SPIRIT ABILITIES

Spirits may have unusual abilities in addition to their normal forms of attack. These abilities help to define them and to make them different from other types of beings or creatures encountered.

Mundane Invulnerability – Spirits cannot be harmed by non-magical weapons. Such weapons pass right through them without damaging them. All spirits have this ability.

Iron Susceptibility – While non-magical weapons of all types do not harm spirits, metal weapons,

specifically iron or steel weapons do cause spirits discomfort and pain. Just being near such weapons causes discomfort to the spirit. Being struck by such weapons, whether magical or not, will require that the spirit make a Magic-based RR(100) or they will receive -10 to all actions while the spirit is within 100' of the metal. If the weapon is made of cold forged iron, then there is no Resistance Roll. Of all the spirits, only the Devi does not have this trait. Once a spirit has left the radius of Iron Susceptibility, the minuses from being struck by metal weapons will decrease by -1 for each minute since it left the area (i.e. -10 becomes -9, then -8, etc.).

Planar Transition – While most spirits may only travel from the Spirit World to the mortal plane, there are a few types of spirits who can travel from one plane to the other at will. While such transitions are nearly instantaneous, spirits may only make the transition once per round. Only the Devi, Totem Spirits, Wildlings, and a few specific Conceptual Spirits are known to have this ability.

Survival Instinct – All spirits except for the Devi have the Survival Instinct as described in the core **HARP** rulebook on page 155.

Spirit Quick Stats

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treasure	Stamina	Will	Magic
Angry Spirits	5	M	10	12	35	90	90 Drain or Other Attack	1	Berserk	--	35	35	35
Conceptual Spirits	5	M	10	10	35	85	75 Possession or Emanation	1	varies	--	35	35	35
Devi	20	M(H)	15	40	120	355	185 Bastard Sword; 175 Comp. Bow	1	Aloof/Bellig.	R4R4(10)R4	180	18	175
Elemental Spirits	8	M	10	10	50	100	85 Emanation or Innundation	1	Aloof/Bellig.	--	50	50	50
Emotional Spirits	3	M	10	10	25	75	65 Emanation	1	Aloof/Bellig.	--	25	25	25
Haunts	5	M	10	14	40	85	75 Drain, Possession, or Emanation	1	Belligerent	--	35	35	35
Rational Spirits	3	M	10	10	25	75	65 Possession	1	Aloof/Bellig.	--	25	25	25
Shaman Spirits	5	M	10	14	40	85	75 Possession; 75 Spells	1	Aloof	--	75	75	75
Standard Spirits	1	M	10	0	5	40	--	1	Aloof	--	5	5	5
Thematic Spirits	10	M	10	10	60	105	95 Emanation or Possession	1	varies	--	60	60	60
Wildlings	1	S	9	16	25	40	40 Attack	2-20	Playful	--	15	15	15

Spirit Quick Stats

Name	Lvl	Size	BMR	Init	DB	Hits	Attacks	#Enc	Outlook	Treasure	Stamina	Will	Magic
Angry Spirits	5	M	10	12	35	90	90 Drain or Other Attack	1	Berserk	--	35	35	35
Conceptual Spirits	5	M	10	10	35	85	75 Possession or Emanation	1	varies	--	35	35	35
Devi	20	M(H)	15	40	120	355	185 Bastard Sword; 175 Comp. Bow	1	Aloof/Bellig.	R4R4(10)R4	180	18	175
Elemental Spirits	8	M	10	10	50	100	85 Emanation or Innundation	1	Aloof/Bellig.	--	50	50	50
Emotional Spirits	3	M	10	10	25	75	65 Emanation	1	Aloof/Bellig.	--	25	25	25
Haunts	5	M	10	14	40	85	75 Drain, Possession, or Emanation	1	Belligerent	--	35	35	35
Rational Spirits	3	M	10	10	25	75	65 Possession	1	Aloof/Bellig.	--	25	25	25
Shaman Spirits	5	M	10	14	40	85	75 Possession; 75 Spells	1	Aloof	--	75	75	75
Standard Spirits	1	M	10	0	5	40	--	1	Aloof	--	5	5	5
Thematic Spirits	10	M	10	10	60	105	95 Emanation or Possession	1	varies	--	60	60	60
Wildlings	1	S	9	16	25	40	40 Attack	2-20	Playful	--	15	15	15



TOTEM FAMILIARS

When a character first becomes a Shaman, he performs a three day ritual that is taught to every Shaman. This ritual is so well taught that there is no skill or maneuver roll required to perform this ritual, and it does not count against any rituals known using the Magic Ritual skill.

This ritual allows the Shaman to send a call out to the Spirit World. This call contains the blueprint of the personality and ideology of the Shaman. This call will be answered by a Totem Spirit of a similar mentality. The Totem Familiar Table can be used to randomly generate the form that the Totem Spirit takes, or the GM may choose one that he thinks is best for the character.

The Totem Spirit that answers this call will always be a first level spirit. It will appear before the caster in its physical form, which is identical to the animal it represents. The Totem Spirit will gain experience as the Shaman does, always gaining an amount equal to the amount gained by the Shaman. A Shaman may only have one Totem Familiar at a time, and should the Shaman lose that familiar for any reason, he will have to perform the ritual again to gain a new one. The new familiar will always be of the same type as the previous familiar, and will always be first level.

When a Shaman gains a Spirit Totem, he gains several abilities. Several of these abilities are common to both the Shaman and his totem, while others are abilities that the totem grants specifically to the Shaman so long as he is within range.

Both the Shaman and the Totem gain the ability to determine the direction of the other. So long as the Shaman and the Totem are within range of one another, they will also be able to determine specific distance as well as direction. This range is equal to 50' for every level of experience that the Totem has.

Both the Shaman and the Totem are also able to view the world through the other's eyes, so long as both are on the material plane, by concentrating. However, this only works if they are within range of one another; that range being equal to 50' per level of the Totem.

Quite often a Totem Spirit will have a set of abilities that are specifically keyed to the ideology that it represents. These may or may not be different from the abilities that it grants to the Shaman.

Finally, the Totem will grant specific abilities to the Shaman to which he is attached. These granted abilities are conferred to the Shaman for use in the pursuit of the Totem's ideology. The powers and abilities granted by each Totem are unique to that particular Totem. This means that two Shamans with the same type of Totem Familiar would quite likely have difference granted abilities from their Totems.

As the Totem Familiar gains experience and levels, the powers or abilities granted to the Shaman also grow in power. It is quite possible that they change over time as well. It is important to remember that the Totem will only grant one power or ability at a time, and that if the Shaman were to ever lose his Totem Familiar, he would also lose the granted ability as well. It is also possible that a Totem may withdrawal the granted ability from the Shaman should the Shaman not follow or pursue the ideology of the Totem, at least until the Shaman returns to the proper path. Also, a Shaman will only be able to make use of these abilities when he is in range of his Totem. That range is equal to 10' for every level that the Totem has.





The following are the five most common types of abilities granted by a Totem Familiar. However, these are not the only type of abilities that may be granted. It is up to the GM to determine what the actual abilities are that a given Totem will grant to the Shaman.

Stat Bonuses – These start out at +1 to the appropriate stat bonus and increase by +1 for every three levels that the Totem Spirit has.

Skill Bonuses – These start out at +2 to a skill that is related to the ideology of the Totem. As the Totem gains levels, this bonus may increase by another +2 or another related skill may gain a +2 bonus. The total bonus to skills granted by the Totem cannot exceed double the level of the Totem.

Spell Ability – With this sort of ability, the Totem actually grants a specific spell to the Shaman. The Shaman is treated as if they had 4 ranks plus an additional 2 ranks in the spell for each level that the Totem has. This spell will always be one that is related to the ideology of the Totem.

Talents – A Totem could also grant a Shaman access to specific Talents. In such a case, the Totem would be granting talents that were related to its ideology. The Totem granting this type of ability would get 5 DPs per level for use in granting the appropriate Talent to the Shaman.

Trait Enhancement – The Shaman could have a specific trait enhanced by the Totem. This is very subjective and should only apply to situations when the character is furthering the cause of the Totem. For example, the Totem could enhance the Shaman's courage/fearlessness to help counter a fear causing effect, if doing so helped further the Totem's cause.

The above is just a small sampling of the abilities that a Totem could grant to a Shaman. As always, it is up to the GM to determine what is right for his campaign. A GM might decide that the Totems in his game grant spell-like abilities akin to Blood Magic as described in *College of Magics*. A small ability that slowly grows in power as the Totem grows in power.

Totem granted abilities may cause problems for the Shaman. The Shaman is not likely to want his Totem to be on the material plane in a dangerous situation, yet the Totem has to be physically near, and on the same plane in order for him to grant those abilities to his Shaman.

Roll	Totem	Potential Aspects
01-03	Ant	Industrious
04-06	Badger	Courage
07-09	Bear	Strength, Courage, Willpower, Guardian
10-12	Buffalo	Strength
13-16	Cat	Independence, Hunting
17-19	Coyote	Mischief, Trickster
20-22	Crow	Justice
23-25	Deer	Compassion, Grace
26-29	Dog	Loyalty
30-32	Dragonfly	Imagination, Breaking Illusions, Seeing the Truth
33-36	Dragonette	Wisdom, Knowledge, Answers
37-39	Eagle	Bravery, Grace, Nobility
40-42	Hawk	All-Seeing, Observation, Seeing the Truth
43-45	Horse	Freedom, Nobility
46-48	Hummingbird	Fierceness, Love, Pleasure
49-51	Lion	Royalty, Courage, Nobility
52-54	Lizard	Vision
55-57	Lynx	Keeper of Secrets, knowledge
58-60	Mouse	Vision, Eye for Detail
61-64	Owl	Wisdom, Silence, Watcher in the Night, Fate Seer, Riddler
65-67	Panther	Protection, Senses
68-72	Puma	Spirit Guide, Grace, Silent Power
73-75	Rabbit	Fertility, Speed, Agility
76-78	Raven	Trickster, Oracles, Omens, Messenger of the Gods, Mysteries
79-81	Snake	Transformation
82-84	Spider	Fate, Builder, beauty
85-87	Stag	Lod of the Forest, Masculine Power, Regeneration, Giver of Signs
88-90	Swan	Dreams, Omens, Oracles
91-92	Turtle	Shyness, Protection, Determination
93-95	Wolf	Pathfinder, Knowledge, Heart of Wilderness
96-100	GM Choice	



NEW SPELLS

BANISH SPIRIT

PP COST: 7
RANGE: 50'
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: Cleric, Mage, Shaman, Vivamancer

DESCRIPTION: The target of this spell is banished back to the Spirit World. If used against an Undead creature, the Undead's spirit is banished to the spirit world. This spell is not effective against undead created using the *Animate Dead* spell.

SCALING OPTIONS:

Additional Target (per target) +4 PP
Increase Range (per +50') +1 PP

Banish Spirit			
Aspects		Attributes	
Action Aspects:	Return 10	Casting Time:	-- --
	Command (30 * 2) 60	Range:	50' 30
Object Aspects:	Spirit 15	Area of Effect:	1 Target 10
	Total: 85	Duration:	Instant 5
Total Points:	130	Total:	45
		Power Points:	7

BEDEVILMENT

PP COST: 11
RANGE: 50'
DURATION: 1 Day
SPELL TYPE: Attack
RR: Magic
SPHERES: Shaman

DESCRIPTION: This spell forces a spirit to haunt or attack a given location or target. Both the spirit and the person or place to be bedeviled must be within the range of the spell when it is cast.

Should the scaling option, Permanent Bedevilment, be used, this means that the haunting/attacks last until the death or destruction of the focus of the haunting/attacks, or until the spirit is banished using the spell, *Banish Spirit*. Spirits bound to a focus using this spell gain a +25 to all Resistance Rolls against being banished.

SCALING OPTIONS:

Increase Duration (per each additional day) +6 PP
Additional Spirits (per each extra spirit) +4 PP
Increase Range (per +50') +1 PP
Permanent Bedevilment +10 PP
Additional Targets (per target) +4 PP

Bedevilment			
Aspects		Attributes	
Action Aspects:	Command 30	Casting Time:	-- --
		Range:	50' 30
Object Aspects:	Spirit 15	Area of Effect:	1 Target 10
	Total: 45	Duration:	1 Day 120
Total Points:	205	Total:	160
		Power Points:	11

DETECT SPIRIT

PP COST: 4
RANGE: 50'
DURATION: 2 rnds/rnk (C)
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster is able to detect one the presence of any spirit within a 5' radius, so long as the entire radius is within the range of the spell. The caster may concentrate on a different 5' radius area each round.

This spell only tells the caster that a spirit is present, not any other information. If the caster uses the scaling option, Increase Information, then he will also learn the type of spirit and its general power level (weak, moderate, or strong). The power level is determined by comparison to the power level of the caster.

SCALING OPTIONS:

Increase Information +4 PP
Increase Range (per +50') +1 PP
Increase Radius (from 5' to 10' radius) +2 PP
Increase Radius (per +10') +2 PP
Increase Duration (5 rounds/rnk (C)) +2 PP
Increase Duration (10 rounds/rnk (C)) +3 PP

Detect Spirit			
Aspects		Attributes	
Action Aspects:	Perceive 5	Casting Time:	-- --
		Range:	50' 30
Object Aspects:	Spirit 15	Area of Effect:	5' radius 10
	Total: 20	Duration:	2 rnds/rnk(C) 10
Total Points:	80	Total:	60
		Power Points:	4

HEALING CHANT

PP COST: 5
RANGE: Touch
DURATION: Concentration
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: So long as the caster continues to chant and concentrates, the target heals at the rate of 1 hit per round. When using the scaling option that allows for healing damage other than hits, the healing occurs over the same amount of time that the hits are healed.

If the caster is healing multiple targets, then he must be touching the targets and/or they must be touching each other for this spell to work on them.

SCALING OPTIONS:

Increase Healing Rate (2 hits/rnd) +2 PP
Increase Healing Rate (3 hits/rnd) +4 PP
Increase Healing Rate (4 hits/rnd) +6 PP
Increase Healing Rate (5 hits/rnd) +8 PP
Increase Healing (all other damage) +5 PP
Additional Targets (per target) +4 PP



Healing Chant			
Aspects		Attributes	
Action Aspects:	Heal 5	Casting Time:	-- --
	Reduce (15 * 2) 30	Range:	Touch 10
Object Aspects:	Body 5	Area of Effect:	1 Target 10
	Time (15 * 2) 30	Duration:	Concen. 10
	Total: 70		Total: 30
	Total Points: 100		Power Points: 5

SPIRIT BINDING

PP COST: 7
RANGE: 10'
DURATION: —
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster is able to temporarily bind a willing spirit into an item. This imbues the item with a power or ability that is related to the type of spirit, and the power of the spirit so bound. This item may only be used once, at which point the spirit is released back into the Spirit World. Multiple spirits may be bound into an item to give it more complex or more powerful abilities. The actual abilities of the item are left up to the Player and the GM to jointly decide.

If the ability of the item created makes any sort of attack, then the attack has a modifier of +50 for an item containing a single spirit, with an additional +25 for each additional spirit bound into the item, if that additional spirit is not used to change or increase the abilities of the item.

SCALING OPTIONS:
Increase Uses (per additional use) +5 PP
Bind Multiple Spirits (per additional spirit) +4 PP

Spirit Binding			
Aspects		Attributes	
Action Aspects:	Increase 10	Casting Time:	-- --
	Instill (15 * 2) 30	Range:	10' 20
Object Aspects:	Item 5	Area of Effect:	1 Target 10
	Magic (10 * 2) 20	Duration:	Instant 5
	Spirit (15 * 2) 30		
	Total: 95		Total: 35
	Total Points: 130		Power Points: 7



SPIRIT BOND

PP COST: 18
RANGE: 50'
DURATION: 10 minutes/rnk
SPELL TYPE: Attack
RR: Will
SPHERES: Shaman

DESCRIPTION: Caster is able to create a bond between himself and a Spirit Thrall so that half of any hit damage received by the caster is shunted to the Thrall. If used to create a Bond to multiple spirits, then the shunted damage is split equally between all of the spirits. Bonded spirits must remain with 100' of the caster for this spell to be effective. The scaling option, *Permanent Bond*, may only be used on spirits that have been made into a permanent Thrall.

SCALING OPTIONS:
Increase Transfer (75% transfer) +3 PP
Increase Transfer (100% transfer) +6 PP
Increase Duration (1 hour/rank) +10 PP
Bond Additional Spirit +4 PP
Permanent Bond +10 PP

Spirit Bond			
Aspects		Attributes	
Action Aspects:	Harm 5	Casting Time:	-- --
	Move (5 * 2) 10	Range:	50' 30
	Transform (minor) (15 * 2) 30	Area of Effect:	2 targets 30
Object Aspects:	Location 10	Duration:	10 min/rnk 200
	Spirit (15 * 2) 30		
	Total: 85		Total: 260
	Total Points: 345		Power Points: 18

SPIRIT BURN

PP COST: 5
RANGE: 50'
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: Shaman

DESCRIPTION: When cast, the spirit has to make a Resistance Roll or lose 10% of his total hits. Should a spirit lose all of his hits in this manner, it is totally destroyed.

SCALING OPTIONS:
Additional Targets (per target) +4 PP
Increase Range (per +50') +1 PP
Increase Damage (per +10%) +3 PP

Spirit Burn			
Aspects		Attributes	
Action Aspects:	Harm 5	Casting Time:	-- --
	Instill (15 * 2) 30	Range:	50' 30
Object Aspects:	Spirit 15	Area of Effect:	1 Target 10
		Duration:	Instant 5
	Total: 50		Total: 45
	Total Points: 95		Power Points: 5



SPRIT CAPTURE

PP COST: 20
RANGE: 50'
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: Shaman

DESCRIPTION: Caster forcibly traps a spirit into a container possessed by the caster, and sets a seal upon opening of the container that prevents the spirit from leaving it so long as the container and the seal are intact. The trapped spirit may still use whatever senses are available to it based on the form of the container (i.e. it can see out if the container is a glass bottle). While trapped in the container, the spirit is trapped in the form of a colored mist. Breaking the seal or opening the container releases this mist which will billow forth and flow into the normal form of the spirit.

When using the scaling option, *Capture Multiple Spirits*, each spirit must be bound or trapped in its own individual container. No more than a single spirit may ever be trapped or captured and bound into one container.

When using the scaling option, *Thrall Usage*, the caster sets the container up so that the captured spirit may be released from its container once for each time that the scaling option is used. The spirit, when released, acts as if it was under the spell, *Spirit Mastery*. This means that it has to follow all of the orders given by the person who released it to the best of its ability. The spirit must follow all of the orders until the person who released it commands it to return to the container or until the duration of the Thrall Usage scaling option has passed. If the duration has elapsed, the spirit is forcibly returned to its container and cannot be released again until that duration has passed again. See the sidebar on *Captured Spirits* for more information

SCALING OPTIONS:

Increase Range (per +50') +1 PP
Capture Multiple Spirits (per additional spirit) +4 PP
Thrall Usage Minor (per each usage) +7 PP
Thrall Usage Major (per each usage per day) +14 PP

Spirit Capture		Attributes	
Aspects		Attributes	
Action Aspects:	Store 20	Casting Time:	-- --
	Command (30 * 2) 60	Range:	50' 30
	Transform(Major) (30 * 2) 60	Area of Effect:	2 Targets 30
Object Aspects:	Spirit 15	Duration:	Instant 5
		Permanency:	Yes 200
Total:	155	Total:	245
Total Points:	400	Power Points:	20



CAPTURED SPIRITS

Spirits that have been captured and bound into containers are very unlikely to be happy about their imprisonment. When released, they are quite likely to take out their anger on those nearest them.

Some captured spirits are bound into items with the *Thrall Usage* scaling options. These spirits may be released from their containers a specific number of times, or a specific number of times per day.

If the scaling option, *Thrall Usage Minor*, is used, then the imprisoned spirit may be released a limited number of times prior to being released from its prison. Each time it is released it must follow the commands of the person who released it for up to 24 hours, or it is commanded to return to its container, whichever comes first. Once all of the “releases” have been used, the spirit will be released from its prison the very next time somebody tries to release it.

If the scaling option, *Thrall Usage Major*, is used, then the spirit may be released a specific number of times each day. Each time it is released it must follow the commands of the person who released it until it is commanded to return to its container or until 1 hour has passed, whichever comes first. Should the spirit be released more times in a single day than is allowed by the spell, then the spirit will be permanently released.

In both cases, the captured spirit is treated as being under the effects of a Spirit Mastery/ Spirit Thrall spell for the durations given above.

COMMANDING CAPTURED SPIRITS

When released, using one of the Thrall scaling options, the spirit must obey all commands given to it by the person who released it. The spirit will follow these commands to the best of its abilities. However, it is important to point out that spirits do not have the same morals or ethics of people.



SPIRIT EMANATIONS

PP COST: 7
RANGE: Self
DURATION: 2 rnds/rnk
SPELL TYPE: Attack
RR: Will
SPHERES: Shaman

DESCRIPTION: Caster imbues himself with the power of an Emotional Spirit. This power fills a 50' radius, centered upon the caster. Targets within that radius must make a Resistance Roll or be overcome by the emotion being emanated. The actions of the targets will then be based upon those emotions. The caster is not immune to this effect and is also required to make a Resistance Roll.

SCALING OPTIONS:
Increase Radius (per +10') +2 PP
Increase Duration (5 rounds/rnk) +4 PP
Increase Duration (10 rounds/rnk) +6 PP

Spirit Emanations			
Aspects		Attributes	
Action Aspects:	Enhance 15	Casting Time:	-- --
		Range:	Self 5
Object Aspects:	Magic 10	Area of Effect:	50' radius 60
	Spirit (15 * 2) 30	Duration:	2 rnds/rnk 20
	Total: 55		Total: 85
	Total Points: 140		Power Points: 7

SPIRIT LINK

PP COST: 5
RANGE: 10'
DURATION: 2 rnds/rnk
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster links his vision to that of a willing spirit. He can then view the world through the spirit. This does not give the caster any control over the spirit. While using this spell, the caster cannot view the world through his own senses. If the character is using the scaling option, Secondary Sensing, he can view through both his normal senses and those of the spirit.

SCALING OPTIONS:
Include Hearing +3 PP
Increase Duration (5 rounds/rnk) +4 PP
Increase Duration (10 rounds/rnk) +6 PP
Secondary Sensing +5 PP

Spirit Link			
Aspects		Attributes	
Action Aspects:	Perceive 5	Casting Time:	-- --
	Merge (10 * 2) 20	Range:	10' 20
Object Aspects:	Senses 5	Area of Effect:	1 Target 10
	Spirit (15 * 2) 30	Duration:	2 rnds/rnk(C) 10
	Total: 60		Total: 40
	Total Points: 100		Power Points: 5

If the spirit's master asks the spirit to bring him a pile of gold, the spirit will do so. Unfortunately, this pile of gold is going to come from the nearest stash that the spirit can locate. This could be the gold possessed by the friends of the spirit's master or from a nearby bandit or king. Nor would this prevent the spirit from apologizing to the person he is stealing the gold from and letting them know who is behind the theft.

To put it another way, spirits that have been captured by the use of the Spirit Capture spell tend to be very resentful of their imprisonment and the slavery that can also be imposed. Therefore, the spirits will be very literal in following any commands given, and will try to twist those commands in any way possible that allows them to get back at the person enslaving them.

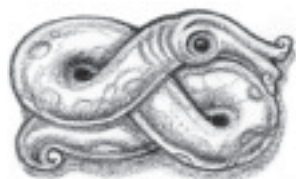
FOLKLORE

Ages ago, a wise and powerful Shaman named Solmar captured many powerful spirits known as Djinn in bottles, and had those bottles taken to the farthest reaches of the world to be hidden. Not all of those bottles reached their destination however and from those that did not, came the legends of genies.

One of the features of the spell as used by Solmar was that when the spirit was released, it had to ask the person who released it what that person wanted. This was often done was phrases such as "What is your wish", "Your wish is my command", and others along the same line.

Tales and stories spread by those who had witnessed this grew in the telling until many people came to believe that a genie could grant anything that its master wished for.

This is not true. The captured spirit is limited by its own abilities and powers. However, this belief has often worked to the advantage of the captured spirits as the more wily spirits have learned how to manipulate their masters into inadvertently freeing them from their imprisonment.





SPIRIT MASTERY

PP COST: 8
RANGE: 50'
DURATION: 2 rnds/rnk
SPELL TYPE: Attack
RR: Will
SPHERES: Shaman

DESCRIPTION: The caster may control the actions of one spirit, compelling it to obedience by sheer force of will and magic. When the spell is over, the spirit will act according to its normal nature. The caster cannot force the spirit to willingly submit to other spells.

SCALING OPTIONS:

Increase Duration (5 rounds/rnk) +4 PP
Increase Duration (10 rounds/rnk) +6 PP
Increase Duration (1 minute/rnk) +8 PP
Control Additional Spirits (per additional spirit) +4 PP
Increase Range (per extra 50') +1 PP

Spirit Mastery			
Aspects		Attributes	
Action Aspects:	Control 20	Casting Time:	-- --
	Command (30 * 2) 60	Range:	50' 30
		Area of Effect:	1 Target 10
Object Aspects:	Spirit 15	Duration:	2 rnds/rnk 20
	Total: 95		Total: 60
	Total Points: 155		Power Points: 8

SPIRIT THRALL

PP COST: 14
RANGE: 10'
DURATION: 1 Day
SPELL TYPE: Attack
RR: Magic
SPHERES: Shaman

DESCRIPTION: This spell may only be cast on spirits that are under the control of the spell, *Spirit Mastery*. When cast, it extends the duration of the *Spirit Mastery* spell to 1 full day.

SCALING OPTIONS:

Increase Duration (per additional day) +6 PP
Increase Duration (1 day per rank) +15 PP
Make Permanent Thrall +20 PP

Spirit Thrall			
Aspects		Attributes	
Action Aspects:	Enhance 15	Casting Time:	-- --
	Control (20 * 2) 40	Range:	10' 20
	Command (30 * 2) 60	Area of Effect:	1 Target 10
Object Aspects:	Spirit 15	Duration:	1 Day 120
	Total: 130		Total: 150
	Total Points: 280		Power Points: 14

SPIRIT TRAP

PP COST: 10
RANGE: 10'
DURATION: —
SPELL TYPE: Attack
RR: Magic
SPHERES: Shaman

DESCRIPTION: Caster is able to temporarily bind an unwilling spirit into an item. This imbues the item with a power or ability that is related to the type of spirit, and the power of the spirit so bound. This item may only be used once, at which point the spirit is released back into the Spirit World. Multiple spirits may be bound into an item to give it more complex or more powerful abilities. The actual abilities of the item are left up to the Player and the GM to jointly decide.

If the ability of the item created makes any sort of attack, then the attack has a modifier of +50 for an item containing a single spirit, with an additional +25 for each additional spirit bound into the item, if that additional spirit is not used to change or increase the abilities of the item.

SCALING OPTIONS:

Increase Uses (per additional use) +5 PP
Bind Multiple Spirits (per additional spirit) +4 PP

Spirit Trap			
Aspects		Attributes	
Action Aspects:	Increase 20	Casting Time:	-- --
	Instill(15 * 2) 30	Range:	10' 20
	Command(30 * 2) 60	Area of Effect:	1 Targets 10
Object Aspects:	Item 5	Duration:	Instant 5
	Magic (10 * 2) 20		
	Spirit (15 * 2) 30		
	Total: 165		Total: 35
	Total Points: 200		Power Points: 10





SPIRIT TRAVEL

PP COST: 9
RANGE: Self
DURATION: 5 rnds/rnk
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster transforms his body into a tiny pendant that hangs around the neck of his spirit form as it travels the edges of the spirit world. While in this form, the caster travels at 10 times his normal pace. At the end of the spell, the caster is returned to the mortal plane at his new location. To the caster, he appears as if he is traveling through a tunnel of swirling mist. Unless the caster has a spirit willing to guide him to a specific location or destination, the caster can only travel in a straight line in the intended direction, and the caster has a 10% of going in the wrong direction altogether.

The scaling option, *Spirit Portal*, allows the caster to create a mystical portal that allows any who enter it to travel in the manner described above. This portal remains open for an amount of time equal to the spell's duration per rank. This means that if the duration is 5 rounds per rank, that the portal will remain open for 5 rounds. While the portal is open, any number of people or creatures may enter, and overall travel time is based on that of the caster.

SCALING OPTIONS:

Increase Duration (10 rounds/rnk) +6 PP
Increase Duration (1 minute/rank) +8 PP
Increase Duration (10 minutes/rank) +9 PP
Additional Targets (per target) +4 PP
Spirit Portal +15 PP

Spirit Travel			
Aspects		Attributes	
Action Aspects:	Travel 10	Casting Time:	-- --
Transform (major) (30 * 2)	60	Range:	Self 5
Object Aspects:	Body 5	Area of Effect:	Self 5
Spirit (15 * 2)	30	Duration:	5 rnds/rnk 50
Total:	105	Total:	60
Total Points:	165	Power Points:	9

SPIRIT WALK

PP COST: 6
RANGE: Self
DURATION: 5 rnds/rnk
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster separates his spirit form from his body and travels the edges of the Spirit World. This spirit form is linked to his body through a mystical umbilical. While traveling, he can view the mortal realm; although he is limited to viewing auras not actual people (see The Astral Plane on page 3 for more information). While in this form, the caster may travel, and even fly through the Spirit World at a rate equal to 10 times his base movement rate.

Shortly before the end of the spell, the caster will feel a tugging through the umbilical. The greater the distance from his body, the stronger and the sooner he will feel the tugging. By following the umbilical, the caster can return to his body in half of the time that it would have taken him to travel straight from his body to his spirit's location.

SCALING OPTIONS:

Increase Duration (10 rounds/rnk) +6 PP
Increase Duration (1 minute/rank) +8 PP
Increase Duration (10 minutes/rank) +9 PP

Spirit Walk			
Aspects		Attributes	
Action Aspects:	Travel 10	Casting Time:	-- --
		Range:	Self 5
Object Aspects:	Body 5	Area of Effect:	Self 5
	Spirit (15 * 2) 30	Duration:	5 rnds/rnk 50
	Total: 45	Total:	60
	Total Points: 105	Power Points:	6





SUMMON SPIRIT

PP COST: 8
RANGE: 10'
DURATION: 2 rnds/rnk
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster summons a spirit of a specific type. It appears in the Containment Circle (refer to *College of Magics*, pages 64-65 that the caster has created to receive the spirit. A spirit may not be summoned without a Containment Circle unless the scaling option, No Containment Circle, has been used. It takes 3 rounds for the spirit to appear. At the end of the duration, so long as the spirit is still within the Containment Circle, it will automatically be returned to where it came from. If the spirit is not within the Containment Circle at the end of the spell, it will remain in the mortal realm until it is banished or it returns to the Spirit World on its own. This spell gives no control over the summoned spirit.

SCALING OPTIONS:

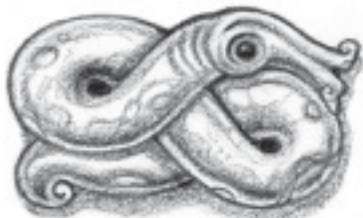
Increase Duration (5 rounds/rnk) +4 PP
Increase Duration (10 rounds/rnk) +6 PP
No Containment Circle +8 PP
Summon Known Spirit +8 PP
Option 2 xx PP

Summon Spirit		Attributes	
Action Aspects:	Call 10	Casting Time:	-- --
	Travel (10 * 2) 20	Range:	10' 20
	Command (30 * 2) 60	Area of Effect:	1 Target 10
Object Aspects:	Spirit 15	Duration:	2 rnds/rnk 20
	Total: 105		Total: 50
	Total Points: 155		Power Points: 8

VISION CHANT

PP COST: 7
RANGE: Self
DURATION: 1 Hour
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: Caster goes into a trance for 1 hour, chanting the entire time, and gets a vision about a specific topic determined prior to this spell being cast. If the spell is interrupted and the caster does not remain within the trance for the full hour, he will not be able to remember the vision upon waking.



The visions granted by this spell very specific in nature. They show the caster images and sounds that relate specifically to the topic about which the caster wishes to receive information. This form of scrying cannot show the caster images or scenes where the person or place have been warded (*College of Magics*, page 97). If the topic of a vision is a person or place, it must be one that the caster has physically seen before. He cannot scry out people that he has never seen, nor a place that he has never been. If the vision shows the caster a specific place, which contains people that he has never seen, those people will be seen as wavy forms that he will be unable to identify.

SCALING OPTIONS:

Increase Visions (2 topics) +4 PP
Increase Visions (3 topics) +8 PP

Vision Chant		Attributes	
Action Aspects:	Perceive 5	Casting Time:	-- --
		Range:	Self 5
Object Aspects:	Senses 5	Area of Effect:	Self 5
	Divination (10 * 2) 20	Duration:	1 Hour 100
	Total: 30		Total: 110
	Total Points: 140		Power Points: 7

WARNING CHANT

PP COST: 8
RANGE: Self
DURATION: 1 Hour
SPELL TYPE: Utility
RR: —
SPHERES: Shaman

DESCRIPTION: When cast prior to another chant or spell in which the caster's body is effectively incapacitated, such as with the *Vision Chant* or *Spirit Walk* spell, this will set up a 10' radius area centered upon the caster with a simple specific trigger, such as a person entering the area or touching his shoulder and calling him by name, that will immediately cancel the incapacitating spell and bring the caster to full alertness 1 round later.

SCALING OPTIONS:

Increase Duration (per additional hour) +5 PP
Increase Radius (per additional 10' radius) +2 PP

Warning Chant		Attributes	
Action Aspects:	Perceive 5	Casting Time:	-- --
	Harm (5 * 2) 10	Range:	Self 5
Object Aspects:	Divination 10	Area of Effect:	Self 5
		Duration:	1 Hour 100
	Total: 35		Total: 110
	Total Points: 145		Power Points: 8