

## UNCONTROLLED SPIRITS

Most spirits resent attempts to bind them, as it turns the relationship between magician and spirit from a short-term contract between equals (or near equals) to a forced servitude for an extended period of time. (Some pro-spirit groups even go so far as to claim that binding a spirit is the equivalent to enslaving a sentient being.) A bound spirit can be forced to harm itself to further the magician's ends—something no living being willingly suffers. Binding spirits, then, has a far higher potential for things turning nasty than simple summoning does—especially if the spirit becomes uncontrolled.

Spirits go uncontrolled under two circumstances: if the magician is knocked out from Drain during the Binding Test, or if she rolls a critical glitch on that test. An uncontrolled spirit owes no services to the magician (the connection between them is severed) and is free to act as it wishes within the limits of its power.

Most uncontrolled spirits will attack the magician who attempted to bind it, attempting to kill him. This is especially true of higher force spirits, who take the binding attempt as a personal insult. A spirit with a Force less than half the magician's Magic attribute will simply flee, unless someone attempts to prevent it from doing so. All other spirits will attack the magician, hoping to kill him in a moment of weakness and so prevent him from attempting to bind them again. If the magician is already dead (or dying of physical wounds), an enraged spirit may even go on a rampage, attacking the nearest living beings—especially if they seem to be allies of the magician.

An uncontrolled spirit may be successfully brought back under control (but not bound) with a Summoning Test.

*Mika conjures up an air spirit. Her Magic is 5, so she goes for a Force 5 spirit. She rolls her Summoning 4 + Magic 5 and gets 3 hits. The air spirit rolls its Force 5 and gets only 2 hits. Mika achieved 1 net hit, so the spirit owes her one service. Mika must now resist Drain equal to 4 DV (the spirit's 2 hits x 2).*

## BANISHING

Banishing is the process of severing the tie between spirit and summoner—in a way, it is the opposite of summoning/

binding. Banishing takes a Complex Action and is handled as an Opposed Test. The banisher rolls Magic + Banishing. The target spirit rolls Force if unbound or Force + summoner's Magic if bound. The banishing magician may use a banishing focus (see p. 191) to increase her dice pool.

Each net hit scored by the magician reduces the services owed by the spirit by one (including any it is currently engaged in). If the spirit's services are reduced to 0, the spirit will seek to depart on its next action. The banishing magician (or any magician within line of sight, for that matter), can make a Summoning Test against the spirit before it departs, bringing the spirit into her own service instead. A spirit banished and then summoned this way can later be bound as well.

Banishing causes Drain equal to twice the hits (not net hits) scored by the spirit on the Opposed Test (minimum 2 DV). If the spirit is banished and then summoned, the new summoner must take summoning Drain as well.

## BINDING

Binding is used to compel long-term service from a spirit the magician has already summoned. Binding requires a ritual of a number of hours equal to the force of the spirit. The ritual materials, available from a talismonger, cost 500¥ times the Force of the spirit. Magical lodges are not required for binding, but they are often used out of habit.

At the end of the ritual, the magician makes an Opposed Test pitting her Magic + Binding against the spirit's Force x 2. The magician may receive additional dice from a spirit focus or a mentor spirit, if she has one. The magician requires one net hit to bind the spirit. Additional net hits beyond the first add to the number of services the spirit owes.

The services of a bound spirit do not expire while the magician is alive and it will wait indefinitely to perform those services. A bound spirit is tied to the magician's Magic and has some impact on her ability to use her other magical abilities (see *Bound Spirits*, p. 178). A bound spirit can perform some additional types of services (see *Spirit Services*, p. 177).

After the Opposed Test for the binding, the magician must resist Drain. The Drain Value is equal to twice the number of hits (not net hits) the spirit generated during the Opposed Binding Test (minimum 2 DV). The spirit will go uncontrolled (see *Uncontrolled Spirits*, at left) if the magician is rendered unconscious from Drain damage. If the spirit's Force exceeds the magician's Magic, Drain damage is Physical rather than Stun.

A magician may have a number of spirits bound equal to her Charisma. Any attempt to bind a spirit beyond this maximum automatically fails.

**Glitches:** Glitches on the Binding Test should be handled like glitches on a Summoning Test, perhaps with slightly stronger consequences. For example, a glitch may mean that the magician is mystically bound to perform a service for the spirit (some spirits drive hard bargains after all). On a critical glitch, the spirit will become uncontrolled and may attack the magician.

## Rebinding

A magician with a bound spirit can repeat the binding ritual in order to extract additional services from the spirit. The