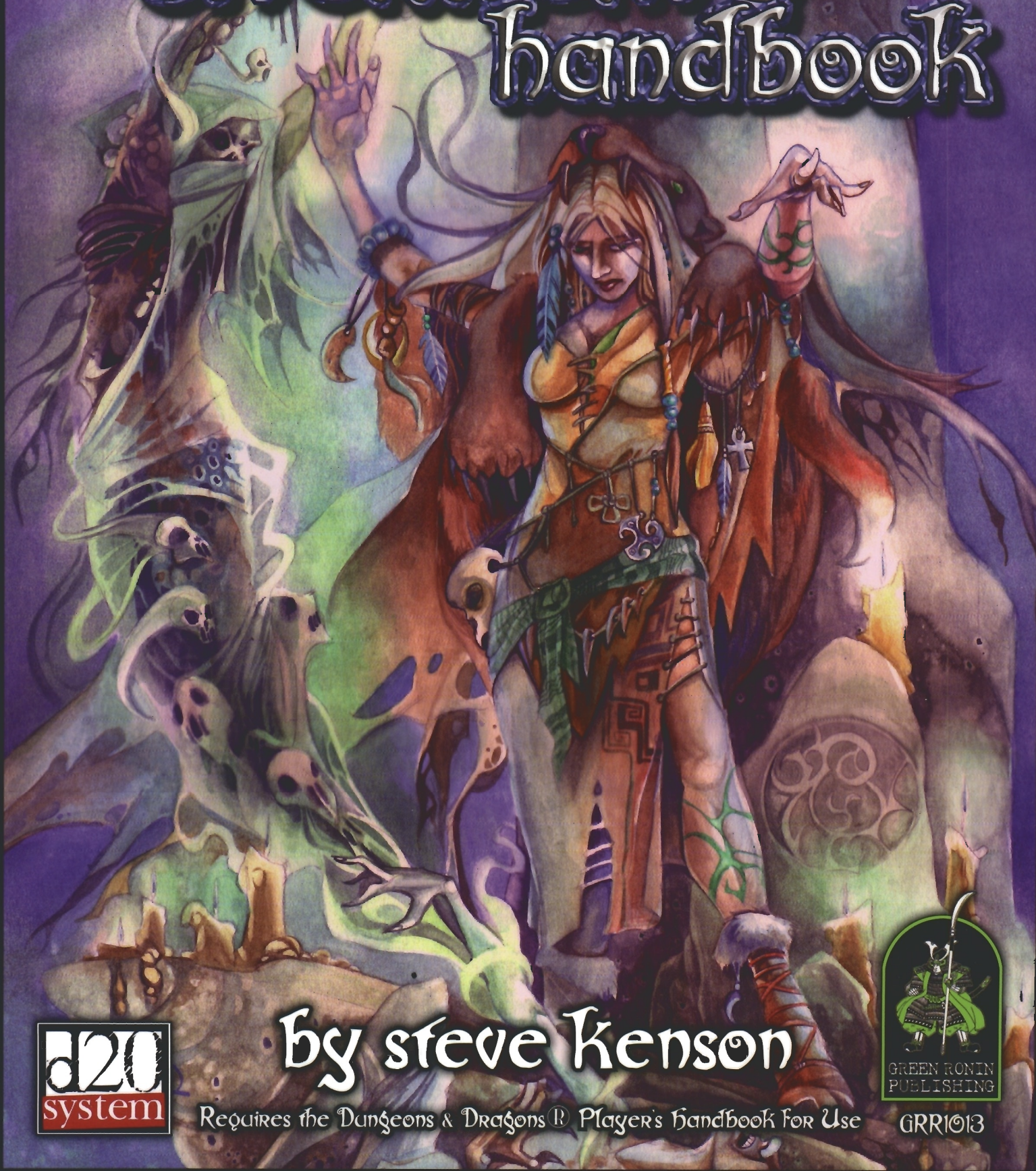
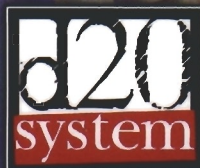


The Shaman's Handbook

MASTER CLASS



by Steve Kenson



Requires the Dungeons & Dragons® Player's Handbook for Use



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The Shaman's Handbook

A Master Class™ d20® System Sourcebook

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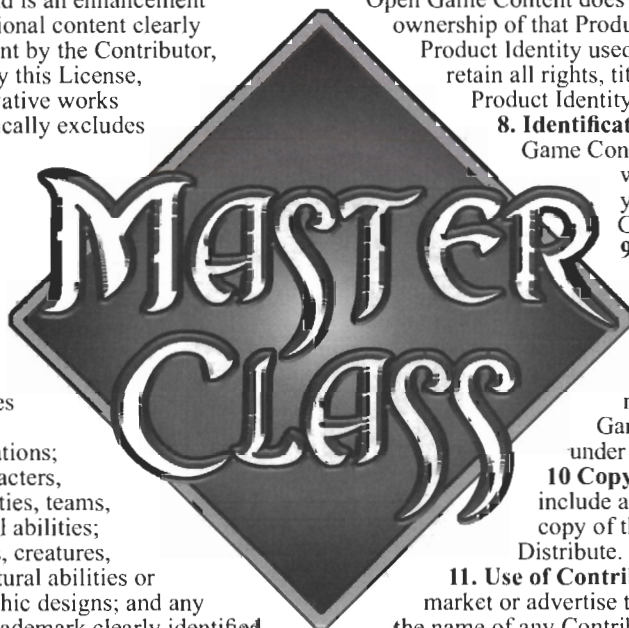
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Introduction

Since the dawn of humanity, people have sought to understand the world around them. Some of the earliest people to use their understanding to help their fellows were the shamans; people blessed with insight into the unseen and hidden aspects of the world. Shamans are among the earliest myths and legends about workers of magic. They are great heroes, who ventured out into a mysterious world and brought back knowledge and wisdom after facing many trials and dangers.

Fantasy adventures are built on the great heroic archetypes of legend: the strong and skilled warrior, the cunning rogue, and the learned wizard with his books of mystic lore. The **Shaman's Handbook** adds another archetype to the list of those available to players in fantasy campaigns, the first and most primal of spellcasters: the shaman, the medicine man, the clever woman of the tribe. Shamans have the ability to call on the powers of the Spirit World to do magic and to influence the spirits that dwell there. A shaman can help a party of adventurers explore the spirit worlds that lie beyond the physical and protect them against the powers of spirits and creatures from beyond.

The Shaman's Handbook also introduces players to a new way of looking at the many planes outside the material world: the shaman's viewpoint. This view can be used as the basis for a whole multi-planar campaign or just a brief jaunt into the Spirit Worlds.

- How to Use This Book -

The Shaman's Handbook is broken down into five chapters that provide information on shamans, their abilities, and the spirits and spiritual dimensions associated with them.

Chapter One: The Way of the Shaman introduces the shaman class and its abilities. It provides starting shaman packages along with six prestige classes designed primarily for shamans, but suitable to other classes as well. It also covers spirit familiars, multiclass combinations between shamans and other classes, and the possibility of using other classes as "substitute shamans." The chapter concludes with a look at shamanic myths, legends, and traditions around the world, which players and Game Masters can use as inspiration for their own shaman characters.

Chapter Two: Skills & Feats provides new skills used by shamans, particularly the ability to interact with spirits. It also has more than a dozen new feats. While these abilities are all common among shamans, many of them are suitable for other classes as well.

Chapter Three: Shamanic Magic gets into shamanic spellcasting and magic items. It contains the shaman spell lists along with dozens of new spells designed specifically for shamans. The magic items section covers the items created and used by shamans, including entirely new types of items like fetishes and charms, along with rods, staves, and various wondrous items. Most of the items in this chapter are suitable for any character and can easily be dropped into a campaign.

Chapter Four: The Shamanic Worlds explores the cosmology of the shaman, the many worlds open for shamans to explore, from the misty Spirit World that lies close to the material plane to the realm of dreams, the land of the dead, the lofty upperworld and the dark underworld. It describes the different realms of reality, how to reach them, and what dangers visitors face there. It also looks at how to fit shamans into a more traditional cosmology, like that found in the **MOTP**.

Chapter Five: Spirits & Monsters describes some of the creatures that hail from the Spirit World. It provides a template for turning nearly any creature into a spirit, along with templates for exalted beasts (animals with human-like intelligence) and the powerful beast lords that rule over the animals and dwell on the distant spirit planes.

Players should start off reading Chapter One and seeing if the shaman class appeals to them. Whether creating a new character or thinking about adding a level of shaman to an existing character, the class opens up new opportunities. Game Masters should read through the whole book, particularly the advice on including shamans in the campaign, and consider how the inclusion of shamans may enhance their games.

Additionally, at the back of the book you'll find a Shaman Addendum for our popular *d20 Character Record Folio*. This handy page has space for your totems, taboos, and new skills, as well as a mini-sheet for your Spirit Familiar. Photocopy this page, slide (or staple) it into your *Character Folio* and you're campaign ready.

Chapter One: The Way of the Shaman



- Chapter One -

The Way of the Shaman

Shamans are in contact with a world of spirits that most people are unaware of. Their understanding of the Spirit World gives shamans their power. This chapter describes the shaman class and its various abilities, looks at shamanic spirit familiars, shamanic prestige classes, and examines the history and mythology of shamanism in cultures around the world. It concludes with a look at how to include shamans in your own campaign world.

- Shamans -

An invisible world lies just beyond what everyone can see and hear and touch, the world of spirits and ghosts. Arcane scholars call this realm the “Ethereal Plane.” Some rare people are gifted (or perhaps cursed) with the potential to sense and interact with this Spirit World and become shamans. With understanding and experience, the forces of the Spirit World are theirs to command... or so it seems to outsiders. In truth, shamans forge strong ties with the denizens of the Spirit World, winning their respect, their trust, and ultimately their cooperation in matters both mystical and mundane. This gives shamans power, which they can use for good or ill purposes.

Adventurers

It is the duty of a shaman to live outside of the community, just as the Spirit World is outside the ordinary, physical world. Although many shamans live apart from the community they serve, they maintain a connection to it. People come to them and offer sustenance and goods in exchange for advice and magical aid. Other shamans are less rooted and travel the world, to gain knowledge, at the behest of the spirits, or for various other goals of their own. Shamans rarely seek wealth for its own sake, but value knowledge and a greater understanding of the world around them (both the physical and the spiritual). Some come to the aid of those in need while others use their gifts to satisfy their own whims and desires.

Characteristics

Shamans have certain abilities relating to spirits and the Spirit World. They can cast divine spells much as clerics and druids do, but the power for their magic does not come from agreements with gods or the power of nature, but rather from various spirits. Shamans do not have to prepare their spells like clerics and druids do, their power is always available to them. It's simply a matter of how many spiritual “favors” the shaman can call upon.

Shamans can exercise some power over spirits, forcing them to cower before the shaman or even commanding them. Shamans have some training in combat and the use of weapons, although they generally prefer to use magic to deal with any threats they encounter, particularly since most dangers from the Spirit World are immune to mundane weapons.

Shamans observe various ritual taboos as part of their interactions with the Spirit World. A shaman who fails to observe his taboos may suffer a loss of magical power or even status as a shaman.

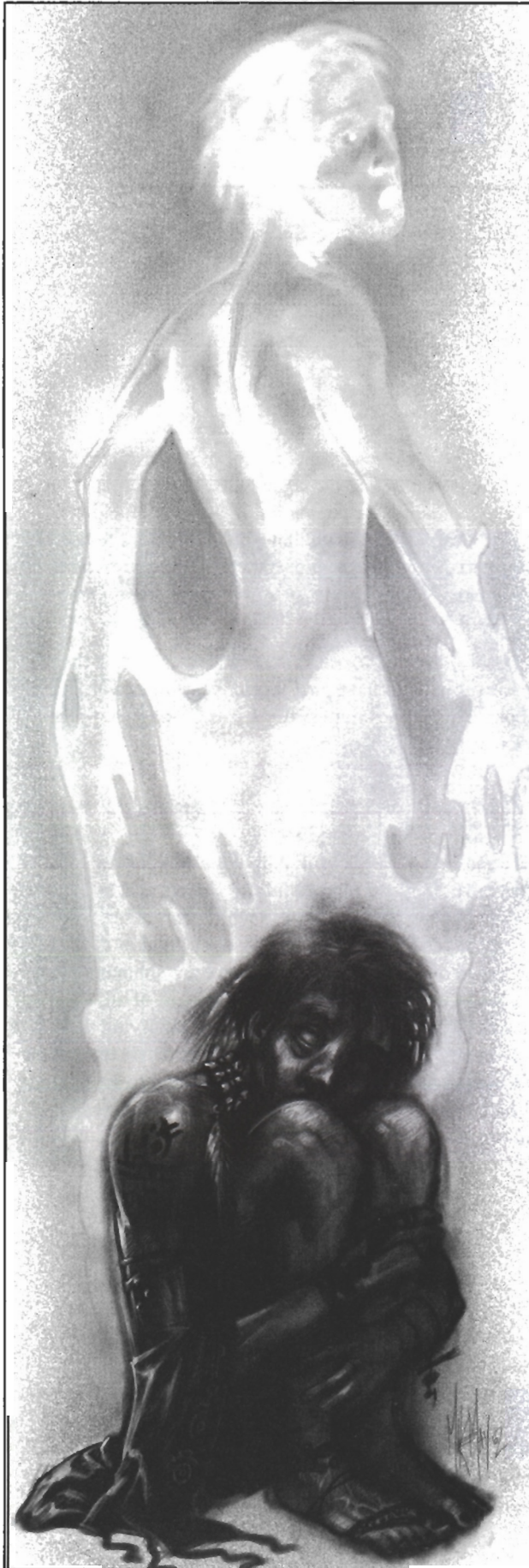
Alignment

Shamans are never lawful. Although they follow rules of their own, they are outside lawful society and live in the wilds, like the barbarians with which they often associate. Shamans tend to favor neutrality over good or evil, seeing the place of both in the world. There are shamans who selflessly use their abilities for the benefit of all; there are also those who turn their gifts toward satisfying their own desires, regardless of the cost to others. Their reputation for lawlessness tends to lead civilized folk to look upon shamans with suspicion and mistrust as compared to other spellcasters such as clerics or wizards.

Religion

Shamans believe that the world is alive and filled with spirits they can contact and bargain with for favors. These spirits vary greatly in power, from the spirit of a single stone or blade of grass to the great spirits of the earth, the sun, the moon, the sky, the seasons and other powerful forces in the world. There are also the spirits of the shaman's ancestors. To shamans, the deities revered by clerics are just examples of powerful spirits. Although shamans believe in and honor spirits, they do not worship them. They see the spirits as their allies and guides (and sometimes servants or even enemies), but they do not offer them worship or veneration in the same way clerics do.

Chapter One: The Way of the Shaman



Background

Shamans are “chosen” to take up their vocation by the forces of fate. Some rare people are marked as potential shamans from birth, often by some unusual circumstance such as a shooting star, an eclipse, a prophecy, a strange birthmark, lock of white hair, or unusually colored eyes.

Most shamans are chosen as the result of a near-death experience, either an illness or a terrible wound that leaves them in a fevered state, hovering on the brink of death. In this state, the would-be shaman’s spirit is loosed from the bonds of the physical world, and able to touch the Spirit World. The spirits tell them that they are chosen and teach them the things they need to know to become shamans. Otherwise, mundane people raised from the dead by magic may also discover a potential for shamanism within them. After discovering their potential, some apprentice with older, more experienced shamans, while others are self-taught (with the aid of their spirit guides and totems).

Shamans (even those of good alignment) tend to guard their secrets jealously. Multiple shamans are found in a single tribe only when one is the master and the others students or apprentices. When shamans feel they have learned all they can from a teacher, they generally move on, seeking their own place in the world. Two shamans of equal stature cannot cooperate for very long without coming into conflict. For this reason, shamans are very polite in their dealings with each other, but also tend to stay out of each other’s way.

Shamans are united as a group only by their understanding of the Spirit World and their power. They have no group identity, although a good shaman may feel obligated to lend aid and assistance to a fellow shaman in need who does not present a threat.

Races

Shamans are more common among barbarian cultures from wild lands on the edges of civilization. Human and half-orc shamans are the most prevalent, although shamans are also found among certain tribes of wild elves that live in the deep wilderness. Dwarf shamans are quite rare, found only among dwarves that have fallen into barbarism, often as a result of extended wars with evil humanoids. Shamans of other races are equally rare.

Shamans are far more common among races of savage humanoids, particularly those with a neutral or chaotic bent (lawful humanoids are more prone toward having clerics). Gnoll shamans compete with evil druids for power, while goblin shamans hold status similar to sorcerers in their culture. Lizardfolk often have shamans, which generally cooperate with the druids among the tribes.

Chapter One: The Way of the Shaman

Table 1-1: The Shaman

Level	Base		Fort		Ref		Will		Special	Spells per Day									
	Attack	Bonus	Save		Save		Save			0	1	2	3	4	5	6	7	8	9
1	0		+0		0		+2		Rebuke spirits, totems	3	1								
2	+1		+0		0		+3		Detect Spirits	4	2								
3	+2		+1		+1		+3			4	2	1							
4	+3		+1		+1		+4		Spirit familiar	5	3	2							
5	+3		+1		+1		+4		3 rd totem	5	3	2	1						
6	+4		+2		+2		+5			5	3	3	2						
7	+5		+2		+2		+5			6	4	3	2	1					
8	+6/+1		+2		+2		+6			6	4	3	3	2					
9	+6/+1		+3		+3		+6			6	4	4	3	2	1				
10	+7/+2		+3		+3		+7		4 th totem	6	4	4	3	3	2				
11	+8/+3		+3		+3		+7			6	5	4	4	3	2	1			
12	+9/+4		+4		+4		+8			6	5	4	4	3	3	2			
13	+9/+4		+4		+4		+8			6	5	5	4	4	3	2	1		
14	+10/+5		+4		+4		+9			6	5	5	4	4	3	3	2		
15	+11/+6/+1		+5		+5		+9		5 th totem	6	5	5	4	4	4	3	2	1	
16	+12/+7/+2		+5		+5		+10			6	5	5	5	4	4	3	3	2	
17	+12/+7/+2		+5		+5		+10			6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3		+6		+6		+11			6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4		+6		+6		+11			6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5		+6		+6		+12		6 th totem	6	5	5	5	5	5	4	4	4	4

Other Classes

Shamans are most comfortable dealing with barbarians, since the two of them usually come from similar cultures. Likewise, barbarians tend to be more comfortable with shamans than they are with any other spellcasters, since shamans understand and respect them.

Shamans usually get along fairly well with druids and rangers, and they respect the performance abilities and knowledge of bards. Sorcerers and wizards tend to be either respected by shamans for their magical power or looked upon as arrogant and dangerous because they fancy themselves masters of a power they do not fully understand.

Their relations with clerics are likewise mixed. Rural clerics and priests of wilderness and nature deities tend to get along reasonably well with shamans, provided they respect the shaman's beliefs (and vice versa). City-dwelling or civilized clerics, on the other hand, tend to look down on shamans at best, considering them simple, misled folk. At worst, shamans are seen as trafficking with dangerous spirits and are therefore enemies of the cleric's church, to be driven out, or even killed. As a general rule, a culture has either shamans or clerics to serve its spiritual needs, not both. (Druids sometimes act as a bridge between the two.)

Shamans have no particular general opinions regarding other classes.

Game Rule Information

Abilities: Charisma is important for shamans because their magical power is based around their ability to convince spirits to do as they ask. Force of personality also helps a shaman deal with other people and maintain status within a tribe. Wisdom is important for a number of wilderness and woodcraft skills associated with shamans, as well as the strength of will needed to deal with spirits. Intelligence is helpful though shamans tend not to stress "book learning" or Intelligence-based skills (except for Spellcraft). Constitution is the most important of the physical abilities, but shamans often have average physical ability scores at best, relying more on their spiritual powers.

Alignment: Any non-lawful.

Hit Die: d8.

Class Skills

The shaman's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Dreaming (Wis), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature), Knowledge (Spirit World) (Int), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Spirit Empathy (Cha, exclusive skill), Swim (Str), Trance (Wis), and Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) X 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Chapter One: The Way of the Shaman

Table 1-2: Shaman Spells Known

Level	0	1	2	3	4	5	6	7	8	9
1	4	1	—	—	—	—	—	—	—	—
2	5	1	—	—	—	—	—	—	—	—
3	5	1	0	—	—	—	—	—	—	—
4	6	2	0	—	—	—	—	—	—	—
5	6	3	1	0	—	—	—	—	—	—
6	7	3	1	0	—	—	—	—	—	—
7	7	4	2	1	0	—	—	—	—	—
8	8	4	2	1	0	—	—	—	—	—
9	8	4	3	2	1	0	—	—	—	—
10	9	4	3	2	1	0	—	—	—	—
11	9	4	4	3	1	1	0	—	—	—
12	9	4	4	3	2	1	0	—	—	—
13	9	4	4	3	3	2	1	0	—	—
14	9	4	4	3	3	2	1	0	—	—
15	9	4	4	3	3	3	2	1	0	—
16	9	4	4	3	3	3	2	2	0	—
17	9	4	4	3	3	3	2	2	1	0
18	9	4	4	3	3	3	2	2	2	1
19	9	4	4	3	3	3	2	2	2	1
20	9	4	4	3	3	3	2	2	2	2

Class Features

All of the following are features of the shaman class:

Weapon and Armor Proficiency

Shamans are proficient with all simple weapons. They are proficient with light and medium armors, though they usually refrain from wearing metal armor (preferring padded, leather, or hide armor). Shamans are not proficient with any type of shields. Some shamans also have taboos regarding their weapon and armor use (see page 9). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried. As divine spellcasters, shamans do not suffer a chance of spell failure for wearing armor.

Spells

A shaman casts divine spells, the same type available to clerics and druids. Unlike other divine spellcasters, shamans must learn their spells much as a sorcerer does. They gain this knowledge from the Spirit World. The shaman starts out knowing how to cast four 0-level spells and one 1st-level spell of the player's choice. At each level, the shaman learns new spells of a level he can cast automatically from his spirit allies and guides (see **Table 1-2: Shaman Spells Known**). These spells are chosen from the standard spells on the Shaman Spell List (see page 35).

The number of spells a shaman knows is not affected by his Charisma bonus, if any.

Shamans also learn additional spells from their totems. For each totem gained, a shaman automatically learns an additional spell per level from the totem's domain (see below for details). This bonus spell is not included in the **Shaman Spells Known Table**. Where a "0" is listed under a particular spell level on the table, it indicates that the shaman gains his domain spell(s) from his totem(s), if he has sufficient Charisma to cast spells of that level.

A shaman is limited to casting a certain number of divine spells of each level per day, but need not prepare spells like a cleric or druid does. A shaman gains bonus spells based on Charisma (the ability to influence the denizens of the Spirit World through force of personality). A shaman can cast any spell he knows provided he has a spell slot remaining for that level for the day. Shamans can also use higher-level spell slots to cast lower-level spells, if desired. The spell is cast and takes effect normally.

To learn or cast a spell, a shaman must have a Charisma score of at least 10 + the spell's level. The Difficulty Class for saving throws against shaman spells is 10 + the spell's level + the caster's Charisma modifier.

Totems and Domains

Shamans gain much of their spiritual knowledge and power from spirit guides known as totems. These are powerful spirits, akin to deities. Totems are most often associated with various "power animals" common in the wilderness where the

Chapter One: The Way of the Shaman

shaman dwells; they are seen as the spirits of these creatures, with the collected wisdom of their kind. Other totems are legendary ancestors, elemental forces, and so forth.

Each shaman begins with two totems (one of which must be an ancestor spirit) and acquires others over time. Unlike deities, totems do not seek worship. Shamans make bargains with their totems, observing various taboos to draw upon the totem's power (see below for more information). Also unlike deities, totems are amoral. They are not concerned with a shaman's alignment. Any totem will grant knowledge to any shaman, regardless of alignment.

Choose a domain for your shaman and choose one of the totems that grant it. You also automatically gain the Spirit Domain and ancestor spirit totem. The shaman automatically learns the spells of his domains from the totems when he gains sufficient level to cast them. Shamans do not get the granted powers of domains like clerics, only magical knowledge and wisdom. Every 5 class levels (at 5th, 10th, 15th, and 20th level) a shaman can choose a new domain, either granted by an existing totem or a new totem. Shamans can also acquire an additional totem (and domain) using the Totem feat (see page 33).

Totems and Taboos

To wield their magical powers, shamans must observe certain ritual restrictions on their behavior and activities, known as taboos. These are agreements with totems that grant a shaman magical knowledge. A shaman acquires his first taboo upon becoming a shaman and as he increases in power (and level), he gains additional taboos, one every five levels. Generally a taboo is something the shaman must avoid doing, or sometimes something he must do on a regular basis. The player should choose the shaman's taboos with input from the Game Master. Some examples of appropriate taboos include:

- Never eat or drink in the presence of another person.
- Never bathe (although swimming and getting rained on are acceptable).
- Never learn to read or write.
- Never wield metal weapons (only wood, stone, or bone).
- Never touch the corpse of a humanoid creature (including corporeal undead).
- Never start a fire.
- Never slay a particular type of creature (human, elf, animal, elemental).
- Never refuse a non-evil creature in need of healing.
- Never kill an animal except for food purposes and use every part of the kill.
- Always perform rituals honoring the spirits upon waking (taking at least 30 minutes).

Shamanic Domains and Totems

Domain	Appropriate Totems
Air	Bird spirits of all kinds (particularly Crow, Eagle, and Falcon). Elemental spirits.
Animal	Any animal spirit.
Death	Owl, Spider, Wolf and many nocturnal spirits.
Destruction	Vermin spirits (particularly Ant, Termite, and Rat).
Earth	Burrowing animal spirits like Gopher, Mole, and Worm. Elemental spirits.
Fire	Bee, Lion, Snake and animal spirits associated with heat. Elemental spirits.
Healing	Bear, Deer, Snake and other animal spirits.
Knowledge	Owl, Raven, Snake and other wise animal spirits. Ancestor spirits.
Luck	Grasshopper, Mongoose, Mouse, Rabbit, or other small, quick animal spirits.
Plant	Plant spirits of all kind (particularly Oak, Ash, Pine, and Yew)
Protection	Crab, Tortoise and most shelled animal spirits
Strength	Bear, Ox, and other strong animal spirits
Travel	Birds, Cattle, Horse, Wolf, and other wandering spirits
Trickery	Chameleon, Coyote, Fox, Mouse, Raven, and other trickster spirits.
War	Bear, Lion, Tiger, Wolf, and other predatory spirits.
Water	Fish spirits of all kinds, Dolphin spirits. Elemental spirits.

- Never acquire more wealth than you can carry.
- Always wear a particular charm, symbol, or color.

If a shaman violates one of his taboos (even unintentionally), he loses the ability to cast spells or use any of his other special abilities for the next 24 hours.

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~ Spirit Familiars ~

Spirit familiars are animal spirits magically tied to serve a particular shaman as guide, guardian, and helper. They are bound to the shaman's own spirit, effectively a part of him, which allows the shaman's magical abilities to work in combination with those of the spirit.

Spirit familiars have the same abilities as sorcerer and wizard familiars, except as noted otherwise.

Table 1-3: Spirit Familiar Special Abilities

Shaman Class Level	Natural Armor	Int	Special
4	+2	7	Alertness, improved evasion, share spells, empathic link, touch, manifestation, materialization, incorporeal
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	Turn resistance
11-12	+6	11	Spell resistance
13-14	+7	12	Scry on familiar
15-16	+8	13	Possession
17-18	+9	14	
19-20	+10	15	

Spirit Familiar Basics

Use the base statistics for an animal of the familiar's type, with the modifications from the Spirit Template (page 63).

Hit Dice: The familiar's hit dice are equal to the shaman's character level.

Hit Points: Equal to one-half the shaman's total hit points (round down). So a 3rd level shaman with 15 hit points has a familiar with 7 hit points.



Attacks: Use the shaman's attack bonus with the familiar's Strength or Dexterity bonus (whichever is higher) for the spirit familiar's melee attack bonus. Use the normal damage for a creature of its type.

Saving Throws: Equal to the shaman's or those of a normal creature of its type (whichever is better).

Skills: Use the normal skills for a creature of the familiar's type or the shaman's, whichever are better.

Spirit Familiar Abilities

Spirit familiars have all of the abilities of corporeal familiars (natural armor, alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals, spell resistance, and scry). They also have special abilities granted by their naturally incorporeal state and gain various spirit abilities (see page 63) as the shaman increases in level, as shown on Table 1-3: Spirit Familiar Special Abilities Table.

Turn Resistance: While in its master's presence, the spirit familiar gains turn resistance equal to the shaman's level, making it more difficult for other shamans to rebuke the spirit.

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Repeated violations of taboos (in the Game Master's judgment) may result in longer (and even permanent) losses of magical abilities until the shaman atones for his actions.

Rebuke Spirits

Shamans have the authority and the power to rebuke spirits, much like a neutral or evil cleric's ability to rebuke undead. All shamans, regardless of alignment, rebuke (awe) or control (command) spirits rather than driving off (turning) or destroying them. Rebuking spirits works exactly like turning undead: the shaman makes a check of $1d20 + \text{Charisma}$ modifier to determine the most powerful spirit he can rebuke that action. He then rolls $2d6 + \text{class level} + \text{Charisma}$ modifier to see how many total Hit Dice of spirits are affected that turn. In all other respects (including range, duration, number of times per day, and so forth) rebuking spirits works like turning undead (PH page 139).

Shamans can cause the following effects when rebuking spirits:

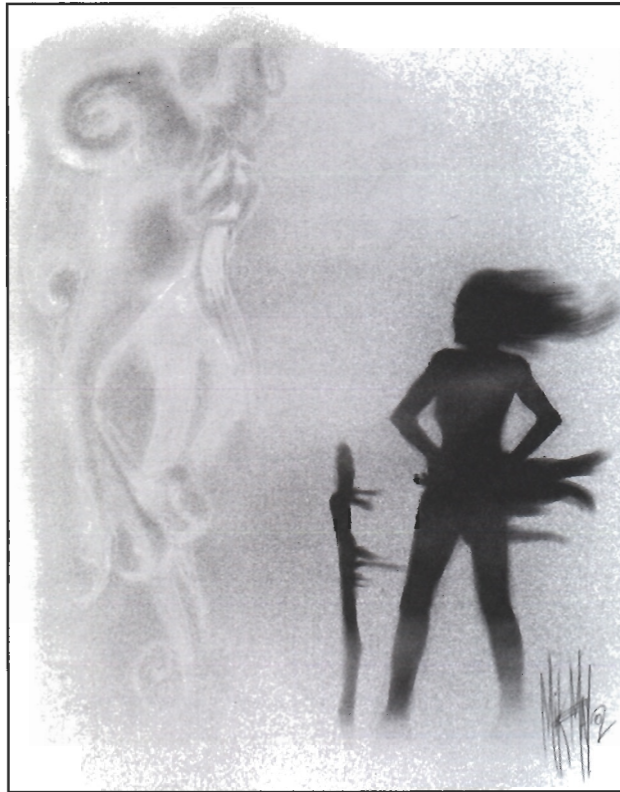
Rebuke: A rebuked spirit cowers in awe of the shaman for 10 rounds. Attack rolls against the spirit during this time gain a +2 bonus.

Command: If the shaman has twice as many levels as the spirit has Hit Dice, it may be commanded instead of rebuked, placing the spirit under the shaman's control. The shaman must take a standard action to issue orders to the spirit. A shaman may command a number of spirits whose total Hit Dice do not exceed his level. He may relinquish command of a spirit in order to command a new one. A shaman may also control a single spirit with more Hit Dice than he has levels, but he must concentrate continuously to maintain control (as in concentrating to maintain a spell), and he can command no other spirits while doing so.

Bolster: A shaman can strengthen spirits to resist the rebuke of another shaman. He makes a rebuke check as if attempting to rebuke the spirits, but the Hit Dice result of the check becomes the spirits' effective Hit Dice as far as rebuking is concerned, provided it is higher than the spirits' actual Hit Dice. The bolstering effect lasts 10 rounds.

Dispel, Rebuke or Command: A shaman can attempt to overcome the effects of another shaman's rebuke. The shaman makes a rebuke check, if it is equal to or greater than the first shaman's rebuke check, then the effects of the rebuke are canceled.

Dispel Shamanic Magic: Since shamanic magic draws upon the power of the Spirit World, a shaman's rebuke can dispel it. A shaman can make a rebuke attempt against another shaman's magic like a targeted use of the *dispel magic* spell. The shaman rolls $1d20 + \text{character level}$ against a DC of $11 + \text{the spell's caster level}$ for each spell on the subject. If the check succeeds, the spell is dispelled. If it fails, it remains in effect. The check automatically succeeds against any spell the shaman cast



himself. This ability also effects the spell-like powers of spirits in the same way. It is completely ineffective against any other spells or spell-like powers. So a shaman cannot use a rebuke check to try and dispel a spell cast by a cleric or wizard, for example, or the spell-like powers of a non-spirit creature.

Rebuking Undead: Shamans can rebuke incorporeal undead just like evil clerics do. In cases where a shamanic and a clerical rebuke interact, they can affect each other normally. So a shaman can overcome a good cleric's attempt to turn incorporeal undead or dispel the effects of an evil cleric's rebuke or command.

Extra Rebuke

Shamans can benefit from the Extra Turning feat just like clerics and paladins do, allowing them to rebuke spirits an additional four times per day.

Detect Spirits

At 2nd level, a shaman can detect spirits at will, as per the *detect spirit* spell (see Chapter Three).

Spirit Familiar

At 4th-level or any time thereafter, a shaman can choose to call a spirit familiar. Doing so requires a day long ritual and uses up magical materials worth 100 gp. The spirit familiar is an animal spirit, a version of a small animal with the Spirit Template applied to it (see page 63). It is unusually intelligent and capable of communicating with the shaman. It serves as a companion and helper.

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Other Classes as Shamans

Some GMs may prefer not to add a new core class to their campaigns, but may still be interested in having shamans. The simplest way to do this is by making all shamans members of another class.

Shamans may be sorcerers, tapping into the natural powers of the Spirit World rather than inner power. This changes their abilities, notably their ability to rebuke spirits and their ability to wear armor and cast spells, but by allowing sorcerers to take some of the feats described in Chapter Two (particularly Spirit Familiar and Totem), they can approximate the abilities of shamans.

Druids also make good shamans, particularly if they're allowed to take the Spirit Familiar feat for their animal companions and perhaps vary their weapon and armor restrictions a bit to include other taboos. Add some of the spells from Chapter Three to the druid spell list and they become capable shamans.

Finally, shamans may actually be barbarian clerics, devoted to the worship of spirits. The Totem feat gives them access to additional domains of spells, and their turn undead ability can be altered or expanded to affect spirits (but not corporeal undead).

GMs may even implement some combination of the above. Shamans in a campaign may range from actual members of the shaman class to other types of spellcasters found among primitive cultures and tribes.

The shaman chooses what type of spirit familiar he gets. As the shaman increases in level, the spirit familiar increases in power.

If the spirit familiar dies or the shaman chooses to dismiss it, the shaman must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the shaman loses 200 experience points per class level. A successful saving throw reduces the loss to half that amount. A shaman's experience point total will never go below zero as a result of this loss. A slain or dismissed spirit familiar cannot be replaced for a full lunar year (13 cycles of the moon or 364 days at a minimum). Slain spirit familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happens.

Illiteracy

Like barbarians, shamans do not automatically know how to read and write. A shaman must spend 2 skill points to gain the ability to read and write any language he is able to speak.

Ex-Shamans

A shaman who ceases to venerate the Spirit World, changes to a prohibited alignment, or continually violates his taboos loses all spells and special abilities and cannot gain levels as a shaman until he atones (see *atonement*, page 38).

This is also the case for any shaman who gains levels as a cleric. Devotion to a particular deity or ethos causes the spirits to reject the shaman, which is one of the reasons that shamans firmly resist conversion to other religions. The nature worship of a druid is compatible with the shaman's way, however, provided the shaman worships the spirits of nature and not a particular nature deity.

Multiclass Shamans

Since it is the spirits who choose shamans, many shamans do not solely follow the path laid out for them, or come to the path later in life. Shamans may have levels in other classes, so long as they do not violate the taboos or strictures of the shaman class. Likewise, characters may acquire their first level in the shaman class later on, discovering a latent potential for shamanic magic. This is particularly common following the sort of experiences that create shamans (severe illness, near-death, or contact with powerful spirit beings). Some classes combine with shaman better than others do.

Shamans also make excellent barbarians, and vice versa. Since the two classes usually exist in close proximity, barbarian is the most common second class for shamans. The combination of a barbarian's combat abilities and a shaman's magical abilities is a potent one, although barbarian shamans tend not to be quite as tough as single-classed barbarians of the same level.

The performance skills of a bard come naturally to a shaman as well, since shamans are expected to perform a bit in carrying out their duties. The combination of arcane bard spells and divine shaman spells is also a useful one.

Shamans and clerics don't mix. As noted under **Ex-Shamans**, a shaman who becomes a cleric turns his back on the spirits and loses all shaman spells and abilities and cannot advance as a shaman. Likewise a cleric who becomes a shaman must abandon his former deity to focus on the Spirit World, so he loses all cleric spells and abilities and cannot advance as a cleric. For this reason, shamans tend to look poorly on clerics trying to convert them to worship of their deities.

Shamans and druids, on the other hand, are compatible, and make for an effective mix. A shaman can multiclass as a druid (or vice versa) so long as she doesn't violate any of the taboos or restrictions of either class. Shamanic druids revere nature and its spirits rather than a specific nature deity, and they must be of neutral good, neutral, chaotic neutral, or neutral evil alignment. The spells and abilities of both classes compliment each other, making shaman/druids powerful in both the physical and spiritual world.

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Shamans rarely take levels as fighters, since they're more likely to become barbarians instead (see previous page). However, fighters from other cultures and lands may discover a potential for shamanism later in life and begin following the shaman class. This is generally also true of rangers, although a ranger's abilities are better suited for a shaman than a fighter, make them more prone to becoming shamans.

The internal discipline of the monk and the wild and free Spirit World of the shaman are not compatible. A monk who takes a level as a shaman or vice versa must change alignment and lose the abilities of the other class. This is also true of paladins. The only multiclass monk/shamans or paladin/shamans are those who were called by the spirits later in life and chose to answer that call despite any personal losses or difficulties it caused them.

The abilities of the rogue compliment those of the shaman fairly well, and some shamans learn stealth and trickery by taking levels as rogues. Likewise, some rogues discover a potential for shamanism within them and heed the call of the Spirit World.

Few people have the potential to be both shaman and sorcerer, and these individuals are strange indeed. People often describe them as "fey-touched" or "otherworldly," surrounded by signs and portents of the spirits' favor. They are destined to live apart from ordinary folk, immersed in the mystic world, but the powers at their command are considerable.

Shamans rarely have the discipline (or the literacy) necessary to become wizards. They consider most wizards arrogant while wizards tend to see shamans as undisciplined and barbaric. It's a rare shaman who is willing to tolerate wizardly disdain to find a teacher and a rare wizard who hears and heeds the call of the Spirit World to become a shaman, although examples of both are known.

Shaman Starting Package

Race: Human

Armor: Leather, +2 AC, speed 30 ft., 15 lbs.

Weapons: Shortspear (1d8, crit x3, 20ft., 5 lbs., Large, Piercing), sling (1d4, crit x2, 50 ft., 0 lb., Small, Bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability
Spirit Empathy	4	Wis
Spellcraft	4	Int
Wilderness Lore	4	Wis
Concentration	4	Con
Knowledge (Spirit World)	4	Int
Heal	4	Wis
Intuit Direction	4	Wis
Hide (cc)	2	Dex
Move Silently (cc)	2	Dex



Feat: Extra Turning

Bonus Feat: Craft Fetish (page 31)

Gear: Backpack with waterskin, one day's rations, bedroll, sack, and flint and steel. Spell component pouch. Pouch of 10 sling stones.

Gold: 3d4 gp.

Alternate Shaman Starting Package

Same as human shaman, except:

Race: Dwarf, elf, half-elf, or half-orc.

Armor: Speed 20 ft. (dwarf only).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Bonus Feat: None.

Alternate Shaman Starting Package

Same as human shaman, except:

Race: Gnome or halfling.

Armor: Speed 20 ft.

Weapons: Halfspear (1d6, crit x3, 20 ft., 3 lbs., Medium, Piercing) instead of shortspear.

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Bonus Feat: None.

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- Shaman Prestige Classes -

The **DMG** contains several prestige classes; more advanced classes characters can earn the opportunity to take. This section contains several prestige classes aimed toward shamans, but open to any character who meets their qualifications.

Characters must meet the requirements of a prestige class before being able to take the first level in that class. Once they have done so they can multiclass normally, except that prestige classes do not count toward the potential XP penalty for multiclassing (see the **DMG** for more information).

The Game Master is, as always, the final authority on whether or not a particular prestige class is available in the campaign and whether or not PCs can take it, or it is only reserved for NPCs.

- Dreamer -

Dreamers are those people with a particular understanding of the Dream World (see page 56) and its interactions with thought, consciousness, and reality. They learn to manipulate the stuff of dreams, using it to create effects even in the waking world, and to influence the thoughts and emotions of others. Dreamers also become sensitive to the flow of time, and are able to see the past and the future through dreams and visions.

Dreamers are usually spellcasters, since they most often have the skills and experience in dealing with other planes like the Dream World. However, every thinking creature visits the Dream World while sleeping, so anyone can potentially become a dreamer, given some time and understanding of how to control their dreams. The class is most common among shamans and clerics

of deities associated with dreams and illusions. Druids sometimes become dreamers, although their focus tends to be more on the physical, living world. Sorcerers and wizards often become dreamers, given their emphasis on the powers of the mind. Some monks find the inward focus of the dreamer illuminating, while others claim it distracts for the clarity and purity of thought required for a monk. Members of other classes rarely become dreamers, but it is known to happen.

Abbreviation: Dmr

Hit Die: d6

Requirements

To become a dreamer, a character must fulfill the following requirements:

Dreaming: 8 ranks

Special: The character must have visited other dreamscapes in the Dream World on at least three separate occasions (see page 56 for more on the Dream World).

Class Skills

The class skills of the dreamer (and the key ability for each skill) are Concentration (Con), Dreaming (Wis), Craft (Wis), Knowledge (Dream World), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Trance (Wis).

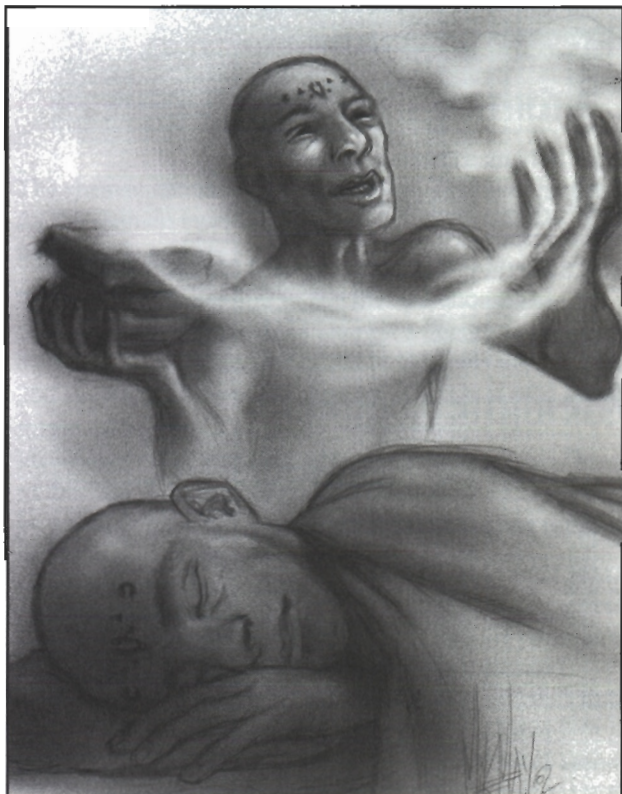
Skills Points at Each Level: 4 + Int modifier.

Class Features

The following are the class features of the dreamer:

Weapon and Armor Proficiency

Dreamers gain no proficiency with armor or weapons, since their class is not focused on martial pursuits.



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Table 1-4: The Dreamer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1	2	3	4	5
1	0	+0	0	+2	Spells, wakefulness	2	—	—	—	—
2	+1	+0	0	+3		3	—	—	—	—
3	+1	+1	+1	+3	Sleeping spells	3	2	—	—	—
4	+2	+1	+1	+4		4	3	—	—	—
5	+2	+1	+1	+4		3	3	2	—	—
6	+3	+2	+2	+5		4	4	3	—	—
7	+3	+2	+2	+5	Dream spells	5	4	3	2	—
8	+4	+2	+2	+6		5	4	4	3	—
9	+4	+3	+3	+6		5	5	4	3	2
10	+5	+3	+3	+7	Dreamwalk	5	5	4	4	3

Spells

Dreamers have the ability to prepare a small number of divine spells each day. These spells represent power drawn from the Dream World, either visions or dreamstuff brought into the waking world. A dreamer may prepare and cast any spell from the dreamer spell list, provided that he is high enough level to cast spells of that level. The difficulty class for a saving throw against a dreamer's spells is 10 + the spell's level + the dreamer's Wisdom modifier.

Dreamers prepare their spells by sleeping and working in the Dream World. A dreamer needs at least a full night's sleep to prepare his day's allotment of spells. The spells are prepared as the dreamer sleeps. When he awakens, they are ready to be cast.

Wakefulness

Dreamers are particularly adept at distinguishing dreams from reality. They add their Wisdom modifier (if positive) as a bonus on saving throws against illusion spells, *sleep*, and checks to wake up while they are sleeping (see **The Dream World**, page 56).

Sleeping Spells

Dreamers of 3rd level and above can choose to cast spells while they sleep and their minds visit the Dream World. The only spells a dreamer can cast that affect the Material World are divination spells (which function from the dreamer's sleeping body). Other spells cast in the dream world affect the dream world itself and its inhabitants, but nothing in the waking world. So, for example, a dreamer could cast *augury* or *scrying* relating to subjects in the Material World while sleeping, but spells like *doom* or *phantasmal killer* would only take effect in the Dream World.

Spells cast while dreaming count against the following day's allotment of spells, but do not need to be prepared ahead of time. Effectively the dreamer prepares and casts the spell while sleeping.

Dream Spells

Starting at 7th level, any spells a dreamer casts with the shadow descriptor have it changed to a new "dream" descriptor, indicating that the stuff of the spell comes from the Dream World rather than the Plane of Shadow. Dreamer spells at this level are capable of creating pseudo-real effects out of dreamstuff and bringing them into the physical world. The effects of the spells are the same.

Dreamwalk

At 10th level, a dreamer becomes so attuned to the stuff of dreams that she can *plane shift* to the Dream World and back again once per day as a spell-like ability. This works like the spell *plane shift* as cast by a 20th level sorcerer.

Dreamer Spell List

1st-level — *alarm, cause fear, charm person, doom, sleep*

2nd-level — *augury, blur, calm emotions, detect thoughts, locate object*

3rd-level — *charm monster, confusion, emotion, phantasmal killer, scrying*

4th-level — *break enchantment, divination, dream, nightmare, shadow conjuration*

5th-level — *feeblemind, greater shadow conjuration, legend lore, mind fog, shadow evocation*

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- Ghost Guide -

Known among wizards and scholars as a *psychopomp*, a ghost guide works with the spirits of the dead to ensure they move on to whatever part of the Spirit World awaits them rather than remaining and haunting the Middle World. They attend the dying, perform funerary rites, and are enemies of the undead, which they consider abominations denied their rightful rest and kept from moving on in the great cycle of life.

Ghost guides are nearly always clerics or shamans who tend to the funerary rites of their people. Occasionally paladins take up this class, although they tend to be more martial when it comes to dealing with death and the undead (and tend more toward the spirit hunter class in that aspect, see page 20). Ghost guides are one of the rare bridges of understanding between clerics and shamans, although they have different philosophies. Many clerics believe they help the spirits of the dead to reach the Outer Planes and the domains of their deities while shamans tend to believe that spirits spend time in the Lands of the Dead, often before being reborn into life again (see page 57).

Abbreviation: Ghg

Hit Die: d8

Requirements

To become a ghost guide, a character must fulfill the following requirements:

Alignment: Any non-evil.

Knowledge (Religion or Spirit World): 8

Spellcasting: Must be able to cast 1st level divine spells.

Turning: Must be able to turn or rebuke undead or spirits.

Class Skills

The class skills of the ghost guide (and their key attributes) are Diplomacy (Cha), Knowledge (death), Knowledge (religion), Knowledge (Spirit World), Profession (mortician) (Wis), and Spirit Empathy (Cha, exclusive skill).

Skills Points at Each Level: 2 + Int modifier.

Class Features

The following are the class features of the ghost guide.

Weapon and Armor Proficiency

Ghost guides are not proficient with any sort of armor. They are proficient with simple weapons, although most dangers they encounter are of a purely spiritual nature, immune to physical weapons.

Lay to Rest

Ghost guides can ensure that the spirits of the recently dead move on to whatever awaits them in the afterlife. They can cast *lay to rest* at will on any dead body, ensuring that creature cannot be animated as undead. This includes creatures slain by the undead that would normally become undead. This is a spell-like ability.

Turn Undead

Ghost guides are natural enemies of the undead and so have the ability to turn undead just as clerics do. Any levels in other classes able to turn or rebuke undead stack with the ghost guide's level for the purposes of affecting undead. Shaman levels stack, but ghost guides are only able to turn undead, not rebuke them. So a shaman/ghost guide can turn corporeal undead using his ghost guide level, rebuke non-undead spirits using his shaman level, and turn incorporeal (spirit) undead using his combined shaman/ghost guide level.

Detect Spirits

At 2nd level, ghost guides can *detect spirits* at will as a supernatural ability. This functions like the spell cast at the character's class level.

Table 1-5. The Ghost Guide

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	0	+2	Lay to rest, turn undead	+1 level of existing class
2	+1	+3	0	+3	Detect spirits, gentle repose	+1 level of existing class
3	+2	+3	+1	+3	Deathwatch	+1 level of existing class
4	+3	+4	+1	+4	See Invisibility	+1 level of existing class
5	+3	+4	+1	+4	Guide ghost	+1 level of existing class

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Gentle Repose

At 2nd level, a ghost guide can cast a *gentle repose* spell at will by touching a recently deceased creature. This is a spell-like ability.

Deathwatch

At 3rd level, ghost guides have the ability to know when any creature close by is near death, as if they had a constant *deathwatch* spell active, cast at their class level.

See Invisibility

At 4th level, a ghost guide can *see invisibility* at will as a supernatural ability, allowing him to see ethereal and invisible spirits (among other things).

Guide Ghost

5th level ghost guides are particularly capable in laying incorporeal undead to rest. When making turning checks against incorporeal undead, they destroy any whose hit dice are less than or equal to their level (rather than half their level). This sends the undead on to their final reward.



~ Healer ~

Healers are divine spellcasters who focus on the healing arts, both magical and mundane. They are often called “medicine men” or “wise women” among primitive, shamanic societies and honored as physicians or physicks in civilization. They undertake an intensive study of life in all its forms, particularly humanoid life, and perfect their skills with healing spells as well as creating new medicines and treatments.

Divine spellcasters of all types become healers, particularly clerics, druids, and shamans. Clerics who revere deities of healing or mercy are particularly likely to take up this class, as are shamans who spend a great deal of time attending to the health of their tribe. Some rangers become healers, allowing them to treat the injured, although most get by on their knowledge of first aid and herbalism. Paladins likewise only rarely become healers. They rely on their innate healing powers and spells and focus their training and effort on fighting evil.

Abbreviation: Hlr

Hit Die: d6

Requirements

To become a healer, a character must meet the following requirements:

Alignment: Any non-evil.

Heal: 8 ranks

Profession (herbalist): 5 ranks.

Spellcasting: Must be able to cast 1st level divine spells.

Class Skills

The healer's class skills (and the key ability for each skill) are Alchemy (Int), Heal (Wis), Knowledge (anatomy) (Int), and Profession (Wis)

Skills Points at Each Level: 2 + Int modifier..

Class Features

The following are the class features of the healer:

Weapon and Armor Proficiency

Healers gain no proficiency with any sort of armor or weapons. Their calling is to heal, not harm. Many shaman healers take a taboo (see page 9) regarding their weapon and armor use as a sign of their devotion to the cause of healing.

Healing Domain

All healers have access to the Healing domain as if they were clerics: they gain a bonus domain spell of each level they can cast per day and they cast healing spells as

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if they were one level higher. Clerics who already have access to the Healing domain gain double the normal benefits: they get two bonus domain spells of each level and cast healing spells as if they were two levels higher than their actual experience level.

Heal Bonus

Starting at 2nd level, healers gain a bonus to their Heal checks equal to half their healer class level (rounded down). This is in addition to the +2 synergy bonus all healers gain from their knowledge of herbalism, allowing them to easily gather plants useful as medicines.

Brew Medicine

At 3rd level, healers gain the ability to create potions for any spell they can cast with the healing descriptor (including their domain spells). This works the same as the Brew Potion feat (including cost in gp and XP), except healers can only create potions for spells with the healing descriptor.

Empower Healing Spells

At 5th level, the healer gains a version of the Empower Spell feat. This version is only applicable to spells with the healing descriptor. Additionally, three times per day, the healer can use this Empower Spell feat on a spell with the healing descriptor without preparing it beforehand (if a cleric, druid, ranger, or paladin) or without increasing its casting time (if a shaman). The cleric, druid, ranger, or paladin's spell acts exactly as if it had been prepared with the Empower Spell feat, except it uses the same spell slot. A shaman's spell, on the other hand, is cast without the adjustment to the casting time but otherwise works just as if cast with the Empower Spell feat.

Maximize Healing Spells

At 7th level, the healer gains the Maximize Spell feat, but applicable only to spells with the healing descriptor. Additionally, three times per day, the healer can use the Maximize Spell feat on a spell with the healing descriptor without preparing it beforehand (if a cleric, druid, ranger, or paladin) or without increasing its casting time (if a shaman). The cleric, druid, ranger, or paladin's spell acts exactly as if it had been prepared with the Maximize Spell feat except it uses the same spell slot. A shaman's spell is cast slightly differently—without the adjustment to the casting time—but works as if cast with the Maximize Spell feat.

Table 1-6: The Healer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+2	0	+0	Healing domain	+1 level of existing class
2	+1	+3	0	+0	Heal bonus +1	+1 level of existing class
3	+1	+3	+1	+1	Brew medicine	+1 level of existing class
4	+2	+4	+1	+1	Heal bonus +2	+1 level of existing class
5	+2	+4	+1	+1	Empower Healing Spells	+1 level of existing class
6	+3	+5	+2	+2	Heal bonus +3, Heal Mastery	+1 level of existing class
7	+3	+5	+2	+2	Maximize Healing Spells	+1 level of existing class
8	+4	+6	+2	+2	Heal bonus +4	+1 level of existing class
9	+4	+6	+3	+3	Revival	+1 level of existing class
10	+5	+7	+3	+3	Heal bonus +5	+1 level of existing class

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Heal Mastery

The healer has achieved such a great mastery of the Heal skill that he is always considered to be taking 10 with the skill, even in the most difficult and distracting circumstances. Additionally, the healer can provide long-term care for up to twelve people at a time (still counting only as light activity for the healer). A successful first aid check by the healer automatically restores the subject to 0 hit points, so long as they were not yet below -10 hit points.

Revival

The healer has a limited ability to restore the dead, provided that the subject has not been dead for too long. The healer must make a Heal check with a DC of 15, plus the number of minutes the subject has been dead. If the check is successful, the subject is restored to -9 hit point and stabilized, capable of healing normally. If the check fails, the subject cannot be revived by a Heal check and must be restored to life using magic. A creature revived using the Heal skill does not lose a level or a point from their Constitution, although the other effects of death (such as loss of prepared spells) do take place.

- Skin-Changer -

The flesh is only a vessel for the spirit, and the spirit is infinitely mutable. This is the truth that skin-changers come to understand when they begin walking their path. They learn the secrets of empathy with the creatures of the natural world and how to become those creatures, transforming their bodies at will. Many of the ideas and beliefs of the skin-changers are related to those of the druids, who share their transformational abilities. (Stories conflict as to who taught whom the secret in the distant past.) In fact, some druids become skin-changers, focusing on the ability to truly understand nature from the perspective of an animal.

Other skin-changers usually come from classes that are close to nature in some way. Shamans are common, with their understanding of spirit and natural forces. Rangers are also known to become skin-changers. Sorcerers (and, less often, wizards) interested in the powers of transformation may take up the class. Fairly few members of other classes seek out the knowledge to transform themselves, and skin-changers tend to be regarded with a measure of suspicion because of their abilities. They're most often associated with barbaric human, demihuman, and savage humanoid tribes on the fringes of civilization.

Abbreviation: Skc

Hit Die: d8

Requirements

To become a skin-changer, a character must meet the following requirements:

Alignment: Any non-lawful.

Knowledge (nature): 8 ranks.

Wilderness Lore: 8 ranks.

Feats: Skill Focus (Wilderness Lore)

Spellcasting: Ability to cast arcane or divine spells.

Class Skills

The skin-changer's class skills (and the key ability for

each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the skin-changer:

Weapon and Armor Proficiency

Skin-changers gain no proficiency with any sort of armor or weapons, since they learn to rely instead on the abilities of their animal forms. Many skin-changers learn the Improved Unarmed Strike feat for their animal forms, although they do not gain this feat automatically.

Wild Shape

Skin-changers have the supernatural ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) and back to their normal form once per day (see the *polymorph self* spell for details of this ability). The skin-changer regains hit points as if having rested for a full day when changing form. Skin-changers have no risk of being disoriented while in their wild shape.

The skin-changer can use this ability more times per day at 2nd, 3rd, 5th, and 8th level. The skin-changer also gains the ability to transform into Large animals at 4th level, Tiny animals at 6th level, dire animals at 7th level, and Huge animals at 9th level.

As natural shapeshifters, skin-changers can overcome the effects of a *polymorph* spell cast on them by simply taking an action to resume their normal form. This does not use up one of their wild shapes for the day, although it is still considered a supernatural ability.

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Table 1-7: The Skin-Changer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+2	0	+2	Wild shape (1/day)	+1 level of existing class
2	+1	+3	0	+3	Wild shape (2/day)	+1 level of existing class
3	+2	+3	+1	+3	Wild shape (3/day)	+1 level of existing class
4	+3	+4	+1	+4	Wild shape (Large)	+1 level of existing class
5	+3	+4	+1	+4	Wild shape (4/day)	+1 level of existing class
6	+4	+5	+2	+5	Wild shape (Tiny)	+1 level of existing class
7	+5	+5	+2	+5	Wild shape (dire)	+1 level of existing class
8	+6	+6	+2	+6	Wild shape (5/day)	+1 level of existing class
9	+6	+6	+3	+6	Wild shape (Huge)	+1 level of existing class
10	+7	+7	+3	+7	Shapechange (1/day)	+1 level of existing class

Shapechange

At 10th level, skin-changers achieve true mastery of their transformational abilities, and gain the supernatural ability

to *shapechange* once per day, like the spell cast at their character level. They cannot assume the forms of constructs, outsiders, or undead using this ability, but all other types of creatures are possible (including humanoids).

~ Spirit Hunter ~

Although many spirits are a shaman's allies, many other denizens of the Spirit World are not so friendly. People plagued by dangerous and evil spirits turn to the spirit hunter for aid. Spirit hunters are warriors who specialize in fighting and overcoming spirits of various sorts.

Good-aligned spirit hunters protect communities from hostile spirits and ensure that the spirits of the dead go on to their proper rest rather than returning to haunt the living (making them natural allies of ghost guides, see page 16). Neutral-aligned spirit hunters tend to be more mercenary in their attitudes, willing to help out for a price or in exchange for something else. Some even hunt spirits for the challenge or because they feel that most spirits are threats to mortals. Evil spirit hunters hunt their prey for sport, and often find work with villainous shamans or sorcerers seeking to eliminate the spiritual guardians of a sacred place or weaken an enemy shaman.

Shamans and rangers most often become spirit hunters, shamans because of their experience with the Spirit World and rangers for their knowledge of hunting and tracking corporeal creatures. Barbarians and fighters in places beset with spirits may become hunters, and paladins take up the class in order to dispatch evil spirits of all sorts (particularly undead). Clerics and druids may become spirit hunters to fight against spirits inimical to their religion while sorcerers and wizards sometimes do so either to overcome the spiritual dangers they are aware of, or to attain greater mastery of spirits.

Abbreviation: Sph

Hit Die: d8

Requirements

To become a spirit hunter, a character must meet the following requirements:

Base Attack Bonus: +5

Knowledge (Spirit World): 5 ranks

Special: The character must have overcome a spirit in single combat.

Class Skills

The spirit hunter's class skills (and the key ability for each skill) are Heal (Wis), Listen (Wis), Knowledge (Spirit World) (Int), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Wilderness Lore (Wis)

Skills Points at Each Level: 2 + Int modifier.

Class Features

The following are the class features of the spirit hunter:

Weapon and Armor Proficiency

Spirit hunters are proficient in light and medium armor, shields, and all simple and martial weapons, since their abilities allow them to make use of these items against even spirit foes.

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Table 1-2: The Spirit Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	0	+0	Detect spirits, 1st favored enemy, rebuke spirits
2	+2	+3	0	+0	See invisibility
3	+3	+3	+1	+1	Ghost touch
4	+4	+4	+1	+1	2nd favored enemy
5	+5	+4	+1	+1	Smite spirit
6	+6/+1	+5	+2	+2	True death
7	+7/+2	+5	+2	+2	Ethereal jaunt
8	+8/+3	+6	+2	+2	3rd favored enemy
9	+9/+4	+6	+3	+3	Shielded Soul
10	+10/+5	+7	+3	+3	Spiritwalk

Detect Spirits

Spirit hunters can *detect spirits* as a spell-like ability at will. This ability is just like the *detect spirits* spell (page 40).

Favored Enemy

At 1st level, a spirit hunter may choose a type of spirit as a favored enemy. See the **Favored Enemies** list below for examples. The spirit hunter gains a +1 bonus to Bluff, Knowledge (Spirit World), Listen, Sense Motive, Spot, and Wilderness Lore checks while using those skills against that type of spirit. The spirit hunter also gains a +1 bonus on weapon damage rolls against spirits of that type. This include ranged weapons, so long as the spirit hunter is within 30 feet of the spirit. The damage bonus doesn't apply to creatures that are immune to critical hits.

At 4th and 8th level, the spirit hunter can choose a second and third favored spirit enemy, while bonuses associated with previously selected enemies increase by +1. For example, a 4th level spirit hunter has one favored enemy at +2 and a second at +1. An 8th level spirit hunter has one enemy at +3, a second at +2 and a third at +1.

The favored enemy bonus of rangers stacks with the favored enemy bonus of spirit hunters. So a 5th level ranger/4th level spirit hunter who has undead and undead spirits as his first favored enemies gains a +2 bonus against undead and a +4 bonus against undead spirits.

Favored Enemy Types: Animal spirits, Beast spirits, Elementals, Humanoid spirits (This includes all humanoid spirits, such as humans, elves, goblinoids, lizardfolk, etc.), Outsider spirits (This must be a specific type, such as devil, demon, slaadi, etc. per the PH page 45.), Undead Spirits.

Rebuke Spirits

Spirit hunters have the ability to rebuke spirits just as shamans do (see page 11). If the spirit hunter has levels

in another class able to rebuke spirits, those levels stack with his spirit hunter levels for the purposes of making rebuke checks. If the spirit hunter has levels in a class able to turn or rebuke undead, those levels stack with his spirit hunter levels *only* when dealing with undead spirits (like wraiths or spectres), not other sorts of spirits.

See Invisibility

At 2nd level, a spirit hunter can *see invisibility* at will as a supernatural ability, like the spell cast by a 5th level sorcerer. This allows them to see invisible and ethereal spirits, among other things



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Ghost Touch

At 3rd level, any weapon or armor that the spirit hunter wields or wears, provided he is proficient in its use, becomes a *ghost touch* item, able to affect incorporeal beings as if they were solid. This means the spirit hunter's armor provides its armor bonus against incorporeal attacks and the spirit hunter's weapons can strike and damage spirits normally. This ability also extends to the spirit hunter's unarmed attacks.

Smite Spirit

Once per day starting at 5th level, a spirit hunter can smite a spirit with one normal melee attack as a supernatural ability. He adds his Charisma modifier (if positive) to the attack roll and does 1 extra point of damage per class level, plus any bonuses that normally apply. If the spirit hunter smites a creature that is not a spirit by accident, the power is still used up for that day, but it has no effect.

True Death

At 6th level, spirit hunters master the art of slaying spirits. Any spirit killed by the spirit hunter cannot be raised from the dead by magic, nor can the spirit power

of *rejuvenation* (see page 64) restore the spirit to life. The spirit hunter must deliver the killing blow to the spirit—reducing it to -10 or fewer hit points (or 0 in the case of undead)—for this power to take effect.

Ethereal Jaunt

At 7th level, the spirit hunter can step into the Ethereal Plane up to three times per day. This is a spell-like ability that functions like an *ethereal jaunt* spell cast by a 13th-level sorcerer.

Shielded Soul

At 9th level, a spirit hunter becomes completely immune to possession or Enchantment spells or abilities used by spirits.

Spiritwalk

At 10th level, a spirit hunter can step into the Ethereal Plane once per day for a longer period of time, bringing up to five other creatures with him, so long as they are all touching. This is a spell-like ability that works like an *ethereality* spell cast by a 15th-level sorcerer.

~ Spirit Master ~

Shamans generally work in cooperation with the denizens of the Spirit World, sometimes cajoling, sometimes commanding, but always respectful. The spirit master sees himself as superior to the spirits that he commands by right of his mystic power. Many tribal cultures look upon spirit masters with suspicion because they traffic with dangerous forces. The spirits can become angry when not treated with the proper respect, so a spirit master is often riding a tiger that can turn on him at any moment. Spirit masters also often delve into the secrets of creating and commanding the undead, which does little to endear them to their fellows.

Spirit masters are often sorcerers or wizards, already confident in their power and abilities, although some shamans become spirit masters, along with clerics, particularly clerics of gods associated with death, necromancy, or the Spirit World. Druids rarely become spirit masters, since their interest is in the natural rather than the supernatural world, while bards almost never become spirit masters.

Abbreviation: Spm

Hit Die: d6

Requirements

To become a spirit master, a character must fulfill the following criteria:

Alignment: Any non-good.

Knowledge (Spirit World): 8 ranks.

Spells: Ability to cast arcane or divine spells of 3rd level or higher.

Class Skills

The class skills of the spirit master (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Arcana or Spirit World)(Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spirit Empathy (Cha, exclusive skill).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are the class features of the spirit master:

Weapon and Armor Proficiency

Spirit masters gain no additional proficiency with armor and weapons, their focus is on their magical abilities.

Spells

Spirit masters continue to advance in their ability to cast spells. Each class level in spirit master adds an additional

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level to an existing spellcasting class the character has, chosen at the time the level is gained. This only affects factors like caster level, number of spells learned, and number of spells per day, not class abilities.

Rebuke

Spirit masters can rebuke spirits like shamans do (see page 11). A spirit master's ability to rebuke spirits stacks with any existing ability to rebuke spirits or undead for existing classes, although the ability to rebuke spirits and the ability to rebuke undead only stacks in the case of incorporeal undead.

Planar Binding

Once per day beginning at 2nd level, a spirit master may perform a ritual that functions as the spell *lesser planar binding*. The spirit master must provide the material components of the ritual (including any special spirit diagrams and so forth). At 5th level this ability becomes equivalent to *planar binding* and at 8th level it becomes equivalent to *greater planar binding*. The spirit master's caster level is equal to his character level for the use of this spell-like ability.

Protection From Spirits

Starting at 3rd level, a spirit master is surrounded by a constant *protection from spirits* effect, like the spell of the same name. This is a supernatural ability representing the character's powerful command over spirits. As with the spell, the protection ends if the spirit master launches an attack or tries to force the barrier against a spirit. This negates the protection against that spirit for a full day.

Create Undead

At 4th level, a spirit master gains the spell-like ability to *create undead* once per day. The spirit master's caster level equals his class level, but the spirit master can only



create shadows and wraiths. Otherwise the ability works exactly as the spell *create undead* and the spirit master must supply the material components.

Magic Circle Against Spirits

Starting at 6th level, a spirit master radiates a *magic circle against spirits* at all times as a supernatural ability, with the same restrictions as *protection from spirits*, above.

Create Greater Undead

At 8th level, a spirit master can *create greater undead* once per day as a spell-like ability. The spirit master's

Table 1-9: The Spirit Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+0	0	+2	Rebuke	+1 level of existing class
2	+1	+0	0	+3	Planar Binding (8 HD)	+1 level of existing class
3	+1	+1	+1	+3	Protection from spirits	+1 level of existing class
4	+2	+1	+1	+4	Create undead	+1 level of existing class
5	+2	+1	+1	+4	Planar Binding (16 HD)	+1 level of existing class
6	+3	+2	+2	+5	Magic circle	+1 level of existing class
7	+3	+2	+2	+5	Create greater undead	+1 level of existing class
8	+4	+2	+2	+6	Planar Binding (24 HD)	+1 level of existing class
9	+4	+3	+3	+6	Binding	+1 level of existing class
10	+5	+3	+3	+7	Trap the Soul	+1 level of existing class

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caster level equals his class level. The spirit master can only create spectres and ghosts, and must supply the material components of the spell.

Binding

At 9th level, a spirit master can cast *binding* as a spell-like ability once per day at a level equal to his class level. This ability only affects spirits (elementals, outsiders, or

incorporeal creatures). The spirit master must provide the necessary material components for the ritual, which otherwise works exactly like the *binding* spell.

Trap the Soul

At 10th level, a spirit master can use *trap the soul* as a spell-like ability once per day. The spirit master must supply the material component of the spell.

- Shamans in History and Mythology -

Shamans and shamanism are found — in one form or another — in nearly every part of the world and in many diverse human cultures. Players and Game Masters can use the material in this section for campaigns set on Earth-like worlds with cultures similar to our own. They can also use it for inspiring shamanic traditions and cultures on original campaign worlds, mixing and matching ideas here with their own to create a unique background for shamans.

North America

The Native American tribes of North America are known for their diverse collection of shamanic traditions. Covering them all in any depth would take a book several times the size of this one, but there are some general similarities between the various shamans and medicine men of North America.

Shamans often took up their vocation after pursuing a *vision quest* of some kind. The would-be shaman traveled into the wilderness alone and survived there, living off the land. The petitioner tranced and meditated, seeking a vision from the Spirit World. Often the vision would come in the form of an animal totem that would appear, or even speak, to the shaman.

A successful vision awakened the shaman's potential and taught him what he needed to know to begin practicing his art. A character looking to multiclass as a shaman might embark on a vision quest to seek the approval of the spirits (with the prior approval of the GM). A young shaman on a vision quest might also encounter various dangers, including wilderness creatures and hostile spirits, bringing a group of adventurers to the rescue.

South America

The native cultures of South America have various shamanic traditions, from the Incas to the scattered tribes of the Amazon rainforest.

Incan shamans used their ability to speak to the dead, communing with the spirits of their ancestors to learn magical lore and gain advice about happenings in the world. Some Incan royalty were preserved as mummies in the cool and dry air of the high mountains, and shamans could visit these royal corpses to speak with the spirits of past kings and queens. Incan shamans also had strong associations with the sun and

the Sky Realm (see page 58). Perhaps it is home to floating fortresses or step-pyramids where powerful spirits dwell.

The shamans of the Amazon are skilled herbalists and primitive alchemists among their other talents. They refine curare from the skins of tree frogs, a poison that could paralyze and quickly kill with a high enough dose. Amazon shamans also make use of various natural hallucinogens to induce visions and spirit journeys. These may be part of the material components for the shamanic versions of *astral projection* (for example) or such concoctions may serve as natural potions, allowing anyone who uses them to visit the Spirit Worlds.

Asia

Asia is home to a number of ancient shamanic traditions, dating back to the dawn of human history.

Siberia and Mongolia

The *saman* of Siberia and Mongolia may be the origin of the modern world "shaman." These shamans typically find their vocation when called by an *udha* or powerful ancestral spirit. It may manifest in the form of an illness or deep trance where the neophyte shaman visits the Spirit World and learns the basics necessary to use magic. Oftentimes shamans only vaguely recall this vision or fever dream. The *saman* uses various *tonog* or "tools" in magic. The primary one is the drum or *hese*, which the *saman* uses to beat out a rhythm for rituals and for entering a trance to do magic. *Saman* also commonly carry staffs or canes, usually carved and trimmed with fur or feathers.

China

The early history of China features shamans known as *wu*, who were chosen by the spirits to act as intermediaries between the Spirit World and the Middle Kingdom (the physical world). A potential shaman departed home on a spiritual journey of enlightenment, seeking out and speaking to the inhabitants of the Spirit World to learn their magical lore and understanding their duties. *Wu* often had dogs that served them as guides and guardians (dogs being particularly

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attuned to the Spirit World). Chinese shamans might have dogs as spirit familiars (see **Spirit Familiars**, page 10). Once they attained an understanding of the Spirit World and were approved by the spirits, *wu* had various powers, including the ability to fly, walk over hot coals, heal, and banish spirits.

Japan

The native Shinto religion of Japan venerates a wide variety of spirits, from ancestors to the spirits of natural phenomena to the spirits of the Sun, Moon, and other heavenly bodies. Most of these spirits, or *kami*, were invisible to the mortal eye, but some had the ability to see and hear them. Shinto priests could intercede with the *kami* on the behalf of other mortals (and with mortals on behalf of the *kami*) and the royal family of Japan was believed to be descended from Amaterasu, the *kami* or goddess of the Sun.

Shinto priests and priestesses used meditation and sacred fires (often burning incense) to contact the *kami* and performed rituals to earn their favor. Bells and flutes are common instruments used in Shinto rites, and mirrors are sacred symbols, associated with the Spirit World (which is known in some cultures as “the mirror world”).

Tibet

The earliest mystical traditions of Tibet are linked with shamanism, and with necromancy (speaking with the dead). Shamans assumed “death-postures” intended to simulate the death experience and allow their spirits to leave their bodies and visit with the inhabitants of the underworld. These shamans also experienced being torn apart and devoured by ghosts or demons, their bodies then restored and invested with magical potency. Some Tibetan shamanic rites involved calling up ghosts or animating the dead (possibly the equivalent of an *animate dead* or *create undead* spell).

Africa

Africa is replete with shamanic traditions among its various cultures. African tribes often revered the spirits of their ancestors, which shamans could contact and speak with in trance or by traveling into the Spirit World. The most distant ancestors were often powerful totems or god-like beings, which guided shamans and gave them their magical knowledge.

Masks are a common element among African shamans (as well as those from other cultures). They often made masks to represent various spirits. While wearing a particular mask, the shaman embodied the power of that spirit, *became* that spirit in a way. The power of shamanic masks can be seen in the *totem masks* on page 53. GMS can also make various sacred masks divine focus items for shaman spells, requiring a shaman to have a particular mask in order to cast domain spells associated with his totems for example (see **Totems and Domains**, page 8).



Australia

Australian shamanism, like the Aboriginal culture, dates back tens of thousands of years. It is strongly connected with the Dreamtime, the primal, spiritual dawn of creation where the physical world originates. The Dreamtime is also associated with the Spirit World, the domain of ancestors and totems. Aboriginal shamans are known as *koradji* or *mekigar*, chosen by the spirits of the Dreamtime to be keepers of magical lore.

Every person in Aborigine culture has a guardian totem, but a *koradji* enters into a closer relationship with the totem and gains magical powers. This usually comes during an illness or following an initiation ceremony guided by another *koradji*. The shaman's spirit visits the Dreamtime and the realm of the Sky Heroes, the great ancestors of the Aborigines. The shaman's spirit body is taken apart and put back together again with a magic stone (often of quartz) put into it that gives the shaman his power.

Aboriginal shamans use musical instruments like the diggeridoo and the bullroarer in their rituals. The diggeridoo is a long pipe that's blown into to make a low thrumming noise while the bullroarer is a paddle on a long leather thong that when spun over the head makes a roaring sound. (A *koradji* might enchant one of these instruments to be the equivalent of a *spirit drum*, see page 51.) *Koradji* also see power inherent in certain crystals and gems, particularly quartz and opal. They make decoctions of crystals soaked in pure water (perhaps their means of brewing potions) and use crystals as fetishes and charms (see **Shamanic Magic Items**, page 46).

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Europe

Europe has its own native traditions with many connections to shamanism, dating back to the early Indo-European cultures.

The Celts

Although the ancient Celts are most strongly associated with the druids, much of their mythology and magical lore is related to shamans as well. The Celts believed in an "Otherworld" much like the Spirit World, where spirits and faeries lived under magical hills and beneath the surface of enchanted lakes. Rings of mushrooms and standing stones could serve as gateways into the Otherworld, as could mundane lakes, rivers, and woodlands. In a Celtic style setting, the Game Master could make gateways into the Spirit World far more common, allowing adventurers to find their way there more easily (intentionally or by accident).

Shapeshifting, such as that associated with the druids, is also associated with shamans (using spells like *polymorphic projection*, page 43). Shamans could send out their spirits to assume the forms of different animals. The Celts honored a number of different animal spirits, which can become shamanic totems. They include the stag, the horse, the boar, the eagle, and the salmon (renowned as a keeper of wisdom). They also honored various plants and trees, particularly the oak, ash, and mistletoe, which was a sacred plant of the druids.

The bardic tradition has associations with shamanic use of music to trance and visit the Spirit World. The harp, flute,

and drum are among the more common Celtic instruments, and may also be used by shamans in their work.

A Celtic-influenced campaign might have multiclassed druid/shamans or bard/shamans (particularly for those whose mystical abilities awakened on their own). Or the campaign might ignore the shaman class, but include some of the other material in this book for the Spirit Worlds, spirits, and spells and magic items related to them.

The Norse

The Teutonic peoples of Europe had a strong shamanic tradition based on two primary styles of magic. The first was *seidhr* (pronounced "seeth"), where shamans entered trances by shaking or swaying in rhythmic movements, allowing them to have visions, travel out-of-body, and speak with spirits. *Seidhr* was often regarded as "women's magic," associated with the goddess Freya, and most of its practitioners were women. Norse myth says that Freya taught *seidhr* to Odin, and that Loki accused him of being a "gelding" because of it. The *seidhr* concerned themselves with divination and the casting and removal of curses.

Galdr was magic associated with the runes, magical symbols that made up an alphabet. The runes were revealed to Odin when he hung himself from the world tree Yggdrasil (associated with the Great Tree of shamanic cosmology, page 55) for nine days and nights. In the pattern of fallen sticks and branches on the ground below the world tree, Odin saw the shapes of the runes and learned to master their power.

In a campaign, shamans might use both *seidhr* and *galdr* in their magic, or the two might be separate. Perhaps *seidhr* is the province of shamans while the runes belong more to Teutonic clerics, sorcerers, or wizards.

Shamanic Symbols

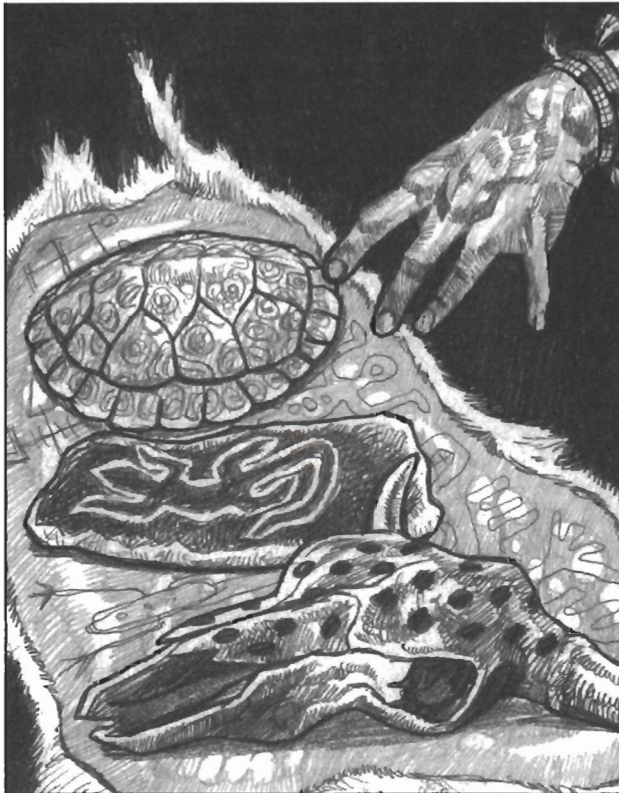
A number of symbols and tools are commonly associated with shamans. Players and GMs can include these elements in a character's description or in the campaign to add some color.

Fire

Fire is a particularly magical force to primitive peoples and shamans often light or keep sacred fires burning. A fire serves as a focus for meditation and trance-work in addition to providing mundane heat and light. It also allows the shaman to burn incense or herbs and to heat potions and other concoctions made using Alchemy or Profession (herbalist). The smoke from a fire sometimes serves as a medium for spirits to manifest themselves in the shaman's presence.

Gems and Crystals

Shamans often attribute special powers to different crystals and gemstones, particularly clear stones like quartz and



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amber. Crystals are believed to contain magical power, making them suitable as material components for some spells. They're also used to trap spiritual energy, like in the spell *trap the soul*, which contains a spirit within a specially prepared gemstone. Shamans may collect and carry various stones for use in their magical work.

Incense

Shamans use incense made from herbs and natural resins to cleanse and purify a place or person, using the smoke to drive out unwanted energies and promote conditions in accordance with the Spirit World. The scents of different sorts of incense are also said to be pleasing to various spirits (or help drive off undesirable spirits). Like with sacred fires, spirits sometimes manifest out of the rising smoke of incense.

Masks

Shamans often wear masks styled after different animals or spirits. By wearing the mask the shaman takes on the spirit's power, so masks may be used as components for shaman spells or they may be magic items in their own right, granting their wearer certain powers (see **Shamanic Magic Items**, page 46, for more information).

Musical Instruments

Shamans use a variety of different musical instruments as part of their rituals. Perhaps the most common is the drum, which is played by hand or with a drumstick. The pounding rhythm aids the shaman's concentration and calls helpful spirits while driving away harmful or hostile spirits. Shamans use the rattle and other percussion instruments for the same purposes. Other musical instruments associated with shamans include wind instruments like the flute and stringed instruments like the harp or lute.

Shamans in the Campaign

Before including shaman characters in any campaign, GMs should consider a few things.

The first is how the presence of shamans affects the cosmology and overall feel of the campaign setting. Is the shamanic "Great Tree" view of the planes of existence (described in detail in Chapter Four) the way things "really" are in the world or just one view of a far more complex system? How does the Ethereal Plane interact with other arcane and divine magic in the campaign?

How common are shamans? Since they tend to come primarily from primitive cultures, shamans may only come from distant parts of the world, on the fringes of civilization, making them largely unknown to most people, and making their powers and ways strange and mysterious to outsiders. On the other hand, shamans may be everywhere in a campaign world. In fact, they may be the prime spellcasters, with druids a close second and other types of spellcasters looked upon with some

Shamans in Freeport

GMs using the Freeport setting from *Green Ronin* (see **Freeport: The City of Adventure**) may want to include shamans there. Generally speaking, shamans are rare in and around Freeport. They're found mostly among tribes of barbarians living scattered among the islands or roving from island to island as nomadic raiders. These shamans focus on offering magical aid and support to their tribes, either against local monsters and other dangers or to improve their raids on ships and coastal villages. The totems of these shamans are typically sea and air creatures; therefore they tend to focus on domains like Air, Travel, and Water.

Most other shamans in Freeport are foreigners (like many of the people in Freeport). The city's temples pay little attention to any shamans who find their way to Freeport, since they don't preach or seek to convert anyone to their ways. In fact, for the most part, shamans make up just one more colorful patch in the mad quilt that is the city of Freeport.

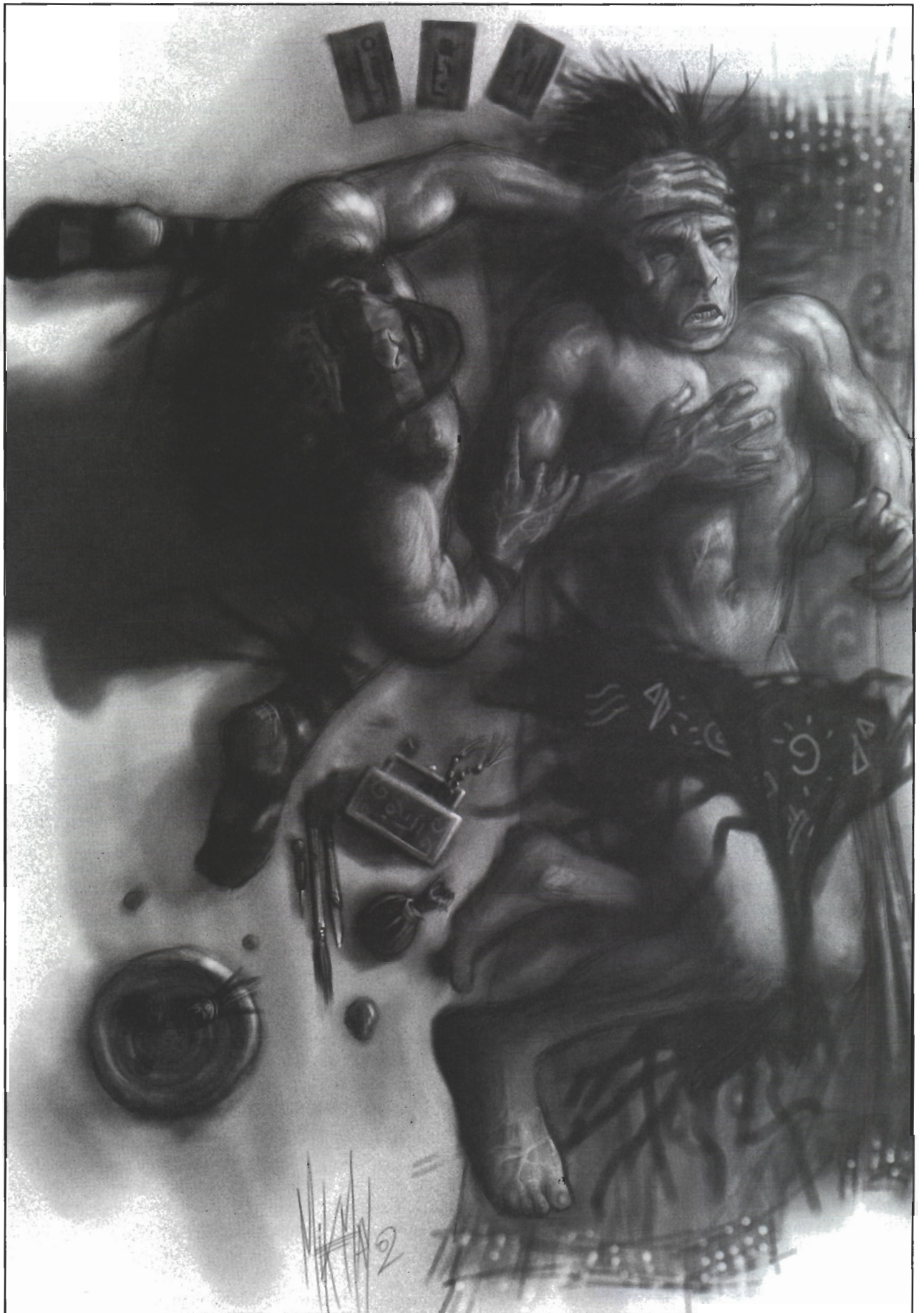
If the GM wants, there may also be shamans among some sea-dwelling race or races in or around the islands. Merfolk, lizardfolk, and locathah may have shamans among them. Sahuagin are more likely to have clerics, while the mysterious serpent folk might have a shaman or two, although they are more likely to have sorcerers or clerics among their ranks. Still, a serpent folk shaman would make an interesting foe for a group of adventurers.

measure of suspicion (particularly clerics). Or there may be a middle ground, with shamans not common, but not especially rare, either. This is the assumption made in this book, but GMs should feel free to change it.

What role do shamans play in society? In most tribal cultures shamans fill a similar role to clerics: spiritual advisors, healers, herbalists, lore-keepers, and so forth. They also take on some of the qualities of wizards for tribal types who don't trust wizardly "book-learning" or the "unnatural" powers of sorcerers. Odds are if a barbarian is willing to consult with any spellcaster, it will be a shaman. However, unlike clerics, shamans are rarely organized beyond the level of tribe or village, and conflicts can develop between shamans.

Also consider how common spirits are in the campaign. The assumption is that spirits are roughly as common as shamans are, perhaps a bit more (counting undead spirits like ghosts). If spirits are too common and shamans are not common enough, player characters may face serious challenges overcoming them (although the abilities of other spellcasters will help). If spirits are too rare, shamans don't get to use their special abilities very often.

Chapter Two: Skills and Feats



- Chapter Two -

Skills and Feats

This chapter looks at some of the skills and feats important to shaman characters, as well as some new skills and feats suitable for shamans (and some unique to them).

- Shamanic Skills -

Shamans make use of various skills in their work, some of which are unique to their class. A few of the skills described here are also available to characters of other classes.

Dreaming (Wis/Trained Only)

Dreaming is the skill of understanding and controlling one's own dreams. Shamans place a high value on dreams and things learned in them. They understand that the Dream World (page 56) is as important in its way as the Middle World.

Check: Making a Dreaming check is standard action that provokes an attack of opportunity, much like casting a spell.

Table 2-1: Dreaming Table

DC	Task
5	Realize that you are asleep and dreaming
10	Wake up from a dream or nightmare
15	Change an aspect of your dreamscape
20	Change your dream-self's appearance
25	Move from one dreamscape to another
30	Change an aspect of another's dreamscape

Changing a dreamscape allows the dreamer to alter features of the setting like terrain, weather, lighting, and so forth, but it cannot be used to cause harm (although it can make an otherwise pleasant dream into a nightmare). When a dreamer attempts to change someone else's dreamscape, their victim can make a Wisdom or Dreaming check to resist the change; the dreamer must beat a DC of 30 or the check result, whichever is higher, to affect the dreamscape.

Skilled dreamers can change their appearance at will as if using an *alter self* spell with an unlimited duration. Imitating a specific individual's appearance requires a Disguise check, but a successful Dreaming check (DC 20) provides a +10 synergy bonus on the Disguise check.

Retries: You can make a Dreaming check once each round.

Special: A character with 5 or more ranks in Trance gains a +2 synergy bonus on Dreaming checks.

Knowledge (Spirit World) (Int)

This skill is essentially the same as Knowledge (the planes). However, it deals with an understanding of the Spirit World and its various planes, along with its inhabitants (see Chapters Four and Five for more information). Characters with this knowledge can identify particular types of spirits, the features of various planes, and related information. The Game Master can use the guidelines below when characters wish to recall a specific piece of information

Table 2-2: Knowledge Table

DC	Task
10	Common knowledge. Identify a particular type of spirit (elemental, undead, etc.) on sight. Recall the weaknesses or special abilities of a spirit. Recall what types of outsiders are found in which areas of the Spirit World.
15	Specialized knowledge. Identify a particular type of outsider (celestial, fiend, etc.) on sight. Recall the weaknesses or special abilities of an outsider. Recall the general allegiances and enmities of outsiders.
20	Esoteric knowledge. Identify a particular area of the Spirit World based on its environment. Identify the allegiances of various outsiders. Recall the political and social conflicts of outsiders and other spirits.

Perform (Cha)

Shamans make use of the Perform skill in a number of ways. Common types of Perform among shamans include chanting, dancing, drumming, flute, poetry, and storytelling. Like other characters, shamans are capable of one type of performance per skill rank.

Check: In addition to the uses of Perform described in the **Player's Handbook**, shamans use Perform as part of their rituals. A shaman with 5 or more ranks in Perform gains a +2 synergy bonus on Concentration, Heal, Spellcraft, and Spirit Empathy rolls after performing for at least a minute.

Chapter Two: Skills and Feats



Shamans also use Perform in conjunction with some magic items (see **Shamanic Magic Items**, page 46).

Spirit Empathy (Cha/Trained Only/Shaman Only)

Use this skill to convince a spirit not to attack or to allow you to pass through its domain unmolested, or to get a spirit to give you some information or even teach you a spell. (Note that spirits cannot increase the number of spells a shaman knows per level. They might, however, allow the shaman to choose a rare spell, or one that's not typically on the shaman spell list, as one of the shaman's known spells.)

Check: You can improve the attitude of a spirit (any creature of the elemental or outsider types or of the incorporeal subtype) with a successful check. To use the skill, you and the spirit must be able to see and speak with each other. This means you must be within 30 feet under normal conditions. Influencing a spirit in this way usually takes about a minute, but, like all uses of influence, it may take more or less time depending on the spirit and the conditions. This skill doesn't affect any beings other than the ones mentioned above.

Retry: Like with other influence skills, retries on the same spirit generally don't work (or don't work any better), whether you succeed or not. The Game Master may even decide that some spirits find persistence particularly annoying....

Trance (Wis/Trained Only)

You can go into a deep trance to focus your mind and control your body.

Check: By concentrating, you can go into a trance that allows you to block out the world around you. Unlike Concentration, which focuses on the ability to focus your mind and act, Trance allows you to focus on stillness and calm. To make a Trance check a character must be relaxed and motionless, as if sleeping.

Table 2-3: Trance Table

DC	Task
5	Sleep normally despite distractions
10	Sleep normally despite difficult distractions
10	Slow breathing down to half normal rate
10 + damage dealt	Ignore pain or injury
15	Body awareness
15	Slow breathing down to one-quarter normal rate
20	Heal at twice the normal rate
30	Feign death and delay poison

Chapter Two: Skills and Feats

Sleeping: A successful Trance check allows you to sleep and rest in difficult conditions, including bad weather, noise, buzzing insects, and so forth. This is important for spellcasters to recover their spells and for characters to recover hit points.

Slow breathing: You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is only a limited amount of breathable air available. You must make a new trance check every hour to maintain your slow breathing.

Ignore pain: You can ignore the effects of pain or injury. If you choose, nothing can wake you, so long as you make a successful Trance check.

Body awareness: Conversely, you can become very aware of your physical self while trancing. This allows you to sense if your body is touched or moved in any way while

you are outside of it (using *astral* or *ethereal projection* for example). If your physical body is damaged, subtract the amount of damage dealt from the DC.

Heal: While trancing you can speed your natural recovery, regaining hp at twice the normal rate (or level x 2 hp per day's rest).

Feign death: By exerting supreme control over your body, you can enter a deep trance almost indistinguishable from death. A Spot or Heal check with a DC equal to your Trance check is required to determine that you are still alive. Spells that detect life still work normally on you. While in this state, you also benefit from the effects of a *delay poison* spell for as long as you remain in a trance. You must make a new trance check every hour to continue your trance.

Retries: You can make a Trance check once per minute.

- Shamanic Feats -

Shamans have a number of feats related to their various abilities. Some of the feats described here may also suit barbarians, druids, rangers, and other characters attuned to the wilderness and the world of the spirits. These feats are available to any characters who meet their prerequisites.

Spirit Feats

This is a new category of feats that shares some things in common. Spirit feats all require the ability to rebuke spirits (possessed by shamans and some prestige classes). Using a spirit feat uses up one of the character's rebuke attempts for that day. If you don't have any rebuke attempts left for that day, you can't use any spirit feats. Like rebuking spirits, using a spirit feat is a standard action (and a supernatural ability).

Animal Friend (General)

You can easily befriend wild animals and make them your companions.

Prerequisite: Handle Animal rank 5+.

Benefit: You have the spell-like ability to befriend animals at will like the *animal friendship* spell, subject to the normal limitations of the spell. (See the **PH** page 173 for details.)

Battle Cry (General)

You can startle and intimidate your foes with a fierce shout.

Benefit: Designate an opponent and make an Intimidation check as a miscellaneous standard action that does not draw an attack of opportunity. Your opponent must immediately make a Will save with a DC equal to the result of your Intimidation check. If the save fails, your

opponent is considered flat-footed against your next attack (losing any Dex bonus to AC and vulnerable to sneak attack). This does not affect other attacks directed at your opponent. If the save succeeds, there is no effect. Opponents gain +1 on their Will save each time Battle Cry is used against them in a single combat.

Craft Charm (Item Creation)

You can create charms, one use magic items that contain spells.

Prerequisite: Spellcaster level 3rd+.

Benefit: This feat works similar to Brew Potion, except that it creates a charm rather than a potion (see **Charms**, page 47, for more information).

Craft Fetish (Item Creation)

You can create fetishes, items that contain spells you or another spellcaster can use.

Prerequisite: Spellcaster level 1st+.

Benefit: This feat works like Scribe Scroll, except it creates a fetish rather than a scroll (see **Fetishes**, page 46, for more information).

Enchant Tattoo (Item Creation)

You can place magical tattoos on people (including yourself) giving various magical benefits.

Prerequisite: Craft (tattooing) rank 5+ and one other Item Creation Feat.

Benefit: You can create any mystic tattoo whose prerequisites you meet (see **Mystic Tattoos**, page 48).

Chapter Two: Skills and Feats



Creating a mystic tattoo takes 1 day for each 1,000 gp of its market price. To enchant a mystic tattoo, the caster must spend 1/25 of the tattoo's price in XP and use up raw materials costing half this price. You can also *remove* mystic tattoos from a willing subject. Doing so takes half the time and raw materials it would take to create the tattoo in the first place, and does not cost XP. Removal of a mystic tattoo is permanent and cannot be done on an unwilling subject.

Extra Familiar (General)

You have an additional familiar.

Prerequisite: Familiar/spirit familiar), spellcaster level 5th+.

Benefit: By taking this feat you gain an additional familiar of the type appropriate for your class (animal familiar or spirit familiar). This familiar may be the same type of creature as your first, or a different type. This feat can be taken multiple times for multiple familiars. Any familiar feats you have apply to *all* your familiars.

Larger Familiar (General)

Your familiar is unusually large and powerful.

Prerequisite: Familiar or spirit familiar, spellcaster level 5th+.

Benefit: Rather than being a small creature, your familiar is a medium-sized creature, either a medium-sized version of a small creature (such as a dire weasel) or a normally medium-sized creature (such as a wolf). The familiar has all of its normal abilities, except that it uses the abilities of the base creature or the abilities of a normal familiar,

whichever is better. Consult the table below for the special abilities of common medium-sized familiars. For shamans, this feat applies to spirit familiars as well as animal familiars. The shaman's spirit familiar is a medium-sized creature with the Spirit Template (page 63) applied to it. It has the normal abilities of a spirit familiar, described on page 10. Note sharks and porpoises are really only appropriate for aquatic characters, although spirit familiars of this type can move through air in ethereal form.

Table 2-4:

Medium-Sized Familiars

Familiar	Special
Bear, Black	Master gains a +2 bonus on Wilderness Lore checks
Boar	Master gains a +2 bonus on Fortitude saves
Cheetah	Master gains +10 ft. movement once per day for 2 rounds.
Crocodile	Master gains a +2 bonus on Hide checks
Dog	Master gains a +2 bonus on Sense Motive checks
Leopard	Master gains a +2 bonus on Hide checks
Lizard, Giant	Master gains a +2 bonus on Reflex saves
Porpoise	Master gains a +2 bonus on Swim checks
Shark	Master gains a +2 bonus on Swim checks
Snake, Constrictor	Master gains a +2 bonus on Climb checks
Wolf	Master gains a +2 bonus on Listen checks
Wolverine	Master gains a +2 bonus on Fortitude saves

Powerful Rebuke (Spirit)

You are more effective in rebuking or commanding.

Prerequisite: The ability to turn or rebuke spirits or undead as a 5th level character.

Benefit: You gain +4 on turning checks to turn or rebuke undead, spirits, or any other creatures you are able to turn or rebuke. This feat can only be taken once.

Sense Poison (General)

You can detect poison in food and drink, even in the air.

Prerequisite: Alertness, Wis 13+

Benefit: You can detect the presence of poison in food or drink, in the air, on weapons, or anything else you can

Chapter Two: Skills and Feats

smell or taste with a Spot check (DC 10). By making an Alchemy or Profession (Herbalist) check (DC 20), you can identify the exact type of poison.

Sense Spirits (General)

You can sense the presence of spirits.

Prerequisites: Ability to rebuke spirits or turn undead.

Benefit: By concentrating and using one of your rebuke/turn attempts for the day, you can sense the presence of spirit creatures as if you were using a *detect spirits* spell at your character level, but you cannot gain more than the first two rounds of effect. On the first round of concentration, you sense the presence or absence of spirits within range. On the second and later rounds of concentration, you sense the number of spirits present and the strength of the strongest spirit present.

Smite Spirit (Spirit)

You can strike a spirit with a powerful blow.

Prerequisites: Ability to rebuke spirits, Chr 13+

Benefit: By using one of your rebuke attempts for the day you can strike a spirit with a powerful blow. Add your Charisma bonus to your attack roll and your rebuke level to your damage for one melee attack against the spirit. So an 8th-level shaman with Charisma 15 would be +2 to hit and do +8 damage. Note that this feat does not give you the ability to strike incorporeal spirits without a magical weapon (or the use of a feat like Spirit Strike, below), nor does it overcome any weapon immunities the spirit may have.

Spirit Familiar (General)

Your familiar is a spirit creature rather than a magical beast.

Prerequisites: Familiar or animal companion, character level 4th+.

Benefit: Apply the Spirit Template (page 63) to your familiar or animal companion, giving it all of the abilities of a spirit. The creature adds the subtype (Incorporeal) to its normal type and becomes subject to spells and abilities that affect spirits, such as a shaman's rebuke ability and various spells described in Chapter Three.

Spirit Strike (Spirit)

You can channel energy to strike incorporeal beings normally.

Prerequisites: Ability to rebuke spirits.

Benefit: By using one of your rebuke attempts for the day, you can make melee attacks against incorporeal beings as if you were wielding a *ghost touch* weapon for a number of rounds equal to your Charisma bonus. Add your Charisma modifier to the attack roll rather than your normal Strength modifier. The incorporeal target

still gains its deflection bonus (from its Charisma) but is otherwise affected by your attack as if it were solid.

Spirit Ward (Spirit)

You can protect yourself and others from the powers of spirits.

Prerequisites: Ability to rebuke spirits, Spirit Strike, Charisma 13+.

Benefit: By using one of your rebuke attempts for the day, you give yourself and any allies within a 60-foot burst of you +2 sacred bonus on all saving throws against the attacks and powers of spirits for a number of rounds equal to your Charisma bonus.

Swift Rebuke (Special)

You can rebuke spirits with little more than a thought.

Prerequisites: Ability to rebuke spirits, Charisma 13+, Extra Turning.

Benefit: You can rebuke spirits as a free action, but with a -4 penalty to both the rebuke roll and the damage roll. You can still only make one rebuke attempt per round and this feat only applies to actually rebuking spirits, not using another spirit feat.

Totem (General)

You gain access to another domain of spells.

Prerequisites: Charisma 15+, shaman level 1st+.

Benefit: Choose an additional domain from the list of totem domains (page 8) and an appropriate totem associated with it. You automatically learn spells from that domain when you are high enough level to cast them, in addition to your normal spells known per level. Unlike the domains gained from increasing shaman levels, this domain does not require you to take an additional taboo. This feat may only be taken once.

Spirit Cohorts and Followers (Leadership)

Shamans with the Leadership feat (see DMG page 45) rarely attract mortal cohorts or followers (although some shamans do). More often, a shaman's cohort and followers consist of various spirit creatures loyal to the shaman. The shaman uses the normal Leadership table for determining the maximum level of a cohort and the maximum number of followers per level. Creatures with the Spirit Template count as two levels higher for determining their effective level as cohorts or followers, while other creatures use the same modifier to determine their effective level as if they were PCs (see **Monsters as Races**, DMG page 22).

Chapter Three: Shamanic Magic



- Chapter Three -

Shamanic Magic

Shamans rely heavily on their magical powers and their ability to call on aid from the Spirit World. Shamanic magic follows the normal rules for spellcasting outlined in the PH, except shamans do not have to prepare their spells as other divine spellcasters do. The shaman class description (page 5) describes the key differences between shamans and other divine spellcasters. Otherwise, assume the normal spellcasting and magic rules apply.

This chapter provides the shaman spell list along with descriptions of many new spells known and used by shamans (and sometimes other spellcasters). Spells marked with an "*" are described in this book; descriptions of the other spells can be found in the PH.

- Shaman Spell List -

0-Level Shaman Spells

Create Water. Creates 2 gallons/level of pure water.

Cure Minor Wounds. Cures 1 point of damage.

Dancing Lights. Figment torches or other lights.

Detect Magic. Detects spells and magic items within 60 ft.

Detect Poison. Detects poison in one creature or small object.

Ghost Sound. Figment sounds.

Guidance. +1 on one roll, save, or check.

Know Direction. You discern north.

Light. Object shines like a torch.

Mending. Makes minor repairs on an object.

Prestidigitation. Performs minor tricks.

Purify Food and Drink. Purifies 1 cu. ft./level of food or water.

Resistance. Subject gains +1 on all saving throws.

1st-level Shaman Spells

Animate Rope. Makes a rope move at your command.

Cause Fear. One creature flees for 1d4 rounds.

***Confront Curse Spirit.** Battle the embodiment of a curse.

Cure Light Wounds. Cures 1d8+1/level damage (max +5).

Detect Animals or Plants. Detects species of animals or plants.

Detect Snares and Pits. Reveals natural or primitive traps.

***Detect Curse/Taboo.** Detects curses and taboos.

***Detect Spirits.** Detects outsiders and incorporeal creatures.

Divine Favor. You gain attack, damage bonus, +1/three levels.

Endure Elements. Ignores 5 damage/round from one energy type.

Entangle. Plants entangle everyone in 40-ft.-radius circle.

Entropic Shield. Ranged attacks against you suffer 20% miss chance.

Goodberry. 2d4 berries each cure 1 hp (max 8 hp/24 hours).

Hypnotism. Fascinates 2d4 HD of creatures.

***Invisibility to Spirits.** Spirits can't perceive one creature/level.

***Lay to Rest.** Prevents corpse from becoming undead.

Magic Weapon. Weapon gains +1 bonus.

Obscuring Mist. Fog surrounds you.

Pass without Trace. One subject/level leaves no tracks.

***Protection from Spirits.** +2 AC and saves vs. spirit creatures.

***See Spirits.** Reveals spirit creatures.

***Spirit Dart.** 1d6+1 damage, +1 dart/2 levels above 1st (max +5).

Summon Monster I. Calls outsider to fight for you.

Unseen Servant. Creates invisible force that obeys your commands.

2nd-level Shaman Spells

Aid. +1 attack, +1 on saves against fear, 1d8 temporary hit points.

Animal Messenger. Sends a Tiny animal to a specific place.

Augury. Learns whether an action will be good or bad.

Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.

Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.

***Confront Disease Spirit.** Battle the embodiment of a disease.

Chapter Three: Shamanic Magic

***Confront Magical Spirit.** Battle the embodiment of a spell or magical effect.

Darkness. 20-ft. radius of supernatural darkness.

Darkvision. See 60 ft. in total darkness.

Delay Poison. Stops poison from harming subject for 1 hour/level.

Endurance. Gain 1d4+1 Con for 1 hr./level.

Gentle Repose. Preserves one corpse.

***Ghost Touch.** Subject can touch incorporeal creatures.

***Identify Spirit.** Determines type and subtype of one spirit.

Levitate. Subject moves up and down at your direction.

Locate Object. Senses direction toward object (specific or type).

Protection from Arrows. Subject immune to most ranged attacks.

Resist Elements. Ignores 12 damage/round from one energy type.

Rope Trick. Up to eight creatures hide in extradimensional space.

Silence. Negates sound in a 15-ft. radius.

Speak with Animals. You can communicate with natural animals.

***Spirit Claws.** 1d6 damage and attack ethereal targets.

***Spirit Spear.** 1d8+1 damage, +1 spear/2 levels above 1st (max +5).

Spiritual Weapon. Magical weapon attacks on its own.

Summon Monster II. Calls outsider to fight for you.

Whispering Wind. Sends a short message one mile/level.

3rd-level Shaman Spells

***Battle Rage.** Allows a subject to *rage* like a barbarian.

Bestow Curse. -6 on an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.

***Blight.** Renders a creature or area infertile.

Blindness/Deafness. Makes subject blind or deaf.

***Body of Eyes.** Allows the caster to see in all directions.

Call Lightning. Directs lightning bolts (1d10/level) during storms.

Contagion. Infects subject with chosen disease.

Continual Flame. Makes a permanent heatless torch.

Create Food and Water. Feeds three humans (or one horse)/level.

Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).

Daylight. 60-ft. radius of bright light.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

***Magic Circle against Spirits.** As *protection from spirits* but 10-ft. radius and 10 min./level.

***Materialize.** Forces incorporeal creatures to become solid.

***Nature's Bounty.** +1 bonus on Wilderness Lore checks/2 levels.

Phantom Steed. Magical horse appears for 1 hour/level.

Plant Growth. Grows vegetation, improves crops.

Prayer. Allies gain +1 on most rolls, and enemies suffer -1.

Protection from Elements. Absorb 12 damage/level from one kind of energy.

Remove Blindness/Deafness. Cures normal or magical conditions.

Snare. Creates a magical booby trap.

Speak with Dead. Corpse answers one question/two levels.

Speak with Plants. You talk to normal plants and plant creatures.

Summon Monster III. Calls outsider to fight for you.

Water Breathing. Subjects can breathe underwater.

4th-level Shaman Spells

Control Plants. Talk to and control plants & fungi.

Control Water. Raises, lowers, or parts bodies of water.

Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).

Death Ward. Grant immunity to death spells and effects.

Dimensional Anchor. Bars extradimensional movement.

Dismissal. Forces a creature to return to its native plane.

Divination. Provides useful advice for specific proposed actions.

Spirit Domain

Granted Powers: Knowledge (Spirit World) is a class skill for you. You can cast *detect spirits* once per day per level.

Spirit Domain Spells

- 1 ***Protection from Spirits.** +2 AC and saves vs. spirit creatures.
- 2 ***Identify Spirit.** Determines type and subtype of one spirit.
- 3 ***Magic Circle against Spirits.** As *protection from spirits* but 10-ft. radius and 10 min./level.
- 4 ***Ethereal Projection.** Your spirit enters the Ethereal Plane.
- 5 ***Lesser Astral Projection.** You project onto the Astral Plane.
- 6 ***Slay Spirit.** Kills a spirit instantly.
- 7 **Vision.** As *legend lore*, but quicker and strenuous.
- 8 **Trap the Soul.** Imprisons subject within gem.
- 9 ***Shadow Projection.** Projects you and companions into the Plane of Shadow.

Chapter Three: Shamanic Magic

Freedom of Movement. Subject moves normally despite impediments.

***Ethereal Projection.** Your spirit enters the Ethereal Plane.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Lesser Geas. Command subject of 7 HD or less.

Lesser Planar Ally. Exchange services with an 8 HD outsider.

Neutralize Poison. Detoxifies venom in or on subject.

***Polymorphic Projection.** Your spirit leaves your body in a new form.

Reincarnate. Brings dead subject back in a new body.

Repel Vermin. Insects stay 10 ft. away.

Scrying. Spies on subject from a distance.

Sending. Delivers short message anywhere, instantly.

***Spirit Wall.** Creates a wall spirits can't pass.

Summon Monster IV. Call outsider to fight for you.

Tongues. Speak any language.

5th-level Shaman Spells

Atonement. Removes burden of misdeed from subject.

Awaken. Animal or tree gains human intellect.

Commune with Nature. Learn about terrain for one mile/level.

Contact Other Plane. Ask question of extraplanar entity.

Control Winds. Change wind direction and speed.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

***Death Curse.** Kills subject after a set amount of time.

Dream. Sends message to anyone sleeping.

Ethereal Jaunt. You become ethereal for 1 round/level.

***Greater Ethereal Projection.** As *ethereal projection* but indefinite duration.

***Journey of Healing.** Cures all damage, diseases, and mental conditions.

***Journey of Soul Retrieval.** Raise dead after overcoming a challenge.

***Lesser Astral Projection.** You project onto the Astral Plane.

Magic Jar. Enables possession of another creature.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.

Summon Monster V. Call outsider to fight for you.

True Seeing. See all things as they really are.

6th-level Shaman Spells

Animate Objects. Objects attack your foes.

Banishment. Banishes 2 HD/level extraplanar creatures.

***Curse Turning.** As *spell turning*, but only vs. curses.

Etherealness. Travel to the Ethereal Plane with companions.

Eyebite. *Charm, fear, sicken, or sleep* one subject.

Find the Path. Shows most direct way to a location.

Forbiddance. Denies are to creatures of another alignment.

***Ethereal Banishment.** Subject is trapped on the Ethereal Plane.

Geas. As *lesser geas* plus affects any creature.

Healing Circle. Cures 1d8 +1/level damage in all directions.

Legend Lore. Learn tales about a person, place, or thing.

***Mass Ethereal Projection.** As *ethereal projection*, but multiple subjects.

Planar Ally. As *lesser planar ally*, but up to 16 HD.

Plane Shift. Up to eight subjects travel to another plane.

***Slay Spirit.** Kills a spirit instantly.

Summon Monster VI. Call outsider to fight for you.

Tenser's Transformation. You gain combat bonuses.

7th-level Shaman Spells

Control Weather. Changes weather in local area.

Greater Scrying. As *scrying*, but faster and longer.

Insanity. Subject suffers continuous *confusion*.

Repulsion. Creatures can't approach you.

Sequester. Subject is invisible to sight and scrying.

Shadow Walk. Step into shadow to travel rapidly.

Summon Monster VII. Calls outsider to fight for you.

Vision. As *legend lore*, but quicker and strenuous.

8th-level Shaman Spells

Command Plants. Plants animate and vegetation entangles.

Earthquake. Intense tremor shakes 5-ft./level radius.

Finger of Death. Kills one subject.

Greater Planar Ally. As *lesser planar ally*, but up to 24 HD.

***Journey of Mass Healing.** As *journey of healing*, but several subjects.

Summon Monster VIII. Call outsider to fight for you.

Trap the Soul. Imprisons subject within gem.

Whirlwind. Cyclone inflicts damage and can pick up creatures.

Word of Recall. Teleports you back to designated place.

9th-level Shaman Spells

Astral Projection. Projects you and companions into Astral Plane.

Elemental Swarm. Summons 2d4 Large, 1d4 Huge elementals.

Gate. Connects two planes for travel or summoning.

***Shadow Projection.** Projects you and companions into the Plane of Shadow.

Soul Bind. Traps newly dead soul to prevent *resurrection*.

Summon Monster IX. Call outsider to fight for you.

Weird. As *phantasmal killer*, but affects all within 30 ft.

Chapter Three: Shamanic Magic

- Shamanic Spells -

This section presents new spells, and notes on existing spells as they related specifically to shamans. Many of the new spells here are usable by classes other than shamans; this is noted as usual in the spell's description.

Atonement

In addition to its other effects, this spell can restore the magical abilities of a shaman who has lost them by breaking too many taboos (see page 9). Treat this like restoring the spell powers of a cleric or druid (including the XP cost).

Battle Rage

Enchantment

Level: Sha 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Battle rage incites a blood frenzy in a target almost identical to a barbarian's *rage* ability. The subject of the spell (who may be the caster) gains all the benefits and drawbacks of barbarian rage as described in the **PHB**, except the subject cannot voluntarily end the *battle rage* before the spell has run its course. This may mean trouble if the combat ends before the *battle rage* does, requiring the subject to make Will saves (without the +2 morale bonus) against DC 14 to avoid attacking allies or neutral parties. When the spell ends, the subject is fatigued: -2 to Strength and Dexterity and can't run or charge for the remainder of the encounter.

A barbarian can benefit from *battle rage* normally, but its effects do not stack with their *rage* class ability. A barbarian can end the effects of *battle rage* at will just like their normal *rage* ability.

Material Component: A special infusion of wine, blood, and rare herbs that the subject must drink, costing 50 gp per dose.

Blight

Transmutation

Level: Clr 3, Sha 3

Components: V, S

Casting Time: 1 action

Range: Area or creature touched

Area: See text

Duration: Instantaneous

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell curses a target or area with infertility. If used on a creature, that creature becomes unable to sire or bear offspring. A successful Fortitude saving throw negates the spell. Otherwise the affects can only be reversed by a *remove curse*, *heal*, *limited wish*, *miracle*, or *wish* spell.

If the spell is used on an area of land, it affects all plant life within a half-mile radius automatically. The affected plants will not bear fruit or seeds (resulting in a terrible blight), and any new plants brought into the area will be only a third as productive as normal for at least a full growing season. A *plant growth* spell reverses the effects of a *blight* (but does not have its normal effects on the area). Casters use *blight* (or simply the threat of it) as a curse against their enemies.

Body of Eyes

Divination

Level: Sha 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

Body of eyes covers the caster's skin and clothing with eye-shaped spots that allow vision in a 360-degree radius around the caster. The caster gains a +10 circumstance bonus to Search and Spot checks. He retains his Dex bonus to AC even while flat-footed and cannot be flanked. However, the caster cannot avert or close his eyes to avoid gaze attacks.

Material Component: The preserved head or eye of a chameleon, spider, or insect.

Confront Curse Spirit

Abjuration

Level: Sha 1

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature or item touched

Duration: Variable (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Similar to *remove curse*, this spell allows the caster to grapple with the spiritual manifestation of a curse on the spirit plane. After casting the spell and touching the target, the caster

Chapter Three: Shamanic Magic

falls into a deep trance. The caster finds himself on a field of combat confronted by the spiritual essence of the curse, which takes the form of a creature with a challenge rating equal to the curse's caster level, minus 2 (minimum of 1/2). The caster and the creature fight in normal combat. If the caster wins, the curse is lifted. If the creature wins, the spell ends and the caster awakens unharmed. He cannot attempt to confront the same curse until he has gained a new caster level.

Confront Disease Spirit

Abjuration (Healing)

Level: Sha 2

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: Creature or item touched

Duration: Variable (see text)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This is similar to *confront curse*, except the caster battles the spiritual manifestation of a disease or illness. The disease spirit takes the form of a creature with a challenge rating of 1 (or higher, for some particularly virulent or magical diseases, at the GM's discretion).

Confront Magical Spirit

Abjuration

Level: Sha 2

Components: V, S

Casting Time: 10 minutes

Range: Medium (100 ft. +10 ft./level)

Target: One spellcaster, creature, or object.

Duration: Variable (see text)

Saving Throw: None

Spell Resistance: No

This spell is similar to *confront curse* and *dispel magic*. The caster engages in spiritual combat with the essence of a spell or magic item. The spirit of the magic takes the form of a creature of the GM's choice with a challenge rating equal to the spell or item's caster level -2 (minimum of 1). If the caster overcomes the creature in combat, then the spell or item is affected as if a successful *dispel magic* spell were cast upon it. If the caster loses, he awakens unharmed, but cannot attempt to confront that target until he has gained a new caster level. Unlike *dispel magic*, this spell cannot be used for an area dispel, or as a counterspell. It cannot be cast quickly enough.

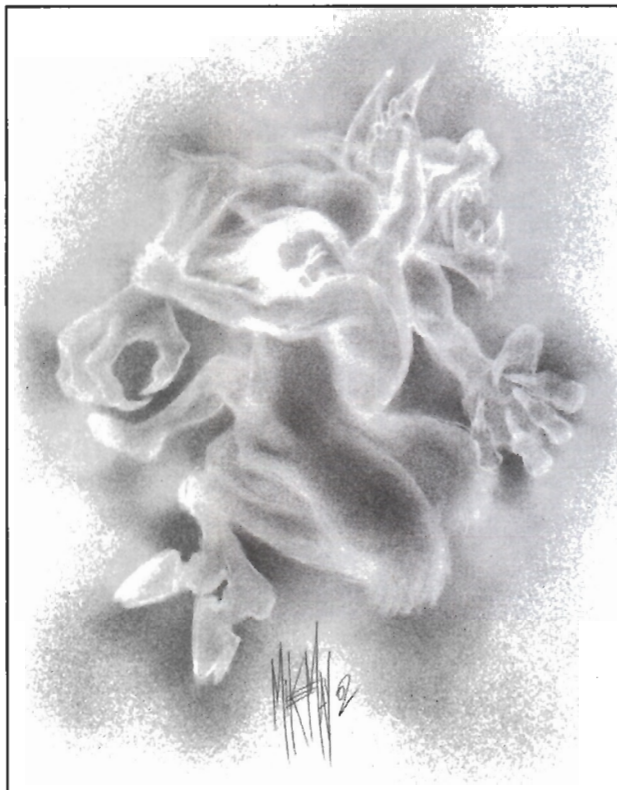
Curse Turning

Abjuration

Level: Sha 6

Components: V, S, F

Casting Time: 1 action



Range: Personal

Target: You

Duration: Until expended or 10 minutes/level

Like *spell turning* except this spell only affects enchantments, transmutations, and curses directly targeted on you, and it *does* affect touch spells of these categories.

Focus: A small glass mirror or reflective crystal.

Detect Curse/Taboo

Divination

Level: Sha 1

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can sense whether or not a person, place, or object has any taboos or curses placed upon it and, given time, learn more about them. The spell detects all enchantments, transmutations, and curses, as well as taboos (see page 9). The amount of information depends on how long you study a particular subject:

1st round: Presence or absence of taboos or curses (or both).

2nd round: Number of taboos or curses in the area and the strength of the strongest one.

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3rd round: The strength and location of each taboo or curse. If items or creatures bearing the taboos or curses are in line of sight, you can make a Spellcraft skill check to determine the nature of the taboo or curse. (Make one check per item; DC 15 + spell level or 15 + half caster level for taboos and other non-spell effects.) If the check is successful, you know the general effect of the taboo or curse and what can dispel it (if anything).

Magical areas and strong magical emanations may confuse or conceal weaker auras. Determine aura strength like *detect magic*. The caster level of a taboo is based on the level when the character acquired it.

Death Curse

Necromancy [Death, Language-Dependent]

Level: Sha 5, Clr 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Variable (see text) (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes

You can place a terrible curse on any one living creature within range by simply pointing at them and pronouncing their impending doom. The spell only affects creatures able to hear and understand your pronouncement (i.e., intelligent and capable of understanding the language you are speaking). The subject is entitled to a Fortitude saving throw.

After a time you specify — anywhere from one hour to as long as you wish — the subject suffers the effects of the spell. The time interval cannot be changed once the spell is cast. If the Fortitude save is failed, the subject dies after the allotted time. Even if the Fortitude save succeeds, the subject suffers 3d6 points of damage, +1 point per caster level, so it is possible the subject may still die even if the saving throw succeeds. It's recommended that the Game Master make the saving throw in secret, so the player of an affected character does not know whether or not the character will die.

A *death curse* cannot be dispelled, but there are several ways to escape before it runs its course. First, the caster can dismiss the curse at will before it takes effect, and some casters use a *death curse* to blackmail others into doing their bidding. Second, a *remove curse* spell can end the *death curse* before it takes effect, provided the caster of the *remove curse* is at least two levels higher than the caster of the *death curse*. *Confront curse spirit* can also remove the spell (see page 38). A *limited wish*, *wish*, or *miracle* can remove the effects of the *death curse*. Finally, the death of the caster before the *death curse* takes effect ends the spell. Many cultures consider slaying someone who has placed a *death curse* on you an act of self-defense.

Detect Spirits

Divination

Level: Sha 1
Components: V, S, M
Casting Time: 1 action
Range: 60 ft.
Area: 1/4 circle emanating from you to the maximum range
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

The same as *detect undead*, except it detects only elementals, outsiders, and creatures of the incorporeal subtype (including incorporeal undead).

Ethereal Banishment

Transmutation

Level: Sha 6, Clr 6
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

By touching the target creature and uttering a curse, the caster forces the creature onto the Ethereal Plane and prevents it from returning to the Material World. The subject of the spell becomes invisible, inaudible, and intangible to those in the Material World, able to see and hear all that goes

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on, but unable to touch or communicate with material beings without magical aid. Only a *confront curse spirit*, *remove curse*, *limited wish*, *wish*, or *miracle* will end the effects of the spell and return the subject to the Material World.

Ethereal Projection

Necromancy

Level: Sha 4, Clr 4, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes

This spell is similar to *ethereal jaunt* except rather than transporting your body into the Ethereal Plane, you send only your spirit, leaving your body behind in a deep, deathlike trance. Your spirit has all of your normal abilities and ethereal duplicates of everything you wear and carry (except for living creatures like a familiar). Your body suffers all of the damage your spirit receives and vice versa, making you vulnerable to harm from both the Ethereal and Material Planes. If either your body or your spirit is killed, you die.

Ghost Touch

Transmutation

Level: Sha 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Ghost touch gives the creature or item touched the ability to affect incorporeal creatures as if they were solid. So a character affected by *ghost touch* can grapple or strike, a creature can use natural attacks, a weapon can strike, and armor can protect against incorporeal attacks. This spell affects a living being or one of its possessions, not both.

Greater Ethereal Projection

Necromancy

Level: Sha 5, Clr 5, Sor/Wiz 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: Permanent (D)

Like *ethereal projection*, except you can wander the Ethereal Plane for as long as you like. Your body remains in a state of

suspended animation until you choose to end the spell and return to it. You are still vulnerable to damage to your body as well as your spirit, and if either one is killed, you die.

Identify Spirit

Divination

Level: Sha 2

Components: V, S, F

Casting Time: 1 action

Range: 60 ft.

Target: One spirit

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The shaman casts the spell and indicates a single spirit he can sense within range. This may be a creature the shaman can see, hear, or sense using a spell like *detect spirits*. The spell identifies the spirit's type (and subtypes, if any). If the creature is not a spirit, the spell tells the shaman that as well. The creature gets a saving throw against the spell, if it succeeds, or the spell fails to overcome the creature's spell resistance, the shaman learns nothing.

Invisibility to Spirits

Abjuration

Level: Sha 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One touched creature/level

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Similar to *invisibility to undead*, this spell affects spirits instead.

Journey of Healing

Conjuration (Healing)

Level: Sha 5

Components: V, S, F

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

This shamanic ritual works exactly like the *heal* spell except it requires the shaman to perform ritual movements and use instruments to draw the target's damaged spirit back together, and it has no effect (beneficial or harmful) when performed on an undead creature.

Focus: Medicine bundle or musical instrument.

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Journey of Mass Healing

Conjuration (Healing)

Level: Sha 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: All living allies, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

As *journey of healing*, except as noted above.

Journey of Soul Retrieval

Conjuration (Healing)

Level: Sha 5

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: Yes (harmless)

This shamanic ritual is similar to the *raise dead* spells, except it is more complex and more dangerous. The shaman performs the ritual over the body of the dead creature, then sinks into a deep trance. The shaman's spirit travels out from the Material World and into the realms of the dead to retrieve the creature's spirit and



return it to life. The subject's soul must be free and willing to return, as per *raise dead*. If the subject does not wish to be restored, the spell automatically fails.

Otherwise, the shaman must overcome a challenge in the Spirit World in order to restore the subject to life. Generally, this challenge has a CR equal to the level or hit dice of the subject, although the GM may modify the challenge as necessary. The challenge may be overcoming a spirit of the CR, figuring out a puzzle or trap, or something else developed by the GM. If the shaman overcomes the challenge, the subject's spirit is free to return to life, as if a *raise dead* spell were successfully cast on it.

Material Components: Rare herbs and incense worth at least 500 gp and a drum or other musical instrument (focus)

Lay to Rest

Necromancy

Level: Sha 1, Clr 1

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: 1 corpse/caster level

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Cast on any corpse, this spell prevents it (or the spirit or soul associated with it) from ever being raised as any kind of undead, the same as if the corpse had been buried in *hallowed* ground. *Lay to rest* does not interfere with later restoring the creature to life in any way, such as *raise dead*.

Lesser Astral Projection

Necromancy

Level: Sha 5, Clr 5, Sor/Wiz 7

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Target: You

Duration: See text

Saving Throw: None

Spell Resistance: Yes

This spell is similar to *astral projection*, except only the caster can travel to the Astral Plane using the spell.

Material Component: Gems or crystals worth at least 300 gp.

Magic Circle against Spirits

Abjuration

Level: Sha 3

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

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As *protection from spirits* except that it encompasses a larger area and its duration is longer. It can also be used as a magical prison for a spirit like *magic circle against evil*. This spell is not cumulative with *protection from spirits* or vice versa or any of the other *protection* or *magic circle* spells.

Mass Ethereal Projection

Necromancy

Level: Sha 6, Clr 6, Sor/Wiz 8

Range: Touch (see text)

Targets: You and one other touched creature/three levels

Duration: 1 minute/level (D)

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes

This spell is like *ethereal projection*, except you, and other creatures joined by linked hands, project into the Ethereal Plane. You can bring one additional creature with you per three caster levels. Once ethereal, creatures no longer need to stay together to maintain the spell's effects. When the spell expires, all affected creatures return to their material bodies.

Materialize

Transmutation [Force]

Level: Sha 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A pale blue ray springs from your hand when this spell is cast. You must make a ranged touch attack to hit the target. The ray reaches into the Ethereal Plane and can affect ethereal targets, but if you cannot see the target, you suffer a 50% miss chance and must guess at the target's location.

Any incorporeal creature struck by the ray is covered by a faint blue aura and forced into material form, even if it is normally incapable of materializing. The creature must remain in material form for the duration of the spell, after which it can become incorporeal again (and does so automatically if incorporeal is its natural state). The *materialize* spell does not inhibit any of the creature's other abilities, unless they rely on becoming incorporeal.

A *dimensional anchor* spell can be cast on the subject of a *materialize* spell, and the *dimensional anchor* will prevent creatures from becoming ethereal for a longer amount of time, although it has no effect

on creatures that become incorporeal through other means. Incorporeal creatures can also cast this spell on themselves as a way to materialize (assuming they do not have the innate ability to do so). So a character using *ethereal projection*, for example, could cast *materialize* in order to become solid again and affect the Material Plane.

Nature's Bounty

Transmutation

Level: Drd 3, Rgr 2, Sha 3

Components: V, S, DF

Casting Time: 1 minute

Range: One creature touched/2 levels

Targets: Creatures touched

Duration: One day

Saving Throw: Will negates (Harmless)

Spell Resistance: Yes

You call upon the blessings of nature for a group of people (possibly including yourself), asking the natural world and its creatures to help provide for their needs and the needs of others by performing a short ritual. Those affected by this spell gain a +1 sacred bonus per caster level (maximum of +10) on Wilderness Lore checks to gather food and water for themselves and others and to survive in the wilderness.

Shamans and druids commonly cast this spell on hunting parties before they go out, to help ensure that the hunt will be plentiful.

Polymorphic Projection

Transmutation

Level: Sha 4

Components: V

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

The spell works much like *polymorph self*, except rather than changing your own body, you send forth your spirit, which materializes in the desired form next to your body, leaving your body in a state of suspended animation. Your spirit suffers any damage that your body does and vice versa while the spell lasts, and the death of either your body or your materialized spirit is fatal to you.

This spell is compatible with *ethereal projection* and *greater ethereal projection*, and allows your ethereal spirit to materialize in whatever form you wish. Shamans often use *polymorphic projection* to send their spirits out in the form of various animals or beasts while their bodies appear to sleep. They also use it to fight shapeshifting duels against each other.

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Protection From Spirits

Abjuration

Level: Sha 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No (see text)

This spell works like *protection from evil*, except it only affects creatures classed as spirits and affects them regardless of alignment. Instead of hedging out summoned and conjured creatures, the spell only prevents bodily contact with spirits (even incorporeal ones).

See Spirits

Divination

Level: Clr 1, Sha 1
Component: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: Cone
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

You see astral or ethereal objects and beings as if they were normally visible. The spell does not reveal illusions or allow you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, invisible, or otherwise hard to see.

Shadow Projection

Necromancy

Level: Clr 9, Sha 9, Sor/Wiz 9
Components: V, S, M
Casting Time: 30 minutes
Range: Touch
Targets: You plus one additional creature touched per two levels
Duration: See text
Saving Throw: None
Spell Resistance: Yes

This spell is exactly like *astral projection*, except it sends a spirit form made of shadows to the Plane of Shadow rather than the Astral Plane. Since the Plane of Shadow touches upon the Underworld (see page 60), travelers there can travel into the Underworld, forming new material bodies for themselves. All the effects are like those of *astral projection*.

Material Component: A black opal worth at least 1,000 gp, plus a silver bar worth at least 5 gp per person to be affected.

Slay Spirit

Necromancy [Death]

Level: Sha 6
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Simply by pointing at a spirit and speaking a word of power you cause that spirit to be torn asunder. This affects even spirits in ethereal form with no chance of spell failure. The spirit gets a Fortitude saving throw against the spell. Even if it succeeds, it suffers 10d6 points of damage and may be slain. If it fails the saving throw, it is automatically destroyed. Spirits slain by this spell can only be restored to life by *true resurrection*, *wish*, or *miracle*.

Spirit Claws

Evocation [Force]

Level: Sha 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Yes (Harmless)
Spell Resistance: No

A shaman does not always have to rely on physical weapons to strike at her foes in the material world. Armed with *spirit claws*, the shaman's body itself becomes a weapon.

When this spell is cast, faintly translucent fields of magical force surround the subject's hands, turning them into powerful elongated claws. While so transformed, the subject is considered armed (unarmed attacks do not provoke attacks of opportunity from armed opponents). The subject's unarmed attacks do an additional 1d6 damage. Furthermore, since the *spirit claws* are a force effect, they can affect ethereal beings as if they were solid.

While using *spirit claws* the subject cannot cast spells requiring somatic, material, focus, or divine focus components or hold anything in his hands. Any magic rings the subject wears (including protective ones) are rendered temporarily inactive, but return to normal when the spell ends.

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Spirit Dart

Evocation [Force]

Level: Sha 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: One dart, plus one per two levels above 1st

Duration: 30 minutes or until discharged

Saving Throw: Will half

Spell Resistance: Yes

The shaman creates a dart of mystic energy in his hand that he can throw at any target within range. The dart strikes unerringly and does 1d6+1 damage (half on a successful Will save), and an additional 1d6 damage if the target is a spirit. Since it is a force effect, the dart can hit ethereal creatures like spirits, but it has no effect on inanimate objects.

For every two class levels beyond 1st, the shaman can throw an additional spirit dart, one per attack action, until his allotment of darts is exhausted. Throwing a *spirit dart* does *not* provoke an attack of opportunity once the spell is cast. A caster "holding" remaining *spirit darts* is considered to be holding a discharge spell, therefore casting another spell immediately dissipates any remaining *spirit darts*.

Spirit Spear

Evocation [Force]

Level: Sha 2

Targets: One spear, plus one per two levels above 3rd

Duration: 30 minutes or until discharged

This spell is exactly like *spirit dart*, except as noted above. A *spirit spear* does 1d8+1 damage (save for half damage), an additional 1d8 damage vs. spirits, and the caster gains an additional spear for every two levels above 3rd.

Spirit Wall

Evocation [Force]

Level: Sha 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level.

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A *spirit wall* is an invisible wall of force that exists solely on the Ethereal Plane (where it is visible as a faint,



translucent surface). The *spirit wall* is immovable once cast, and immune to all forms of damage and unaffected by most spells (including *dispel magic*). A *disintegrate* or *Mordenkainen's disjunction* spell immediately destroys it, as does the touch of a *rod of cancellation*.

The *spirit wall* only blocks the passage of ethereal beings, so smart casters usually form it into a sealed hemisphere or sphere to keep spirits from simply moving around it, through material objects. Ethereal beings cannot damage the *spirit wall*, except by the means described above.

A *spirit wall* can be formed anywhere the caster can see, and springs into being regardless of physical barriers or interruptions. However, if an ethereal object or creature would break its surface, the *wall* will not form and the spell fails.

Focus: A clear gem or crystal.

Summon Monster I-IX

Shamans (and other characters, at the GM's discretion) can use these spells to summon spirits as well as the outsiders given for the spell. A *summon monster* spell can summon a spirit version of any creature with a CR equal to the spell's level -2, so summoning a spirit wolf, for example, would require *summon monster III* (since a wolf is a CR 1 creature). Spirit creatures have the *manifestation* and *materialization* special abilities, but none of the other special attacks from the Spirit Template (see page 63).

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- Shamanic Magic Items -

Shamans use Item Creation feats to craft various magic items for their own use as well as for their community. Many of the magical weapons and items used by barbarians (both human and otherwise) come from their tribe's shaman. Barbarians tend to consider items created by a shaman more trustworthy than those created by the rather suspect abilities of sorcerers or wizards.

Generally speaking, magic items created by shamans tend to be simple in their construction, made with natural materials available in the wilderness such as herbs, wood, bone, leather, stones, crystals, and so forth. Occasionally shamans make or enchant metal items, usually jewelry and weapons, but such things tend to be rare among them. The Game Master may want to take this into account when assigning magical items to shamans and NPCs associated with them.

The following section describes a number of magic items commonly made and used by shamans, along with a few other items related to spirits and the Spirit World.

Fetishes

A fetish is a small item that contains a shaman spell. A shaman can release the spell from the fetish, as if he were casting it himself. A fetish can only be used once.

Physical Description: Fetishes vary greatly in form, depending on the shaman who made them. Some common fetishes include: beaded necklaces or bracelets, collections of feathers, bones, or carved sticks, often tied with a leather thong, animal skulls, bones or other parts, small bags filled with herbs, crystals or stones (often painted or carved), and so forth. A fetish's form may be related to the material component(s) of the spell it stores. For example, a fetish for a *summon monster* spell might be a small bag or a candle.

Fetishes register as magical to *detect magic* spells and effects, but may otherwise be overlooked by those not familiar with them. The GM may require a Spellcraft check (DC 20 or more) for a non-shaman to recognize that a fetish is a useful magical item. Most fetishes have AC 8, a hardness from 0 (hide, cloth, etc.) to 8 (for stones), from 1 to 5 hit points and a break DC from 8 to 15.

Fetishes can be stored however their owner wishes, usually in a pouch or bag. Some fetishes are worn as jewelry or adornment (dangling from a necklace or pinned to clothing). This does not affect the number of other magic items the character can wear, since a fetish must be held in the hand in order to activate it.

Activation: To activate a fetish, the character must first know what spell is stored in it. This requires a Spellcraft check (DC 15 + spell level) or the use of *analyze dweomer*. Once the character knows what spell is stored in the fetish, he can attempt to cast it.

Casting the spell: Like using a scroll, the caster must meet certain requirements to use a fetish:

- The caster must be able to cast divine spells. Thus bards, sorcerers, and wizards cannot activate fetishes.

- The caster must have the spell on his or her class spell list.
- The caster must have the requisite ability score to cast the spell (for example Charisma 15 for casting a 5th-level shaman spell).

If the character meets these requirements, is a shaman, and her caster level is at least equal to the spell's caster level, she can activate the fetish without a check.

If she meets the requirements and is not a shaman, or her caster level is not at least equal to the spell's caster level, she has to make a caster level check (DC = fetish's caster level + 1) to activate the fetish successfully. Non-shamans have only half their normal caster level for activating a fetish, because of the differences between divine magic granted by the Spirit World and that used by other classes. If the character fails, she must make a Charisma check (DC 5) to avoid a mishap exactly like a scroll mishap. A natural roll of 1 always fails.

Fetishes are activated by spell completion, so using one is a standard action that provokes an attack of opportunity.

Effect: A spell successfully activated from a fetish works exactly like a spell cast in the normal way. The fetish's caster level is always at least the minimum level required to learn and cast the spell stored in it.

When successfully activated, a fetish is annihilated by the released magical energies, much like a normal material spell component.

Caster Level: The minimum level required to cast the spell; **Prerequisites:** Craft Fetish (page 31) and the spell to be stored; **Market Price:** Spell level x caster level x 25 gp; **Weight:** —

Charged Fetishes

More experienced shamans can create fetishes that are not used up in one casting. These charged fetishes can not only cast a spell multiple times, they can cast it more easily as well.

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Physical Description: A charged fetish appears the same as an ordinary fetish but it has charges, much like a wand. In fact, wands can be seen as a specific form of charged fetish. Like normal fetishes, a charged fetish must be held in the hand in order to activate it.

Activation: Charged fetishes use the spell trigger activation method, so activating the fetish is a standard action that does not provoke an attack of opportunity. (If the spell being cast has a casting time of longer than 1 action, it takes that long to activate the fetish.) The user must have the spell the fetish stores on his spell list, although he doesn't have to know it or even be high enough level to cast it. A charged fetish has 50 charges when created and each use drains one charge from the fetish. A fetish that runs out of charges is no longer magical.

Caster Level: The minimum level required to cast the spell; *Prerequisites:* Craft Fetish (page 31), Craft Wand, and the spell to be stored; *Market Price:* Spell level x caster level x 750 gp; *Weight:* —

Charms

Charms are single-use magic items that anyone can use, similar to potions. (In fact, potions are basically charms one uses by drinking them.) Charms duplicate the effects of spells that affect the user only, similar to potions. They're also used up in the same way; a charm is only good for one use, then its magic is gone.

Physical Description: Charms come in a variety of forms, including pieces of paper or bark inscribed with mystic symbols or runes, small stones, pieces of jewelry, feathers, rabbit's feet, incense, potions, oils, and so forth. Charms are usually small enough to hold in a pouch or the palm of the hand.

Activation: Each charm has a specific means of activating it. A candle charm must be lit, for example, while a potion must be imbibed, paper charms torn or burned, oil rubbed or poured over the skin, stones cast to the ground, or dust cast into the air, and so forth. Activating a charm is a standard action that provokes an attack of opportunity, just like casting a spell. A user who is successfully attacked must make Concentration check (exactly like casting a spell) in order to successfully activate the charm. Failure of the check spoils the charm; it becomes useless.

A successfully activated charm automatically casts its stored spell on the user at its caster level, having the normal effects given in the spell description (including duration). All decisions about the spell that are normally made when it is cast are made when the charm is created. The character using the charm doesn't get any say in the matter.

An activated charm is used up and no longer magical.



Caster Level: The minimum level required to cast the spell; *Prerequisites:* Craft Charm (page 31) and the spell to be stored; *Market Price:* Spell level x caster level x 50 gp; *Weight:* —

Mystic Tattoos

Tattooing and scarification are fairly common practices among barbarian tribes and the shamans who live among them. Over the years, shamans have turned tattooing into a mystic art form, with the patterns and designs of a tattoo containing magical power, much like the writing on a scroll or the runes etched on a mystic blade, except this power is contained within the body of the tattoo's wearer.

Shamans with the Enchant Tattoo feat (page 31) can draw tattoos on subjects that serve as a kind of built-in magic item. There are certainly benefits to such an arrangement; magic items can be taken from a character, while tattoos can't. However, there are also some drawbacks.

Mystic Tattoos and Magic Items

The key drawback of a mystic tattoo is that it places a magical "charge" in the part of the body the tattoo covers. A mystic tattoo must cover one of the following parts of the body: an arm, a leg, the head, the chest, or the back. A character cannot tattoo his own head or back, but any other part of the body is possible.

A part of the body covered with a mystic tattoo cannot also wear a functioning magical item. Thus, someone

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with a mystic tattoo covering his right arm cannot wear a magical ring on his right hand and have it function, or a bracer or bracelet on his right arm. Magical items that are meant to be worn in pairs (like bracers or boots) do not function if only one is worn.

The only exception to this limitation is magical armor, which can be worn and used normally. Magic items that are not worn, such as potions, scroll, wands, magic weapons, and so forth, also function normally, even if the character has a tattoo on the arm holding the item. See **Limit On Magic Items Worn** on page 176 of the DMG for more information.

Types of Mystic Tattoos

Mystic tattoos can replicate the effects of potions and wondrous items.

Mystic Mark

The first type is a temporary mystic tattoo, also known as a *mystic mark* or *mystic scar*. It recreates the effect of a single spell that affects the wearer of the mark at a caster level chosen when the mark is drawn on the wearer. Activating the mark is a standard action that does not provoke an attack of opportunity. Until the mark is activated, the wearer is restricted from using magic items worn on the part of the body covered by it (see above). Once it is activated, a mystic mark fades from the skin and disappears, and the wearer is free to wear magic items on that part of the body again.

To create a *mystic mark* the caster must have the Enchant Tattoo and Brew Potion feats. The mark's market value is (spell level x caster level x 100 gp). The caster must spend half this amount for the special inks needed to draw the tattoo and spend 1/25 of this amount in XP to enchant and activate the tattoo. It takes 1 day of work for every 1,000 gp of market value to draw the tattoo (for which the subject must be present, naturally).

Example: Kurn the barbarian comes to Skarn Ravenscry, a shaman, and requests a mystic mark to aid him in an upcoming battle. Skarn names his price and Kurn agrees. The shaman will place a mark for a *bull's strength* spell upon Kurn. The spell is 2nd level and Skarn is a 10th level shaman, but he decides to cast the spell at caster level 3 (the minimum required), since it's unlikely Kurn will need a duration of more than three hours. This makes the market value of the mark (2 x 3 x 100 gp) or 600 gp. It costs 300 gp in materials, and only a few hours for Skarn to brew up some powerful herbs and cut marks into Kurn's flesh to rub them in. Skarn then spends 24 XP to finish the mark. Now, whenever he wishes, Kurn can activate the scar and gain the benefits of *bull's strength* for three hours. Once it is activated, the scar fades and is no more.

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Permanent Tattoo

A permanent mystic tattoo is a more involved matter. A permanent tattoo can grant any of the effects of a permanent magic item. This includes the effects listed on **Table 8-40** in the **DMG**. Spell effects placed in mystic tattoos are considered use-activated and require only a standard action to activate (which does not provoke an attack of opportunity).

To create a permanent mystic tattoo, the caster must have **Enchant Tattoo** and the appropriate item creation feat or feats for the desired effect. Generally this is **Craft Wondrous Item**, although the GM may rule that other item creation feats are necessary for a particular effect. The tattoo's market value is calculated normally for an item of its type. The caster then spends half that amount in materials and 1/25 that amount in XP. It takes 1 day of work for every 1,000 gp of market value to draw the tattoo.

Example: Kurn the barbarian wants something more permanent, a stronger protection from the slings and arrows of his foes, so he can close and crush them with his mighty warhammer. Skarn prepares a *protection from arrows* tattoo that should do the trick. The spell is 2nd level and Skarn casts it at 10th level (his shaman level). Since it is a use-activated spell effect, the market value of the tattoo is (spell level x caster level x 2,000 gp) or 40,000 gp. Kurn wants the tattoo placed on his chest. Skarn needs 20,000 gp in materials, then it takes 40 days of painstaking (and pain-giving) work to inscribe the complex design on Kurn's skin. Finally, Skarn spends 1,600 XP and the tattoo is complete. Kurn now has **Damage Resistance 10/+3** against ranged weapons, although he's no longer able to use magical shirts, vests, or amulets (or other magic items that rest against his chest, save for armor).

Scrolls

Shaman scrolls are extremely rare. Shamans don't generally write down their spells, since most of them are illiterate. Knowledge of shaman spells is passed down orally from teacher to student and by the totems that guide shamans in the Spirit World. When shamans need to create a magic item to store a spell they usually create a fetish, charm, or tattoo rather than a scroll (see **Fetishes, Charms, and Mystic Tattoos**, previously).

This also means that illiterate shamans are unable to use scrolls containing divine spells that are on their spell list. A shaman who has paid the skill points for literacy can interpret and use scrolls with divine spells from the shaman spell list normally. They can also take the **Scribe Scroll** feat and create their own scrolls, if they wish.

XP For Mystic Tattoos

As an optional rule, GMs may allow the recipient of a mystic tattoo to "donate" some or all of the XP necessary to enchant it. This is allowed because the tattoo is so closely bound with the character's own body and spirit. It alleviates some of the burden on spellcasters to bear the cost of magic items, but it will also tend to make mystic tattoos more common in the campaign and more useful in some respects than conventional magic items, so GMs should consider carefully before allowing this variant.

Wands, Staffs and Rods

Wands, staffs, and rods are all common magical tools for shamans. They create wands from small tree branches or carved bones, using them to store often-used low level spells like *cure light wounds*, *protection from spirits*, and *spirit dart*. Shamans can also use wands created by characters of other classes, provided that the spell in the wand is on the shaman spell list.

Rod of Animal Command

This bone, horn, or ivory rod is carved with natural scenes and images of various animals along its length, often tipped with the head of an eagle, lion, or other regal beast.

It allows its user to cast *dominate animal* on any creature by simply pointing the rod and speaking a word of command. The animal will obey the wielder of the rod for up to 10 rounds after the wielder ceases to concentrate on commanding the animal (the same as concentrating to maintain a spell).

The wielder can only dominate one animal at a time, but animals must succeed in a Will save (DC 15) in order to attack the wielder of a *rod of animal command*. Note that the rod's affects apply to spirit animals as well (that is, animals with the Spirit Template applied to them; see page 63).

Caster Level: 10th; *Prerequisite:* Craft Rod, *dominate animal*; *Market Price:* 54,000 gp; *Weight:* 3 lb.

Staff of Spirits

This stout staff is typically made from ash or yew, carved with totemic images along its length, like a long, thin totem pole. It is a +1 *ghost touch* weapon, able to affect incorporeal spirits like a quarterstaff or cudgel (depending on its design). In addition, the staff allows use of the following spells:

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- *Detect spirits* (1 charge)
- *Protection from spirits* (1 charge)
- *Ethereal jaunt* (1 charge)
- *Magic circle against spirits* (2 charges)
- *Etherealness* (2 charges)

Caster Level: 12th; *Prerequisite:* Craft Staff, *detect spirits*, *etherealness*, *magic circle against spirits*, *protection from spirits*; *Market Price:* 89,000 gp; *Weight:* 5 lb.

Staff of Summoning

An ornate staff carved with mystical designs and symbols, often decorated with beadwork and feathers. It allows use of the following spells:

- *Unseen Servant* (1 charge)
- *Phantom Steed* (1 charge)
- *Summon Monster III* (1 charge)
- *Dismissal* (2 charges)
- *Summon Monster VI* (2 charges)

Caster Level: 12th; *Prerequisites:* Craft Staff, *dismissal*, *phantom steed*, *summon monster III*, *summon monster VI*, *unseen servant*; *Market Price:* 72,000 gp; *Weight:* 5 lb.

Wondrous Items

A number of wondrous items are associated with shamans and spirits, described here. Although shamans often create these items they, like other wondrous items, are generally usable by characters of any class. Exceptions are noted in the individual item descriptions.

Amulet of Spirit Storing

This is a necklace (often a leather thong strung with beads) with a crystal or gemstone pendant. If the wearer goes to -1 or fewer hit points while wearing the amulet, his spirit is automatically transferred into the crystal as if he had cast a *magic jar* spell. The character can act normally from within the amulet as if using the *magic jar* spell, including possessing nearby creatures.

If the wearer's body is slain, his spirit is stored in the amulet until his body can be restored (through a *heal* or *true resurrection* spell). The character can attempt to possess other creatures and characters to help ensure the restoration of his body.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *magic jar*; *Market Price:* 67,500 gp; *Weight:* —

Cloak of the Bear

A heavy cloak of bear fur, often with a close-fitting hood, suitable for keeping the wearer warm in the coldest weather. In fact when worn, it grants the wearer the benefit of an *endure elements* spell when dealing with cold damage.

The wearer of a *cloak of the bear* can also *polymorph* into an ordinary bear at will for up to an hour each day (divided as the wearer wishes). All possessions worn or carried disappear when the bear form is assumed, reappearing when the wearer returns to normal form. The wearer retains the benefits of the cloak's *endure elements* while in bear form, but not those of other magical items.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *endure elements*, *polymorph self* or *polymorphic projection*; *Market Price:* 58,000 gp; *Weight:* 5 lb.

Cloak of the Falcon

This light, decorative cloak is embroidered with a delicate pattern of feathers across its surface, and may actually have falcon feathers worked along its surface, particularly the trim and collar. The wearer of the cloak gains a +10 competence bonus to Spot rolls, able to pick out small and distant objects with amazing precision.

The wearer of a *cloak of the falcon* can also *polymorph* into an ordinary falcon at will for up to an hour each day (divided as the wearer wishes). All possessions worn or carried are part of the transformation and disappear into the falcon form, reappearing when the wearer returns to normal. The character retains the bonus to Spot rolls in falcon form.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *polymorph self* or *polymorphic projection*; *Market Price:* 58,000 gp; *Weight:* 1 pound.

Cloak of the Wolf

A cloak made from brown, gray, or even black wolf's fur, with a clasp or leather ties at the throat. The *cloak of the wolf* brings the wearer more in tune with the natural environment, granting a +10 competence bonus to Wilderness Lore checks.

The wearer of a *cloak of the wolf* can also *polymorph* into an ordinary wolf at will for up to an hour each day (divided as the wearer wishes). All possessions worn or carried meld into the wolf form and do not affect the character, although the competence bonus granted by the cloak remains. All equipment and carried items reappear when the character returns to normal form.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *polymorph self* or *polymorphic projection*; *Market Price:* 58,000 gp; *Weight:* 3 lb.

Dream Catcher

A *dream catcher* is a hoop of wood or other pliant material, usually wrapped in leather, supporting a web of thread, string or hide, vaguely like a spider's web. It is often decorated with beads, colored stones, or feathers; the whole thing measuring between six and twelve inches in diameter.

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When hung or placed near a sleeping area, a *dream catcher* protects the dreamscapes of everyone sleeping in that room from intrusion and alteration (see **The Dream World**, page 56). The DCs of all actions taken by intruders in the dreams of the protected subjects are increased by 5 and those protected also gain a spell resistance of 20 against any hostile spell that affects their dreams such as *nightmare*. *Dream catchers* only provide protection to sleeping creatures. They have no effect on those who are awake.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *curse turning*, Dreaming rank 1+ (see page 29); *Market Price:* 3,000 gp; *Weight:* —

Ghost Shirt

A shirt or tunic made of thin leather or cured hide, often stitched or painted with various mystical symbols of protection. A *ghost shirt* provides a +2 armor bonus (which does not stack with other types of armor). It also provides the wearer with damage reduction against arrows and other ranged attacks of 10/+1. The wearer ignores the first 10 points of damage from a ranged weapon attack, although magical weapons with a +1 or greater bonus negate this protection. More powerful *ghost shirts* can resist the attacks of enchanted weapons as well. *Ghost shirts* are popular items among barbarian warriors, offering them protection against the “cowardly” slings and arrows of their foes as they close the distance for honorable hand-to-hand combat (where they usually have the advantage).

Caster Level: 5th; *Prerequisites:* Enchant Arms and Armor, Craft Wondrous Item, *protection from arrows*; *Market Price:* 16,000 gp; *Weight:* 2 lb.

Incense of Journeys

A sweet-smelling incense made from various natural resins and herbs, ground into a fine powder and shaped into a small cake roughly the size of a coin. When lit, the *incense of journeys* produces a strong white smoke. The first five creatures to inhale the smoke are affected as if by a *mass ethereal projection* spell (page 43) cast by a 12th level shaman. Note that unwilling subjects may make a Will saving throw (DC 18) to resist the effects of the incense. After the incense is burned, it is used up and no longer magical.

Caster Level: 12th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *mass ethereal projection*; *Market Price:* 7,200 gp; *Weight:* —

Mantle of Fury

This item is a heavy cloak made of fur, usually from the hide of a strong, fierce animal like a wolverine. When worn it gives the wearer the ability to *rage* like a 1st-level barbarian, gaining all the normal benefits and restrictions. Note that the *mantle of fury* does not impart any addition



proficiency with weapons or other combat abilities, just the benefits (and drawbacks) of barbarian rage. If the wearer of the *mantle* is a barbarian, he can rage an additional time per day.

Caster Level: 7th, *Prerequisites:* Craft Wondrous Item, *battle rage*, *Market Price:* 11,000 gp, *Weight:* 4 lb.

Spirit Drum

A round drum of tanned hide stretched over a wooden frame, usually about a foot in diameter and between six and 24 inches tall. The hide is often painted with totemic images and mystic symbols. The drum is played by hand or with a wooded beater (often topped with a hide knob). By playing certain rhythms on the drum, and making a successful Performance check, the user can activate the drum's various spell-like powers.

DRUM POWERS

DC	Powers
10	Confront curse spirit, protection from spirits, see spirits, summon monster I
15	Confront disease spirit, confront magical spirit, summon monster II
20	Magic circle against spirits, summon monster III
25	Lesser planar ally, spirit wall, summon monster IV

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The drum's powers can only be used one at a time, and each effect lasts only as long as the user continues playing the drum. This counts as concentrating to maintain a spell for purposes of distracting the character. Powers use the spell's normal casting time to invoke. The drummer must be able to cast spells, and have the effect on his spell list, in order to invoke that power (although the drummer doesn't need to know the actual spell or even be high enough level to cast it). A failure on a Performance check to invoke a power means that particular power cannot be invoked for the rest of that day.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *confront curse spirit*, *confront disease spirit*, *confront magical spirit*, *lesser planar ally*, *magic circle against spirits*, *protection from spirits*, *see spirits*, *spirit wall*, *summon monster I-IV*; *Market Price:* 195,000 gp

Spirit Net

This sturdy net of woven natural fibers is enchanted so that it can entrap spirits and other incorporeal creatures. The net strikes as a +1 weapon and can entangle both physical and incorporeal creatures on a successful hit (see PH, page 102 for details on nets). Both types of creatures can attempt to escape from the net normally. Some spirit nets are also enchanted to prevent creatures from escaping via extra-planar movement, like a set of *dimensional shackles* (DMG, page 215).

Caster Level: 8th, *Prerequisites:* Craft Wondrous Item, Enchant Arms and Armor, *ghost touch* (*dimensional anchor* for a spirit net that has that effect), *Market Price:* 8,000 gp (34,000 gp for a *dimensional shackle* net), *Weight:* 10 lb.

Spirit Shackles

This set of iron manacles is decorated with elaborate carvings and designs, and connected with a heavy iron chain. Not only are the shackles able to touch and hold incorporeal beings such as spirits, but they force the spirit into material form and keep it solid so long as the manacles are fastened on it, like the effects of a *materialize* spell (see page 43). There is no saving throw as long as the shackles are fastened onto the creature. They fit creatures from Small to Large. The DC to break or slip out of the shackles is 30.

Caster Level: 11th; *Prerequisite:* Craft Wondrous Item, *materialize*; *Market Price:* 26,000 gp (39,000 gp for a set that combines the properties of *dimensional shackles* and *spirit shackles*); *Weight:* 5 lb.

Storm Drum

A drum of dark tanned hide stretched over a wooden frame about two feet tall. The dark wood of the drum's frame is elaborately carved and decorated with amber and jet beadwork. The drum has a deep, resonant sound when played, like the rolling of thunder.

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Chapter Three: Shamanic Magic

By playing the drum for 10 minutes and making a successful Performance check (DC 17), a character can create a storm in a three-mile radius circle centered on the drum, much like the spell *control weather*. The drum can only worsen weather, creating precipitation, high winds, and so forth, but not create calmer weather than already exists. The desired weather gradually comes into existence over the course of 10 minutes, then lasts 4d12 hours after the character stops playing the drum. The drummer does not control the effects of the weather once they come into existence.

During a storm (either natural or summoned), the drummer can call down one bolt of lightning for every 10 minutes the drum is played, as a *call lightning* spell. Each bolt does 10d10 points of electrical damage. If the drummer stops playing at any point, he must play the drum again for a full 10 minutes to call another bolt of lightning.

Caster Level: 13th; **Prerequisite:** Craft Wondrous Item, *call lightning*, *control weather*; **Market Price:** 220,000 gp.

Token of Summoning

This item appears similar to a fetish (see page 46); usually a small token made from bone, leather, or wood, decorated with beads, feathers, and so forth. The holder of a token of summoning can use it to call forth an outsider to fight for him, like a use of the *summon monster* spell. Each token summons a particular outsider from the *summon monster* table (PH, page 258). The token is consumed in a flash of (harmless) fire when the summoned creature appears. The outsider remains for 15 rounds before returning to its plane of origin. On the last round, the summoned creature can act normally, vanishing at the end of its turn, so summoned creatures whose alignment differs considerably from the character's may turn on him. An *analyze dweomer* spell can determine what type of outsider a particular token summons.

There are stories of shamans and other mortals being rewarded with tokens of summoning from grateful outsiders or spirits in exchange for their aid or assistance.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item and Craft Charm or Scribe Scroll, *summon monster* of the appropriate level; **Market Price:** Outsider level (maximum of 8th) x 1,500 gp; **Weight:** —

Totem Mask

A totem mask is fashioned from wood, bone or ivory, decorated with inlaid shells, bone, and even gemstones, often painted or trimmed with fur or feathers. It depicts the stylized face of a particular totem animal and, while worn, grants the wearer some of that beast's qualities in the form of attribute enhancements and special abilities.

All totem masks grant an enhancement bonus to a single attribute and the ability of darkvision out to 60 feet (if the wearer does not already possess it). They also each allow the wearer to cast a single shaman spell up to three times

per day as a 5th level caster. Totem masks come in lesser and greater forms, with the greater totem masks having a higher enhancement bonus and a more powerful spell ability. The common forms of totem masks are as follows:

Bear

Lesser: +2 enhancement bonus to Str and *cure light wounds* 3 times/day (cures 1d8+5 damage).

Greater: +4 enhancement bonus to Str and *cure serious wounds* 3 times/day (cures 3d8+5 damage).

Cat

Lesser: +2 enhancement bonus to Dex and *expeditious retreat* 3 times/day.

Greater: +4 enhancement bonus to Dex and *nondetection* 3 times/day.

Ox

Lesser: +2 enhancement bonus to Con and *endure elements* 3 times/day.

Greater: +4 enhancement bonus to Con and *magic vestment* 3 times/day.

Fox

Lesser: +2 enhancement bonus to Int and *detect secret doors* 3 times/day.

Greater: +4 enhancement bonus to Int and *clairvoyance/clairaudience* 3 times/day.

Owl

Lesser: +2 enhancement bonus to Wis and *detect spirits* 3 times/day.

Greater: +4 enhancement bonus to Wis and *magic circle against spirits* 3 times/day.

Eagle

Lesser: +2 enhancement bonus to Cha and *feather fall* 3 times/day.

Greater: +4 enhancement bonus to Cha and *fly* 3 times/day.

Other Totem Masks

GMs should feel free to create other forms of totem masks to suit the campaign; simply choose which ability score the mask's enhancement bonus applies to and which spell it grants (1st level for a lesser mask, 3rd level for a greater mask).

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *darkvision*, the appropriate attribute enhancing spell (*bull's strength* for Strength, and so forth), and the spell the mask grants; **Market Price:** 11,000 gp (lesser), 35,000 gp (greater); **Weight:** 2 lb.

Chapter Four: Shamanic Worlds



- Chapter Four -

Shamanic Worlds

Part of the making of a shaman is the realization that there are worlds beyond the material realm, worlds unseen, but accessible to those who understand their secrets and their ways. Even the Spirit World, the invisible reflection of the world of the living, is only the beginning. As they progress in experience, shamans learn more about the worlds that lie beyond, how to reach them, and what waits for them there.

Game Masters may find a copy of the **MOTP** helpful in understanding the nature of other planes of existence, but as this chapter focuses primarily on those planes of interest to shamans, it is not necessary to have a copy of that book. GMs should consider the material in this chapter and how it relates to the campaign world as a whole before introducing shamans into the game.

- The Great Tree -

Shamans describe the arrangement of the other planes of existence as a Great Tree. Some refer to a Great Mountain or totem pole, but the tree is the most common image. It stands at the center of existence and contains the Material Plane and the Spirit World (the Ethereal Plane) within its trunk. Its branches stretch up through the Sky Realm (the Astral Plane) and into what shamans call the Upperworld, the celestial planes of existence. Its roots reach down through the Dark Realm (the Plane of Shadow) into the depths of the Underworld, or the infernal planes.

The tree itself is not always visible, simply because it is too vast. Shamans sometimes see it, titanic and majestic beyond imagining, while traveling through the transitive planes (Ethereal, Astral, or Shadow) on their way to one of the outer planes. Not all shamans see it in the same way, but all agree that it exists and holds the cosmos together. By learning to traverse the tree, shamans can travel to the manifold planes of existence.

The Middle World

The Middle World is how shamans refer to the Material World, also known to wizards and loremasters as the Prime Material Plane. It includes the whole of the physical universe the shaman lives in, and all of its many creatures.

To the shaman, the Middle World is so called because it lies at the center of creation, with the Upperworld above and the Underworld below, the Great Tree running through its midst. Although spirits and beings from other planes can come to visit the Middle World, it is generally more difficult for material beings to see spirits, much less travel to the other planes.

In barbaric cultures, this ability is one of the things that separate shamans from ordinary people. Shamans are also entrusted with the responsibility of protecting

the community from hostile and dangerous spirits that come to the Middle World. They also have the power to speak with and even command spirits, which leads some shamans to lust for power and control, turning to evil.

The Spirit World

Coexisting alongside and all around the Middle World is the Spirit World, which wizards refer to as the Ethereal Plane. It is a ghostly place of mists where the Middle World is visible as if seen through a veil, but nothing material has any substance. Likewise, the denizens of the Spirit World are invisible and intangible to the Middle World, able to pass through solid things and go where they will. Creatures in the Spirit World cannot attack material beings or vice versa, except by using magic (see below). Various spirits and ghosts inhabit the Spirit World, and some material creatures (including shamans and other spellcasters) can travel there, either bodily or by sending their spirits forth from their physical bodies.

The Spirit World is virtually empty, save for its scattered inhabitants. Its vistas are misty and indistinct, as if a fog filled it, and the Middle World is like a shadow, visible but without substance. Ethereal beings are unaffected by gravity, able to move in any direction, up or down, at their normal movement rate, passing through material objects. Beings in the Spirit World can also see and hear what happens in the Middle World, although their range of sight and hearing is limited to 60 feet because of the conditions of the Spirit World. This means that sight- or hearing-based attacks, such as gaze or sonic attacks, affect beings in the Spirit World normally.

Other physical attacks don't affect beings in the Spirit World at all, passing harmlessly through them. Spells and magical weapons from the Middle World can affect

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ethereal beings, but suffer a 50% miss chance. Spirits and other ethereal beings do not gain the benefits of natural or worn armor (unless it has the *ghost touch* ability) but do gain a deflection bonus to AC equal to their Charisma bonus.

Magical force effects from the Middle World (such as spells with the force descriptor like *magic missile*, *spirit dart*, and *wall of force*) affect beings in the Spirit World normally. The caster may still need to be able to see a spirit in order to target it (using *see spirits* or *see invisible* to do so).

Beings in the Spirit World have a very limited ability to interact with the Middle World, requiring spells or special powers in order to do so. Spirits with the special ability of *manifestation* (page 63) can become visible and audible

Shamans and the Great Wheel

Shamans can work just fine within the Great Wheel cosmology (or any of the other cosmologies presented in the MOTP). Their access to the Ethereal Plane — and through it, the other planes — is the primary consideration, not how the various planes are arranged. This chapter presents things as most shamanic traditions see it, but it can just as easily be otherwise, if the GM wishes. Feel free to modify this cosmology as best suits your own campaign.

to beings in the Middle World and can cast spells on them (although they cannot use touch spells without the Spirit Touch special ability). The special ability of materialization (or the spell of the same name) allows spirits to become fully solid in the Middle World, functioning there normally. Otherwise, Spirit World creatures are completely invisible, inaudible, and intangible and cannot be detected except through the use of spells like *see spirits* or *see invisible*.

The Dream World

A separate part of the Spirit World is the Dream World, where all living creatures go when they dream. Shamans place great importance on dreams and an understanding of the Dream World. Through their powers, they can visit and explore it, but the Dream World, while imaginary, is no less real or dangerous than the rest of the Spirit World.

The Dream World exists in the depths of the Spirit World, far away from the Middle World (although distance is something that has little meaning there). As one moves away from the Middle World, the mists of the Spirit World become thicker, and eventually block out sight of the material world altogether. After a time, the mists begin to part again to reveal a vast, endless vista of shimmering orbs floating in the pearly fog. These are dreamscapes, individual dreams of living creatures in the Middle World. Visitors can watch these dreams unfold as if scrying in a crystal ball (which can provide some useful insights, provided they can find one particular dream among an almost endless number).

Entering the Dream World

In fact, sleep is the simplest means of entering the Dream World, since most creatures do so without even thinking about it. When they sleep their dreamscape joins the ranks of countless others there. It's only a rare few who learn how to leave their own dreamscape and visit others, or wander through the Dream World, using the Dreaming skill (see page 29). Visitors who reach the Dream World from the Spirit World can also wander among the dreamscapes as they wish.

Within a particular dreamscape, things are usually similar to the Middle World, although nearly any rules can apply there. Visitors to a dreamscape are subject to its rules, so visiting dreams can be dangerous, particularly the dreams of those aware enough to control them. The rules of a particular dreamscape are left up to the GM, depending on the demands of the adventure and the individual dreamer involved. Dreamscapes offer a great opportunity for offbeat or unusual adventure settings, especially when a shaman can take the entire party along.

Leaving the Dream World

For sleepers, leaving the Dream World is as easy as waking up, although being able to wake up isn't always

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automatic. It requires a Dreaming check (DC 10) to wake up. Under most circumstances, a character who is under no pressure to wake can simply take 10 and make the check automatically. However, stressful situations may make this check more difficult. The dreamer's dreamscape vanishes from the Dream World when he awakens. Any visitors there are cast out into the Dream World.

For planar visitors, leaving the Dream World is a bit different. Either the spell which brought them to the Spirit World ends, in which case they return to the Material World where they left, or they depart the Dream World and make their way back to the Spirit World bordering the Material Plane.

The Land of the Dead

Another distant part of the Spirit World is the Land of the Dead, where the spirits and ghosts of the recently dead dwell before moving on to whatever fate awaits them in the Upper- or Underworld.

Entering the Land of the Dead

Shamans and other planar travelers can reach the Land of the Dead through the Ethereal Plane. They begin traveling away from the Middle World out into the misty depths of the Ethereal, where the mists soon block all sight of the Material World. In time (and how much time depends on the traveler and the circumstances) they emerge into a place of shadows and mist, where somber spirits wander almost aimlessly, awaiting their future fate.

A visitor can call out the name of a soul. If it has been dead for no more days than the visitor's character level, it will answer to the visitor as if he had cast *Speak with Dead* at his character level. Each visitor to the Land of the Dead may so question a single soul in this way, no more than once per week of time that passes in the Middle World. After a lunar month (28 days) a soul in the Land of the Dead passes on to the outer planes of the Great Tree, requiring a more difficult journey to find them (or the use of *Speak with Dead* on their corpse in the Middle World).

Dangers of the Land of the Dead

Living visitors to the Land of the Dead are immediately apparent because of the vibrancy and color of their spirit-bodies. Some ghosts are drawn to them as a means of returning to the living world. If a ghost overcomes a living visitor in combat (killing or incapacitating them), then the ghost can possess the visitor's physical body like a use of *magic jar* spell with an unlimited duration. A ghost generally uses this ability to return to the living world and complete whatever business it wants, from getting vengeance to seeing a loved one again to taking



over the victim's life and having the chance to live again. The ghost remains until forced out of the host's body by *break enchantment*, *remove curse*, or being turned or rebuked. It then becomes an ordinary ghost (with the attributes it had in life and the Spirit Template (see page 63) applied to it).

The Elemental Worlds

At the fringes of the Spirit World lie the realms of the elements themselves. The Spirit World touches on these places, which are within but not truly a part of it. Travelers through the Spirit World can visit these places and meet the creatures that dwell there.

Entering the Elemental Worlds

The Spirit World touches upon the distant Elemental Worlds much as it does the Material World. That is, from the Spirit World, one can look out into an Elemental World but creatures in the Elemental World cannot necessarily see, hear, or touch spirits in the Spirit World (although the ability to do so is more common than it is for mortals in the Middle World). A spirit visitor to one of the four elemental worlds can use the abilities of manifestation and materialization normally. Visitors from the Sky Realm (the Astral Plane) can also manifest a material form on the Elemental Worlds. Solid bodies materialized on an Elemental World are immune to its environmental effects, whether it be the flames of the Plane of Fire or the lack of air on the Plane of Water.

CHAPTER FOUR: Shamanic Worlds

- Ascending and Descending the Tree -

From the “near” planes of the Spirit World, shamans can travel upward and downward along the Great Tree to reach the most distant realms from the Middle World. These are the places where great spirits, outsiders, and even deities dwell. They are most dangerous to visit, but also hold potentially great rewards for those willing to brave them.

The Sky Realm

Shamans call the Astral Plane “the Sky Realm” because to them it appears like an endless silvery-gray expanse of sky, with everything floating suspended within it. Within the Great Tree, the Sky Realm lies high “above” the Middle World, the trunk and branches of the Tree spreading up through it, reaching toward the Upperworld.

Entering the Sky Realm

Shamans typically travel to the Sky Realm either by entering the Spirit World (via spells such as *ethereal projection*) and ascending up the Great Tree or by traveling there directly (in spirit form via *astral*

projection or physically using *plane shift* or *gate*). Of all the various methods, *astral form* is the safest, because the traveler’s spirit cannot truly be killed in the Sky Realm or any of the Upperworld. Astral forms reduced to –10 hit points or otherwise slain simply disappear from the Sky Realm or Upperworld and return to their physical bodies in the Middle World. Visitors who reach the Sky Realm via the Spirit World or by traveling there bodily can be killed normally, so they take a greater risk.

The Silver Cord

Astral forms are connected to their physical bodies by a silvery cord that stretches out from the astral form about five feet before fading into the silvery stuff of the Sky Realm. If this vital connection is severed, both the body and spirit die. Fortunately, few things can sever a silver cord; only powerful magic or enchanted weapons can do so. Unless a spell, weapon, or creature’s description specifically says otherwise, assume it cannot affect an astral form’s silver cord.

The Spirit World and the Elemental Planes

The Ethereal Plane intersects the Elemental Planes in a somewhat different way in shamanic cosmology. Normally, ethereal visitors step “out of” the Ethereal Plane and resume their (normal) solid forms on the Elemental Planes, making them subject to the hazards of those planes.

In the Great Tree, the Ethereal Plane is coexistent with the Elemental Planes as it is with the Prime Material Plane, allowing ethereal visitors to remain incorporeal while visiting there. It also allows spirit visitors to materialize in physical forms that are unaffected by the natural hazards of the Elemental Planes (making travel to the elemental planes somewhat easier for shamans than for other spellcasters).

The GM can decide to use the more standard arrangement of the Ethereal and Elemental Planes. In this case visitors from the Spirit World emerge on the Elemental Planes in physical form (regardless of whether they entered the Spirit World in physical or spirit form), and they are subject to the hazards of the planes like any extra-planar visitor.

Dangers of the Sky Realm

Like most of the other planes, there are hazards in the Sky Realm, most importantly various creatures that exist there. Most are visitors or travelers, since the Sky Realm connects the Upperworld with the Middle World. Spirits and outsiders pass through the Sky Realm on their way elsewhere, and some may well be hostile toward other visitors (sometimes depending on how they are treated). The Sky Realm is also home to some native creatures, from giant avians to mysterious sky-sailing ships that criss-cross the realm and occasionally travel between worlds.

The Upperworld

Beyond the Sky Realm, in the uppermost branches of the Great Tree, is the Upperworld. It is a beautiful, pastoral place, more majestic and fully realized than anywhere in the Middle World. The Upperworld’s mountains are taller, its rivers swifter, its every aspect more vibrant and alive. Here nearly all creatures (and even parts of the terrain, from trees to rocks to rivers) are intelligent and aware, capable of speaking with travelers and imparting wisdom to them. The Upperworld is the realm of various totems and spirits, as well as deities and their servants.

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The Upperworld and the Great Wheel

In the cosmology of the Great Wheel, the Upperworld represents all of the Outer Planes ranging from Mechanus to Ysgard. The exact boundaries between these places are vague to shamans, who consider them all part of the great Upperworld that exists beyond the Sky Realm. The planes of the Beastlands and Arborea are the ones most commonly visited by shamans traveling to the Upperworld, although they know of the other planes as well. Shamans visit the more lawfully-aligned planes like Mechanus and Celestia less frequently, since they don't often find suitable allies or guides there.

If the Game Master prefers, the shamanic Upperworld may be limited solely to Arborea and the Beastlands, where totems and similar spirit guides dwell, and shamans may be ignorant of the other planes in that half of the Wheel, having never had occasion to visit them. This provides some separation between shamans and clerics (and strengthens ties between shamans and druids, rangers, and elves).



Reaching the Upperworld

The Upperworld can only be reached by passing through the Sky Realm or using magic (such as *plane shift* and *gate*) to travel there directly. Visitors to the Upperworld are the outsiders there, so spells and abilities that specifically affect outsiders visiting the Middle World, or that banish outsiders back to their home, do not affect them here in the Upperworld. Such powers can banish visitors back to the Middle World, if used by a creature native to the Upperworld.

The Dark Realm

Beneath the Middle World lies its dark shadow, cast in the divine light from the Sky Realm and the Upperworld. This is the Dark Realm, what some call the Plane of Shadow. It is the dark reflection of the Middle World, and the gateway to the Underworld.

Entering the Dark Realm

Visitors can enter the Dark Realm in one of two ways. First, they can travel from the Spirit World. By traveling away from the Middle World they move deeper and

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The Underworld and the Great Wheel

Like the Upperworld, the shamanic Underworld is a simplification of the planes of the Great Wheel, extending from Limbo to Acheron. The boundaries between the various planes are vague and indistinct from the shaman's point of view, and the River Styx forms the link that connects them all and serves as a means of travel across the Underworld.

Shamans most commonly visit the planes of Limbo and Pandemonium in their journeys, wild places, to be sure, but not so awful or dangerous as the deeper planes of the Underworld. If the Game Master prefers, these two planes may be the whole of the "Underworld" by shamanic standards, with the rest of the planes making up a deeper place where shamans (wisely) do not venture. Only evil shamans go there, while others avoid them out of concern for their lives and their souls.

Note that in the shamanic cosmology in this book, the Astral Plane or Sky Realm connects to the Upperworld and the Plane of Shadow or Dark Realm connects to the Underworld. Thus there is no direct connection between the Astral Plane and the Plane of Shadow (one has to go through the Ethereal Plane to get from one to the other). Likewise, the Astral Plane does not connect to any of the planes of the Underworld, nor does the Plane of Shadow connect to the planes of the Upperworld. GMs using the Great Wheel cosmology—or another of their own invention—can modify this arrangement to suit their individual campaigns.

deeper into the mists of the Spirit World, which become darker until the traveler emerges in the Dark Realm. Visitors can also travel directly to the Dark Realm using spells such as *shadow walk*, *plane shift*, and *shadow projection* (page 44). The Dark Realm appears as a dim, shadowy duplicate of the Middle World, with all color and life leached from it, shrouded in the darkest shadows.

Dangers in the Dark Realm

The Dark Realm can be a dangerous place because it is often home to incorporeal undead (particularly shadows) and other creatures of darkness. Shamans do not consider it an evil place, but rather a place worthy of respect and extreme caution.

The Dark Realm contains as wide a variety of creatures as the Middle World, if not more so, since creatures from the Underworld may sometimes be found here as well. Many of the inhabitants of the Dark Realm are spirits, although they are often manifest or materialized here rather than incorporeal. The Spirit World intersects the Dark Realm, allowing beings to become ethereal here normally.

The Underworld

Beneath the Dark Realm, among the roots of the Great Tree, lies the Underworld. It is a dark place of secrets, hidden power, and danger. Parts of the Underworld are relatively safe, while others are terrible realms of evil and destruction, where monstrous spirits and outsiders can be found.

Shamans do not venture into the Underworld lightly, but they go there seeking wisdom from certain totems and spirits, particularly those associated with darkness, secrets, destruction, and death (not all of them evil, by any means).

Entering the Underworld

There are only two means of entering the Underworld. The first is by traveling there directly from the Dark Realm. The other method of travel is by going there directly by means of a spell such as *plane shift* or *gate*. Although it is actually easier to travel to the Underworld bodily (by means of the aforementioned spells), shamans consider it foolish to do so. For their own safety, most prefer to visit the Underworld in spirit form whenever possible.

Dangers in the Underworld

The Underworld is an exceptionally dangerous realm to any extra-planar traveller. Parts of it are the very embodiment of the unleashed fury and force of nature, places of complete and utter chaos, seething pits of the deadly energy of life and death. Nothing that goes there—living, unliving or otherwise—remains unscathed for long.

The Underworld is covered with vast wastelands and gray deserts of ash, burning fields and corses of black trees growing unnaturally under a sickly green sun. And this is just the surface. The true depths of the Underworld are horrible places, filled with fiends and evil spirits that seek to entrap visitors—or simply rend them limb from limb!

Wise shamans deal only with the spirits of the nearest parts of the Underworld, when they have to deal with them at all. Evil shamans are known to bargain with even the very foulest denizens in exchange for magical knowledge and power.

CHAPTER FOUR: Shamanic Worlds

- Adventures in the Otherworlds -

While the various shamanic worlds provide a great deal of context for shamans, they can also serve as settings for various adventures for a party that includes one or more shaman characters.

The Method of Travel

The first consideration in setting an adventure in the Otherworlds is to make sure that the party has a means of getting there, either a PC with the ability to cast *astral projection*, *shadow projection*, *plane shift* or a similar spell or an NPC or magic item with that ability. Perhaps an elder (and frail) shaman asks the party to go on a journey to the Otherworlds for him and provides them with the means of getting there, but can't offer any help once they've left. Characters may also discover unique artifacts or even fixed gates that provide means of moving from one plane to another.

The Reason for Going

The next thing to consider is what the characters will do once they've left the Middle World. They might be traveling to the Land of the Dead, the Upperworld, or the Underworld to speak with the spirit of someone who has passed on (or to recover their spirit in order to see them restored to life). They might seek out a powerful spirit for advice on dealing with a problem in the Middle World, the vital ingredient for a powerful spell or magic item, the history of a mysterious artifact, or other knowledge. Or they might seek the favor of a spirit or deity to aid people in the Middle World, such as interceding in a war, plague, or natural disaster.

The Obstacles

Whatever their quest, the party is likely to face opposition. There may be obstacles intended to test their resolve and their worthiness, enemies trying to block their way and keep them from their goal (or simply kill them), and hazards found in the Spirit World itself. How they handle these dangers may affect their chances of success; a party who simply slaughters everything that gets in their way in the Upperworld may find the spirits of that place less receptive to their pleas for aid. Those who fail to show proper respect for powerful outsiders in their own domain aren't likely to be welcome, either.

Game Masters looking for more opposition than this book provides are encouraged to check out both volumes of the *Book of Fiends*, also from Green Ronin. *Legions of Hell* provides details on the Pit, a host of new devils, and an appendix on Angelic Choirs useful for GMs interested in the Upperworld. Its companion volume, *Armies of the Abyss*, contains extensive information on the realm of chaos and evil, introduces 21 new demon princes, and a pack of new demons. Since fiends are by definition Spirits, both of these books provide perfect shamanic foes, especially for those Game Masters that want to run adventures in the Underworld.

Going Home

Finally, the party has to get back home. This may be as simple as dismissing an *astral projection* spell or as complex as finding another gate to take them back, especially if the one that brought them into the Spirit World was one-way...

Vision Quests

Game Masters can also use the Spirit World (especially the Dream World, page 56) as a setting for solo adventures for shaman characters. These can take place during the "downtime" between regular group adventures or in a special one-on-one session with the GM, allowing the shaman's player to play out the character's vision quests and other experiences with the Spirit Worlds. For example, the GM may want to run a special short adventure where the shaman finds a new totem to teach him spells (see *Totems*, page 8). You can run a mini-adventure where the shaman seeks out a particular piece of information in the Spirit World while the rest of the party is off doing something else. These solo adventures shouldn't be allowed to take up valuable group time, but they can be a fun way of adding some depth to a shaman character's experience.



Chapter Five: Spirits and Monsters



- Chapter Five -

Spirits and Monsters

One of the duties of benevolent shamans is safeguarding others from the dangerous denizens of the Spirit World, while unscrupulous shamans seek to bind these creatures to their will, using them to do their bidding in the Middle World. The inhabitants of the Spirit World are many and varied, each with their own unique abilities. This chapter looks at some of them, along with providing a Spirit Template that can be used to make any material creature into a spirit, and templates for the exalted spirits of beasts and their totemic rulers, the Beast Lords.

- Spirits -

For the purpose of shaman abilities and spells, “spirits” are defined as creatures of the elemental or outsider types, or of the incorporeal subtype. Thus ghosts and specters are spirits (since they are undead of the incorporeal subtype) but skeletons and zombies are not (since they are just of the undead type). Any creature with the Spirit Template (see below) applied to it is also a spirit (since it is of the incorporeal subtype). The Game Master can rule whether or not a particular creature is considered a spirit if there’s any doubt. Generally speaking, creatures that interact with or originate from another plane of existence should be considered spirits for the purposes of a shaman’s abilities.

Creating a Spirit

“Spirit” is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, shapechanger, or undead. The creature (referred to as “the base creature”) must have a minimum Charisma score of 8. Add the subtype “incorporeal” to the creature’s normal type. It otherwise uses all the base creature’s statistics and special abilities, except as noted.

Hit Dice: Increase to d12.

Speed: Spirits have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to other spirits and ethereal beings. When the spirit manifests (see below), its natural armor value is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is better. When the spirit materializes (see below), its natural armor value is equal to that of the base creature.

Attacks: The spirit retains all of the attacks of the base creature, although attacks relying on physical contact only affect ethereal creatures, unless the spirit materializes (see below).

Damage: An incorporeal spirit uses the base creature’s normal damage ratings against ethereal opponents. A manifested spirit cannot deal physical damage, although it can use special abilities. A materialized spirit uses the base creature’s normal damage ratings.

Special Attacks: Spirits retain all of the base creature’s special attacks, although those that rely on physical contact do not affect nonethereal creatures. The spirit also has the manifestation ability, plus 1d3 other special attacks described below. Saves against a spirit’s special attacks have a DC of $10 + 1/2$ the spirit’s HD + spirit’s Charisma modifier unless otherwise noted.

Manifestation (Su): All spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal. However, a manifested spirit can strike with its touch attack or a ghost touch weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes. When a spellcasting spirit is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit’s touch spells don’t work on material targets.

Materialization (Su): Some spirits can materialize, becoming fully solid on the material plane while simultaneously existing on the Ethereal Plane. The spirit has all of the base creature’s normal physical abilities while materialized and retains all of its special abilities. It can interact with both physical and ethereal opponents normally, including touching physical opponents (and using touch spells and abilities on them).

Chapter Five: Spirits and Monsters

Possession (Su): At will, the spirit can merge its ethereal body with the physical body of a creature on the material plane. This is similar to the *magic jar* spell cast at a sorcerer level equal to the spirit's hit dice, except a container is not required (the Ethereal Plane itself serves as the spirit's "container"). The target can resist the attack with a successful Will save (DC 15 + the spirit's Charisma modifier). A target that successfully saves is immune to further possession attempts by that spirit for one day.

Spell-like Ability (Sp): The spirit has one or more spell-like abilities it can use, either at will or a certain number of times per day. These spells are cast at a caster level equal to the spirit's hit dice. Generally, a spirit should have a caster level necessary to cast the spell in order to use it. Common spells for spirits include *animate objects*, *bestow curse*, *bless*, *cause fear*, *confusion*, *contagion*, *dancing lights*, *death-watch*, *dream*, *emotion*, *faerie fire*, *ghost sound*, *light*, *open/close*, *seeming*, *sleep*, *suggestion*, *telekinesis*, and *tongues*. A spirit in ethereal form can only use its spells and spell-like abilities on other ethereal beings. A manifest spirit can use spells and spell-like abilities on physical and ethereal beings, but it cannot use touch spells on physical beings. A materialized spirit can use spells and spell-like abilities on both physical and ethereal beings normally.

Spirit Touch (Su): The spirit can attack physical beings while incorporeal. Any target it hits with an incorporeal touch attack takes 1d4 points of damage, plus the spirit's Charisma modifier. The spirit adds its Dexterity modifier to the attack roll.

Spirits From the MM

Many creatures from the MM (and other sources of creatures) can already be considered spirits, since a "spirit" is any elemental or outsider or any creature with the incorporeal subtype. For ease of reference, the following creatures can be considered spirits:

Aasimar, Achaierai, Air Elemental, Allip, Archons, Arrowhawk, Azer, Barghest, Belker, Celestial, Chaos Beast, Couatl, Demon, Devil, Djinni, Earth Elemental, Efreeti, Fiend, Fire Elemental, Genie, Ghaele, Ghost, Hell Hound, Howler, Invisible Stalker, Janni, Lillend, Magmin, Mephit, Night Hag, Nightmare, Rakshasa, Rast, Ravid, Salamander, Shadow, Shadow Mastiff, Slaadi, Spectre, Tiefling, Thoqqua, Titan, Tojanidas, Triton, Vargouille, Water Elemental, Wraith, Xill, Xorn, Yeth Hound

Special Qualities: A spirit has all the special qualities of the base creature and those listed below. Spirits add the benefits of the incorporeal subtype (described below).

Incorporeal (Ex): Spirits in their natural form can only be harmed by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. They are immune to all nonmagical attack forms and weapons. Even when hit by spells or magic weapons, spirits have a 50% chance to ignore damage from a corporeal source (except for force effects or attacks made with *ghost touch* weapons). Spirits can pass through solid objects at will, but not force effects. Their attacks pass through and ignore natural armor, worn armor, and shields, although deflection bonuses and force effects like *mage armor* work against them. Incorporeal spirits are invisible, inaudible, insubstantial, and scentless to material beings and cannot be detected without the use of effects like *see invisibility* or *true seeing*. Spirits in incorporeal form have no Strength score, so their Dexterity modifier applies to both melee and ranged attacks.

Rejuvenation (Su): In most cases, it's difficult to destroy a spirit through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A spirit that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + spirit's level or HD) against DC 16. As a rule, the only way to get rid of a spirit for sure is to determine the reason for its existence and destroy it. The exact means varies from spirit to spirit and may require a good deal of research.

Turn Resistance (Ex): Some spirits may have a greater resistance to being rebuked or controlled by shamans. The spirit adds its turn resistance to its level or HD for determining its effective HD for purposes of being turned or rebuked.

Saves: Same as the base creature.

Abilities: Same as the base creature except spirits have a +4 racial bonus to Charisma.

Skills: Spirits receive a +8 racial bonus to Hide, Listen, Search, and Spot. Otherwise the same as the base creature.

Climate/Terrain: Any.

Organization: Solitary, group (2-4) or horde (7-12).

Challenge Rating: Same as the base creature +2.

Treasure: Usually none.

Alignment: Any.

Advancement: Same as the base creature.

Chapter Five: Spirits and Monsters

- Sample Spirits -

The dire spirit bear and spirit ogre mage are examples of how to properly apply the Spirit Template.

Dire Spirit Bear

Large Animal (Incorporeal)

Hit Dice: 12d12+48 (126 hp)

Initiative: +1 (Dex)

Speed: 40 ft., fly 30 ft. (perfect)

AC: 12 (-1 size, +2 deflection, +1 Dex); or 17 (-1 size, +1 Dex, +7 natural)

Attacks: 2 claws, +18 melee, bite +13 melee

Damage: Claw 2d4+10, bite 2d8+5

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved grab, manifestation, materialization

Special Qualities: Incorporeal, scent

Saves: Fort +12, Ref +9, Will +9

Abilities: Str 31, Dex 13, Con 19, Int 2, Wis 12, Cha 14

Skills: Hide +8, Listen +15, Search +7, Spot +15, Swim +13

Climate/Terrain: Any forest, hill, mountain, plains, and underground

Organization: Solitary or pair

Challenge Rating: 9

Treasure: None

Alignment: Always neutral

Advancement: 13-16 HD (Large), 17-36 HD (Huge)

A dire spirit bear is a truly fearsome inhabitant of the Spirit World. Normally it roams and hunts for food, much like an ordinary dire bear. Its attention is only drawn to the Material World by serious threats against normal animals of its kind or intrusions into its territory. Dire spirit bears are also sometimes found guarding sacred sites or other things for shamans.

Combat

The bear will typically manifest in order to frighten off intruders, then materialize and attack if they persist. It's cunning enough to use its ability to become ethereal to its best advantage, appearing, attacking, then vanishing again.

Improved Grab (Ex): To use this ability the bear must materialize and hit with a claw attack.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): The spirit bear can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal.

Materialization (Su): The spirit bear can become fully solid in order to attack or interact with corporeal creatures. It can become ethereal or material as a move-equivalent action on its initiative.

Scent (Ex): The spirit bear can detect opponents within 30 feet by sense of smell. Upwind the range increases to 60 feet. Downwind it is 15 feet. This ability only works while the bear is materialized, since scents don't carry into the Ethereal Plane.



Chapter Five: Spirits and Monsters

Spirit Ogre Mage

Large Giant (Incorporeal)

Hit Dice: 5d12+15 (47 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft., fly 40 ft. (perfect)

AC: 14 (-1 size, +5 deflection); or 18 (-1 size, +5 natural, +4 chain shirt)

Attacks: Huge greatsword +7 melee; or Huge longbow +1 ranged

Damage: Huge greatsword 2d8+7; or Huge longbow 2d6

Face/Reach: 5 ft. by 5ft/10 ft

Special Attacks: Manifestation, materialization, spell-like abilities

Special Qualities: Incorporeal, regeneration 2, SR 18

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 21, Dex 10, Con 17 Int 14, Wis 14, Cha 21

Skills: Concentration +6, Hide +8, Listen +13, Spellcraft +4, Search +8, Spot +13

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

A spirit ogre mage, while not one of the mightiest spirits, certainly believes itself to be. It's more than capable of killing and eating most mortals with the misfortune to cross its path, and spirit ogre magi are known for playing various sorts of games with mortals. They may take to watching over a particular area, charging a "toll" from all who pass, or forcing them to play in a contest of some sort. Spirit ogres can be reasoned with, and they usually keep to the letter of their agreements.

Combat

A spirit ogre mage tends to rely on its spell-like abilities, manifesting in order to use them (while remaining largely immune to counterattacks). It materializes only when it must do so (being somewhat cowardly), although it can be tricked into materializing by an appeal to its pride. Of course, tricking a spirit ogre can have its own consequences, since they can hold grudges for a *very* long time.

Spell-like Abilities: At will—*darkness* and *invisibility*; 1/day—*charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 15 + spell level).

Flight (Su): Spirit ogre magi can fly even in materialized form.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): Can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal.

Materialization (Su): Can become fully solid in order to attack or interact with corporeal creatures. It can become ethereal or material as a move-equivalent action on its initiative.

Regeneration (Ex): Spirit ogres take normal damage from fire and acid in their materialized form. They can reattach severed limbs by holding them to the stump for a minute.



Chapter Five: Spirits and Monsters

Cannibal Spirit

Large Monstrous Humanoid (Incorporeal)

Hit Dice: 5d8+10 (32 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 30 ft. (perfect)

AC: 13 (-1 size, +2 deflection, +2 Dex); or 15 (-1 size, +2 Dex, +4 natural)

Attacks: 2 claws +8 melee, bite +3 melee

Damage: Claw 1d6+6, bite 1d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Control weather, possession, rend 2d6+12

Special Qualities: Damage resistance 10/+1, incorporeal, manifestation, materialization, scent, see life

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 22, Dex 15, Con 14, Int 10, Wis 12, Cha 15

Skills: Climb +12, Hide +9, Move Silently +9, Spot +9



Climate/Terrain: Arctic and temperate mountains and plains.

Organization: Solitary.

Challenge Rating: 7

Treasure: Half standard.

Alignment: Always neutral evil.

A cannibal spirit, when it can be seen at all, looks like an eight-foot-tall humanoid with elongated arms. Its body is covered with white, gray, or tan fur. Its hands are tipped with sharp claws and its leathery face appears distorted with rage and hate. Its eyes glow a faint red, particularly when it is feeding or attacking. Like most spirits, however, cannibal spirits are invisible to material creatures, existing on the Ethereal Plane.

Cannibal spirits—known to some tribes as *wendigo*—haunt isolated areas, indulging in their wicked habit of corrupting mortals. They do so by using their ability to *control weather* to create storms (usually blizzards) to trap and isolate their prey. When dealing with lone individuals, they materialize and attack. When dealing with groups they are far more sinister. The spirit waits and stalks its prey, allowing them to get hungry, then the cannibal spirit usually uses *possession* to take control of the strongest creature present. It attacks and kills the other creatures one by one and forces its host to devour their flesh. When it has killed all of the other creatures, the cannibal spirit materializes and kills the host as well, leaving it at the top of a macabre food chain.

Some cunning cannibal spirits even gather cults of mortal cannibals around them, promising them aid and power. Eventually it kills and consumes its followers, although often not before entire villages are devoured.

Combat

Cannibal spirits are wily foes. They prefer to stalk their prey, unnerving them and turning them against each other. They use *control weather* and *possession* to isolate and sow fear and suspicion. Only when they have the upper hand do they materialize and attack directly.

Control Weather (Sp): Cannibal spirits have the ability to *control weather* once per day as the spell cast by an 18th level sorcerer. This is a spell-like ability.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): The spirit can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal.

Materialization (Su): Cannibal spirits can fully materialize, becoming solid and able to physically attack (and be physically attacked in return). In material form they have damage resistance 10/+1.

Possession (Su): A cannibal spirit can attempt to possess a living creature like a *magic jar* spell cast by a 12th level sorcerer (except no jar is required). A successful Will save (DC 17) against a cannibal spirit's possession renders a character immune to any further possession attempts that day.

Chapter Five: Spirits and Monsters

Rend (Ex): A cannibal spirit that hits with both claws latches on to its opponent and tears at its flesh. This automatically deals an additional 2d6+12 points of damage.

Scent (Ex): A materialized cannibal spirit has an extraordinarily keen sense of smell. It can detect creatures up to 30 feet away by smell alone.

See Life (Ex): Cannibal spirits can see the life-forces of living creatures, allowing them to operate in the dark as if they had darkvision out to a range of 60 feet.

Disease Spirit

Medium-Sized Outsider (Evil, Incorporeal)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 30 ft (perfect)

AC: 13 (+2 deflection, +1 Dex); or 15 (+1 Dex, +4 natural)

Attacks: Two claws +2 melee

Damage: Claw 1d6+1

Face/Reach: 5 ft. by 5 ft/5 ft

Special Attacks: Pestilence

Special Qualities: Incorporeal, manifestation

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 12, Dex 12, Con 12, Int 9, Wis 12, Cha 14

Skills: Hide +10, Spot +6

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Disease spirits are loathsome creatures, appearing as skeletal humanoids with flesh clinging tightly to their bones, and often draped in tattered and rotting cloth. Their flesh is ashen and often covered with sores or other signs of disease and they reek of filth. Normally, disease spirits are invisible, existing on the Ethereal Plane, where they seek out victims to spread the plagues they carry.

Combat

Disease spirits have only one purpose, to spread illness and contagion among living (particularly intelligent) creatures. They are cowardly, and normally attack their victims while they sleep, although they have little to fear from mortal opponents or physical weapons. Some disease spirits take particular delight in appearing to torment their helpless victims, their appearances often dismissed as fever dreams or delirium by others.

Although proper treatment can aid the victims of a disease spirit, the only true way to end its reign of terror is to root out and destroy the spirit itself. Any casting of *remove disease* on one of the spirit's victims alerts the spirit instantly, allowing it to deal with the interloper (usually by infecting both him and the newly cured patient). A *confront disease spirit* spell brings the caster into immediate conflict with the disease spirit in the Spirit World.

If a disease spirit is slain, all of its still-living victims are cured and recover immediately.

Pestilence (Su): A disease spirit can inflict diseases on victims by touch in its manifest form. This supernatural ability functions like a *contagion* spell cast by a 12th level cleric. Most disease spirits can inflict any sort of disease (see the **DMG** for details), although some prefer a particular disease as their "signature."

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): A disease spirit can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal, but can use its Pestilence ability on material creatures.



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Fetch

Medium-Sized Shapechanger (Incorporeal)

Hit Dice: 4d8+4 (22 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 30 ft (perfect)

AC: 12 (+1 deflection, +1 Dex); or 15 (+1 Dex, +4 natural)

Attacks: 2 slams +4 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Detect thoughts

Special Qualities: Alter self, false aura, incorporeal, manifestation, materialization

Saves: Fort +5, Ref +5, Will +6

Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13

Skills: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8

Feats: Alertness, Dodge

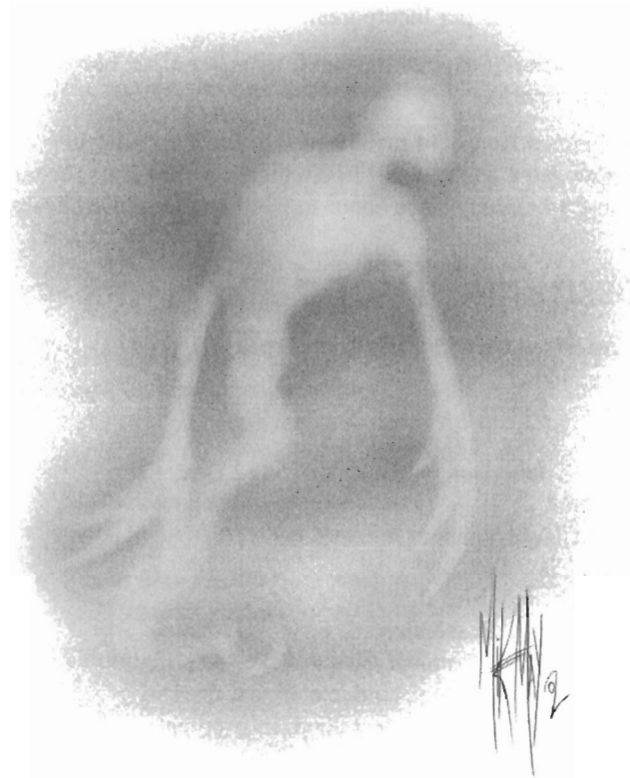
Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil



A fetch is a spirit capable of changing its appearance to match that of any humanoid creature. A fetch always chooses humanoid victims and follows them for a time, studying their habits and activities, learning all that they can about them. Then the fetch begins assuming the victim's form and systematically ruining his or her life. Usually the fetch does this by alienating the victim's friends and loved ones, then committing crimes or other misdeeds in the victim's form. Once the victim is a complete outcast, the fetch eventually moves in and kills the victim, feeding on the terror and life-force released.

In their natural form, fetches are invisible and intangible, existing solely on the Ethereal Plane. To those able to see spirits, they look like hazy indistinct humanoid forms, difficult to see against the misty background of the Ethereal Plane (giving them a +8 circumstance bonus to Hide checks, even against those who can see them). Fetches always manifest and materialize in the form of their current victim.

Combat

In its normal form, a fetch can only make unarmed attacks. In the form of a victim, it carries and uses whatever weapons that person does, usually imitating their combat style.

Detect Thoughts (Su): A fetch can detect thoughts at will as the spell cast by an 18th level sorcerer (save DC 13). Using this ability is a free action, and fetches can do so even while in ethereal form.

Alter Self (Su): A fetch can assume the form of any Small or Medium-size humanoid, like an *alter self* spell cast by an 18th level sorcerer. The fetch can remain in its assumed form for as long as desired and can assume a new form or return to its own as a standard action.

False Aura (Su): Fetches have an effective Spell Resistance of 18 against divination spells that would reveal their true nature. If a divination spell fails to penetrate the fetch's Spell Resistance, the caster perceives whatever the fetch wants. So a *detect evil* spell could be fooled into thinking that the fetch is not evil while a *detect thoughts* spell will pick up false surface thoughts identical to those of the creature the fetch is imitating.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

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Manifestation (Su): The fetch can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal.

Materialization (Su): Fetches can fully materialize, becoming solid and able to physically attack (and be physically attacked in return).

Skills: Fetches have a +4 racial bonus to Bluff and Disguise checks (already factored into their skills above). While using *alter self* a fetch has a +10 circumstance bonus to Disguise checks. If it can read a person's mind, it gains an additional +4 circumstance bonus to Bluff and Disguise checks.

Possessing Fiend

Medium-Sized Outsider (Evil, Incorporeal)

Hit Dice: 3d8 (13 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 30 ft (perfect)

AC: 14 (+2 deflection, +2 Dex); or 15 (+2 Dex, +3 natural)

Attacks: Claw +6 melee

Damage: Claw 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Possession

Special Qualities: Damage reduction 5/silver, SR 5, poison immunity, cold, electricity, fire and acid resistance 20, detect good, incorporeal, manifestation

Saves: Fort +3, Ref +4, Will +6

Abilities: Str 10, Dex 14, Con 10, Int 10, Wis 12, Chr 14

Skills: Hide +12, Listen +8, Move Silently +6, Search +4, Spot +4

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always evil



While many fiends from the infernal planes are fearsome monsters, some are more subtle creatures. Possessing fiends are found among the various infernal planes; they're incorporeal creatures that come to the Material World in order to possess other beings and turn them into instruments of evil. In their natural form, possessing fiends are invisible and intangible. They typically look like humanoids with infernal features like red or night black skin, horns, bat-like wings, long tails, or animalistic traits.

Combat

Possessing fiends come to the Middle World at the behest of summoners or are sent there by more powerful fiends. There they seek out potential victims and possess them. They usually use their host to perform various evil acts, then depart, leaving the host to answer for their crimes. Possessing fiends will over take over the same host again and again until that person's life is in ruins before moving on to fresh prey.

Killing a possessing fiend's host does not destroy the creature, which is merely expelled back into its ethereal form, free to possess a new host.

Possession (Su): Possessing fiends can possess living host bodies as if using a *magic jar* spell cast by a 12th level sorcerer (save DC 17), except that no jar is necessary. The fiend can possess the host for as long as it desires, although a host gets a new Will save to expel the fiend every 12 hours. A possessing fiend that is successfully turned or rebuked is forced out of its current host (if any) and unable to possess a new host for as long as it is affected by the turning.

Telepathy (Su): Possessing fiends can communicate telepathically (regardless of language) with any creature within 60 feet of them. They do not need to manifest to use this ability, allowing them to be "invisible voices" whispering in subjects' ears. They often use this ability to taunt or torment potential victims.

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Detect Good (Su): Possessing fiends can *detect good* at will as the spell cast by a 12th level sorcerer. They use this ability to seek out victims and potential threats.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): A possessing fiend can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal.

- Exalted Beasts -

Some beasts are possessed of special spirits, giving them intellect and insight to rival that of most humanoid creatures. Shamans regard these beasts as “exalted” above others, and consider them potential allies (or, in the case of some particularly evil beasts, dangerous foes). Their intelligence makes exalted beasts far more powerful and dangerous than their non-intelligent brethren, particularly since they are often mistaken for unintelligent creatures by the uninformed.

Creating an Exalted Beast

“Exalted beast” is a template that can be added to any animal, beast, magical beast, or vermin with an Intelligence score of 6 or less (hereinafter referred to as the “base creature”). The creature’s type becomes “magical beast.” It uses all of the base creature’s statistics and special abilities, except as noted here.

Hit Dice: Becomes d10 (if it’s not already).

Speed: Same as the base creature.

AC: Same as the base creature.

Attacks: As magical beast (fighter level = HD).

Damage: Same as the base creature.

Special Attacks: Exalted beasts retain all of the special attacks of the base creature and also gain the following special ability.

Dominant Beasts (Su): The exalted beast may command twice the number of HD of animals or beasts of its base type equal to its own HD as if it were using a *dominate animal* spell.

Special Qualities: An exalted beast has all of the special qualities of the base creature, plus the following.

Speech (Ex): The exalted beast may speak aloud in the common language, and may learn to speak other languages like any other character. It can also speak with creatures of its base type, although communication is limited based on the intelligence of the creatures conversed with.

Saves: As magical beast.

Abilities: +8 Intelligence, +5 Charisma, otherwise the same as the base creature.

Skills: Same as the base creature, plus 16 skill points (plus skill points for class levels, if any).

Feats: Same as the base creature, +1 per 4 extra HD or by character class.

Climate/Terrain: Same as the base creature.

Organization: Usually solitary (1), sometimes found in mated pairs (2). Exalted beasts are often found in the company of their base type of animal or beast in their normal numbers. So an exalted wolf may be the leader of a pack of normal wolves, for example.

Challenge Rating: Same as the base creature +1 (plus class levels, if any).

Treasure: Same as the base creature.

Alignment: Most exalted beasts retain the alignment of the base creature (that is to say neutral), but as intelligent beings, they can choose to follow any alignment. Exalted beasts are rarely lawful, and only a small number are truly good or evil.

Advancement: As magical beast or by character class.

Exalted Beast Characters

As intelligent creatures, exalted beasts are capable of learning and following character classes. They cannot become monks, paladins, or wizards, but are capable of taking levels in any other class. Their favored class is druid or shaman, and ranger is a common class for them as well. Exalted beast spellcasters do not require material components to cast their spells. They rarely ever have weapons, armor, or other equipment, since they’re not usually capable of handling them.

Exalted beast player characters should be considered to have a number of “monster levels” equal to their CR -1 (minimum of 0). Their greater HD and natural abilities are balanced by the fact that most exalted beasts don’t have hands and are usually treated as animals by most humanoids.

Chapter Five: Spirits and Monsters

- Sample Exalted Beast -

Here is an example of an exalted wolf, with a wolf as the base creature and three levels as a ranger.

Exalted Wolf

Medium-Size Magical Beast, Rgr3

Hit Dice: 5d10+10 (36 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 50 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: Bite +6 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft by 5ft/5 ft.

Special Attacks: Dominate Beasts, Favored Enemy (goblinoids), Trip

Special Qualities: Scent

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 13, Dex 15, Con 15, Int 10, Wis 12, Cha 11

Skills: Climb +3, Hide +8, Jump +4, Listen +8, Move Silently +8, Spot +6, Wilderness Lore +6

Feats: Improved Initiative, Power Attack, Weapon Finesse (bite)

Climate/Terrain: Any forest, hill, plains, and mountains

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Neutral

Combat

The exalted wolf is normally at the head of a pack (7-16) of normal wolves, which it directs like a general commanding his soldiers. He is an expert in hit-and-run tactics and can wear down any opponent over time. Evil humanoids know to avoid the exalted wolf's territory (or at least make no trouble there). He has no quarrel with any creature except those that infringe on his hunting territory or attack his pack. Then he shows no mercy.

Dominate Beasts (Su): The exalted wolf can command up to 10 HD or ordinary or dire wolves as if using a *dominate animal* spell.

Trip (Ex): If the wolf hits with a bite attack it can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Scent (Ex): The exalted wolf can detect opponents within 30 feet by sense of smell. Upwind the range increases to 60 feet. Downwind it is 15 feet. Wolves receive a +4 racial bonus to Wilderness Lore when tracking by scent.

Speech (Ex): The exalted wolf can speak common, as well as speak with other wolves.



"We had been tracking the hobgoblins for a week. They would pay in full, we swore, for the sack of our village. We found the hobgoblins drawn up in a tight knot, crossbows at the ready. A pack of wolves was circling them, and howls cut through the chill winter air. The pack leader, silver of fur and quick as lightning, led the other wolves on the attack. When the hobgoblins raised their crossbows to fire, the pack leader dropped to the ground, and the rest of the pack followed suit. The bolts flew harmlessly over the wolves' heads. Before the hobgoblins could reload, the wolves were among them. It was over in a matter of seconds."

Chapter Five: Spirits and Monsters

- The Beast Lords -

Legend speaks of intelligent and powerful animal spirits that are the paragons of their kind, the guiding spirit of their species. They are often known as “beast lords,” and accorded status similar to the great powers of the planes like the celestials or the lords of elementals or demons. Indeed, some of the beast lords share domains with these beings on the other planes of existence, keeping watch over affairs on the Material Plane.

Creating Beast Lords

“Beast lord” is a template that can be applied to any creature that also has the exalted beast and Spirit Templates applied to it (hereinafter known as the “base creature”). The base creature must also be of at least Large size and have at least 20 HD to qualify as a beast lord. There is generally only one beast lord for any given species at a time, although in some cases a species is known to have two, usually to balance issues of extreme alignment (see below). The base creature’s type becomes outsider (incorporeal). The beast lord uses all of the statistics of the base creature (including the modifications for the exalted beast and Spirit Templates), except as follows.

Hit Dice: Same as the base creature (d12).

Speed: Same as the base creature.

AC: Same as the base creature, +10 natural armor.

Damage: Same as the base creature.

Special Attacks: Same as the base creature (including manifestation, materialization, and spirit touch from the Spirit Template and dominate beasts from the Exalted Beast Template), plus the following:

Beast Loyalty (Su): A beast lord can command the complete loyalty of any animal or beast of its type as if it were using a *dominate animal* spell cast by a 20th level sorcerer, with no limit on the number of HD of creatures it can control.

Spells (Sp): Beast lords can cast divine spells as 20th-level shamans and typically know all of the spells from the shaman spell list (and may know spells from the druid and sorcerer spells lists as well, at the GM’s discretion).

Special Qualities: Same as the base creature (including incorporeal and *rejuvenation* from the Spirit Template and speech from the Exalted Beast Template), plus the following:

Alternate Forms (Su): A beast lord can assume the form of a Medium-sized or smaller humanoid or a normal-sized or dire version of its animal type at will. This works as a *shapechange* spell cast by a 20th-level sorcerer, but the beast lord can remain in its alternate form for as long as it wishes and return to its natural form as a standard action.

Damage Reduction (Su): Beast lords have a base damage reduction of 20/+3, meaning they ignore the first 20 points of damage from any attack with a weapon of less than +3 enchantment.

Eyes of the Beast (Su): A beast lord can cast *greater scrying* on any animal or beast of its type at will as a 20th-level sorcerer.

Spell Resistance (Ex): Beast lords have a base spell resistance of 20.

Saves: As outsider.

Abilities: +5 to Intelligence, Wisdom, and Charisma (in addition to bonuses from the Exalted Beast Template).

Skills: +10 skill points, plus bonuses for HD advancement (as outsider) and character class (if any).

Feats: Same as the base creature (include bonuses for HD advancement).

Climate/Terrain: Same as the base creature.

Organization: Nearly always solitary.

Challenge Rating: +20.

Treasure: Double standard.

Alignment: Usually neutral. A small number of beast lords occupy the extreme ends of the alignment scale. They are rarely lawful, but some are good or evil. Generally there is a good beast lord for every evil one. Sometimes this results in a species having two beast lords: one good, the other evil.

Advancement: As outsider (or by character class, if any).

Beasts of Legend

In addition to Sneer and Meerahr (see pages 74-75), there are number of legendary Beast Lords known even amongst human kind. A few even receive worship from humanoid tribes, especially those with druidic or shamanic traditions.

Cador, Lord of Lions
Ilsheen, Lady of Tigers
Tarbaka, Lord of Boars
Tzinsa, Lord of Weasels
Wilinor, Lady of Hawks

Chapter Five: Spirits and Monsters

- Sample Beast Lords -

The following are two sample Beast Lords. The GM should feel free to change the names and details to suit the campaign, and to create other Beast Lords as needed. Beast Lords may be worshipped by cults of humanoid followers in a campaign, placing them in the ranks of minor deities, or they may be largely ignored save by shamans and other spellcasters aware of their existence, as the GM prefers.

Sneer, Lord of Rats

Huge Outsider (Incorporeal)

Hit Dice: 20d12+120 (160 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft., climb 20 ft.

AC: 26 (-2 size, +3 Dex, +15 natural)

Attacks: Bite +20 melee

Damage: Bite 1d10+15

Face/Reach: 10 ft. by 30 ft./10 ft.

Special Attacks: Beast loyalty, contagion, spells

Special Qualities: Alternate forms, damage reduction 20/+3, eyes of the beast, incorporeal, manifestation, materialization, spirit touch, SR 20

Saves: Fort +13, Ref +15, Will +15

Abilities: Str 30, Dex 17, Con 22, Int 14, Wis 17, Cha 14

Skills: Climb +20, Hide +13, Move Silently +13

Feats: Cleave, Dodge, Expertise (bite), Improved Initiative, Power Attack (bite)

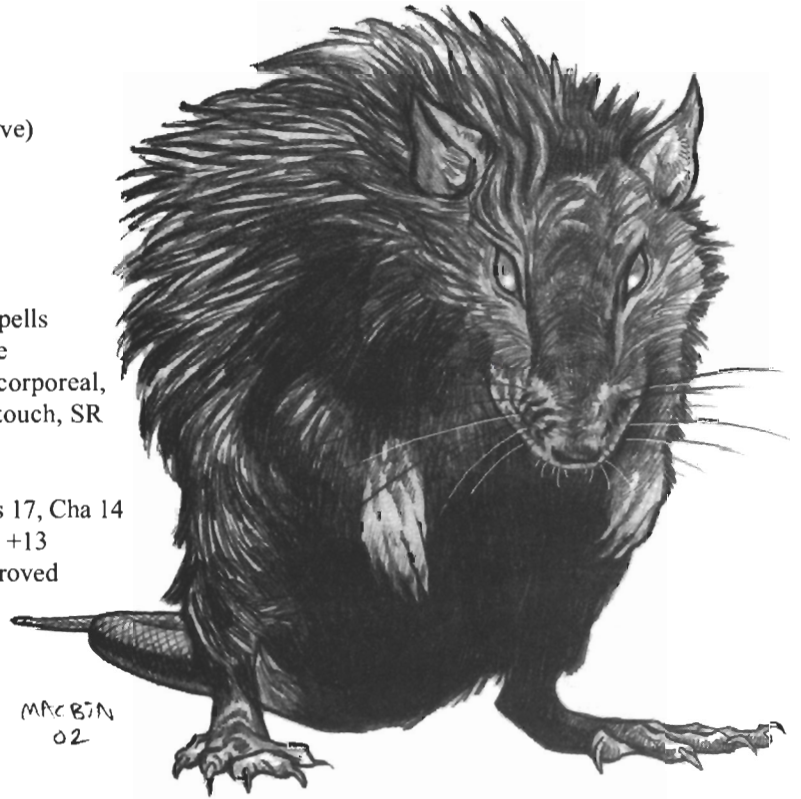
Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 20

Treasure: Double standard

Alignment: Neutral evil



Sneer, the Lord of Rats, lives in the Deep Warren of the Underworld, where he gathers together all of the shiny and pretty things that his followers have found for him, or which foolish mortals have brought with them into his lair. He is a truly monstrous sight, a great gray rat some thirty feet long, with burning red eyes and razor sharp teeth.

Sneer ultimately cares for nothing but himself, and anyone who wants his favor must bargain for it with something of value. It can be a valuable treasure, a particularly tasty and exquisite meal, or even a story or scrap of knowledge that Sneer has never heard before. Still, the Rat Lord is treacherous, and only sticks to his bargains when it suits him, or he has no other choice (such as an agreement enforced by magic).

Combat

Sneer is a terror in combat, ripping foes apart with his sharp teeth. He can also use spells against his opponents and command legions of normal and dire rats to swarm over them.

Spells: Sneer casts spells as a 20th level shaman and knows all of the spells on the shaman spell list, along with all of the spells of the Death, Destruction, and Evil domains. He requires no material components for his spells, but otherwise casts them normally.

Alternate Forms (Su): Sneer can assume the form of a normal rat or dire rat at will like a *shapechange* spell cast by a 20th level sorcerer.

Contagion (Ex): Anyone bitten by Sneer must make a Fortitude save (DC 17) to avoid catching filth fever (see page 74 of the **DMG** for details).

Beast Loyalty (Su): Sneer can command normal or dire rats at will.

Chapter Five: Spirits and Monsters

Meerahr, Lady of Cats

Gigantic Outsider (Incorporeal)

Hit Dice: 28d12+140 (392 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 27 (-3 size, +5 Dex, +15 natural)

Attacks: 2 claws +28 melee, bite +14 melee

Damage: Claw 2d6+14, bite 2d8+7

Face/Reach: 20 ft. by 40 ft./15 ft.

Special Attacks: Pounce, improved grab, rake, beast loyalty, spells

Special Qualities: Alternate forms, damage reduction 20/+3, eyes of the beast, incorporeal, manifestation, materialization, scent, spirit touch, SR 20

Saves: Fort +13, Ref +15, Will +13

Abilities: Str 38, Dex 20, Con 20, Int 15, Wis 17, Cha 20

Skills: Hide +4, Jump +13, Listen +6, Move Silently +11, Spot +6, Swim +12

Feats: Cleave, Dodge, Expertise (claws), Improved Initiative, Power Attack (claws)

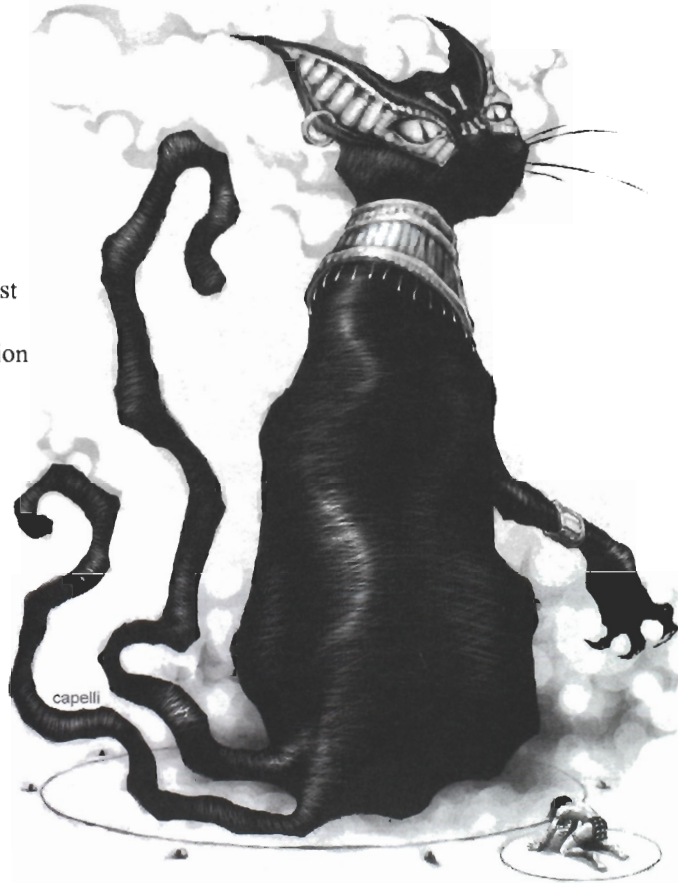
Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 20

Treasure: Standard

Alignment: Chaotic neutral



Meerahr, the Lady of Cats, looks like a gigantic black cat with emerald green eyes, although her fur and eyes often seems to ripple and change color according to her moods. Like her subjects, she can be alternately affectionate and arrogant. She's vain and capricious, enjoys flattery and new playthings and deals harshly with those who displease her. Meerahr dwells in the Upperworld for the most part, but she walks the branches of the Great Tree as she sees fit. She doesn't like being summoned, so any would-be summoner had better have a good reason, and something to offer her in exchange for her indulgence.

Combat

Meerahr is a fierce and deadly combatant, striking swiftly with her powerful claws and teeth. She's also quite clever, using her spells and magical abilities to their best advantage.

Spells: Meerahr casts spells as a 20th-level shaman and knows all of the spells on the shaman spell list, along with all of the spells of the Animal, Chaos, and Trickery domains. She requires no material components for her spells, but otherwise casts them normally.

Alternate Forms (Su): Meerahr can assume the form of a normal cat or dire lion at will like a *shapechange* spell cast by a 20th level sorcerer.

Beast Loyalty (Su): Meerahr can command any normal or dire cat at will.

Pounce (Ex): If Meerahr leaps upon a foe during the first round of combat, she can make a full attack even if she has already taken a move action.

Improved Grab (Ex): To use this ability, Meerahr must hit with her bite attack. If she gets a hold, she can rake.

Rake (Ex): Meerahr can make two rake attacks (+12 melee) against a held creature with her hind legs for 1d8+10 damage each. If she pounces on an opponent, she can also rake.

~ The Shaman ~

Base Level	Fort Attack Bonus	Ref Save	Will Save	Spells per Day Save	Special	0	1	2	3	4	5	6	7	8	9
1	0	+0	0	+2	Rebuke spirits, totems	3	1	-----	-----	-----	-----	-----	-----	-----	-----
2	+1	+0	0	+3	Detect Spirits	4	2	-----	-----	-----	-----	-----	-----	-----	-----
3	+2	+1	+1	+3		4	2	1	-----	-----	-----	-----	-----	-----	-----
4	+3	+1	+1	+4	Spirit familiar	5	3	2	-----	-----	-----	-----	-----	-----	-----
5	+3	+1	+1	+4	3 rd totem	5	3	2	1	-----	-----	-----	-----	-----	-----
6	+4	+2	+2	+5		5	3	3	2	-----	-----	-----	-----	-----	-----
7	+5	+2	+2	+5		6	4	3	2	1	-----	-----	-----	-----	-----
8	+6/+1	+2	+2	+6		6	4	3	3	2	-----	-----	-----	-----	-----
9	+6/+1	+3	+3	+6		6	4	4	3	2	1	-----	-----	-----	-----
10	+7/+2	+3	+3	+7	4 th totem	6	4	4	3	3	2	-----	-----	-----	-----
11	+8/+3	+3	+3	+7		6	5	4	4	3	2	1	-----	-----	-----
12	+9/+4	+4	+4	+8		6	5	4	4	3	3	2	-----	-----	-----
13	+9/+4	+4	+4	+8		6	5	5	4	4	3	2	1	-----	-----
14	+10/+5	+4	+4	+9		6	5	5	4	4	3	3	2	-----	-----
15	+11/+6/+1	+5	+5	+9	5 th totem	6	5	5	4	4	4	3	2	1	-----
16	+12/+7/+2	+5	+5	+10		6	5	5	5	4	4	3	3	2	-----
17	+12/+7/+2	+5	+5	+10		6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+6	+6	+11		6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+6	+6	+11		6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+6	+6	+12	6 th totem	6	5	5	5	5	5	4	4	4	4

~ The Dreamer ~

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1	2	3	4	5
1	0	+0	0	+2	Spells, wakefulness	2	—	—	—	—
2	+1	+0	0	+3		3	—	—	—	—
3	+1	+1	+1	+3	Sleeping spells	3	2	—	—	—
4	+2	+1	+1	+4		4	3	—	—	—
5	+2	+1	+1	+4		3	3	2	—	—
6	+3	+2	+2	+5		4	4	3	—	—
7	+3	+2	+2	+5	Dream spells	5	4	3	2	—
8	+4	+2	+2	+6		5	4	4	3	—
9	+4	+3	+3	+6		5	5	4	3	2
10	+5	+3	+3	+7	Dreamwalk	5	5	4	4	3

~ The Healer ~

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+2	0	+0	Healing domain	+1 level of existing class
2	+1	+3	0	+0	Heal bonus +1	+1 level of existing class
3	+1	+3	+1	+1	Brew medicine	+1 level of existing class
4	+2	+4	+1	+1	Heal bonus +2	+1 level of existing class
5	+2	+4	+1	+1	Empower Healing Spells	+1 level of existing class
6	+3	+5	+2	+2	Heal bonus +3, Heal Mastery	+1 level of existing class
7	+3	+5	+2	+2	Maximize Healing Spells	+1 level of existing class
8	+4	+6	+2	+2	Heal bonus +4	+1 level of existing class
9	+4	+6	+3	+3	Revival	+1 level of existing class
10	+5	+7	+3	+3	Heal bonus +5	+1 level of existing class

~ The Ghost Guide ~

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	0	+2	Lay to rest, turn undead	+1 level of existing class
2	+1	+3	0	+3	Detect spirits, gentle repose	+1 level of existing class
3	+2	+3	+1	+3	Deathwatch	+1 level of existing class
4	+3	+4	+1	+4	See Invisibility	+1 level of existing class
5	+3	+4	+1	+4	Guide ghost	+1 level of existing class

~ The Skin-Changer ~

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+2	0	+2	Wild shape (1/day)	+1 level of existing class
2	+1	+3	0	+3	Wild shape (2/day)	+1 level of existing class
3	+2	+3	+1	+3	Wild shape (3/day)	+1 level of existing class
4	+3	+4	+1	+4	Wild shape (Large)	+1 level of existing class
5	+3	+4	+1	+4	Wild shape (4/day)	+1 level of existing class
6	+4	+5	+2	+5	Wild shape (Tiny)	+1 level of existing class
7	+5	+5	+2	+5	Wild shape (dire)	+1 level of existing class
8	+6/+1	+6	+2	+6	Wild shape (5/day)	+1 level of existing class
9	+6/+1	+6	+3	+6	Wild shape (Huge)	+1 level of existing class
10	+7/+2	+7	+3	+7	Shapechange (1/day)	+1 level of existing class

~ The Spirit Hunter ~

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	0	+0	Detect spirits, 1st favored enemy, rebuke spirits
2	+2	+3	0	+0	See invisibility
3	+3	+3	+1	+1	Ghost touch
4	+4	+4	+1	+1	2nd favored enemy
5	+5	+4	+1	+1	Smite spirit
6	+6/+1	+5	+2	+2	True death
7	+7/+2	+5	+2	+2	Ethereal jaunt
8	+8/+3	+6	+2	+2	3rd favored enemy
9	+9/+4	+6	+3	+3	Sealed Soul
10	+10/+5	+7	+3	+3	Spiritwalk

~ The Spirit Master ~

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	0	+0	0	+2	Rebuke	+1 level of existing class
2	+1	+0	0	+3	Planar Binding (8 HD)	+1 level of existing class
3	+1	+1	+1	+3	Protection from spirits	+1 level of existing class
4	+2	+1	+1	+4	Create undead	+1 level of existing class
5	+2	+1	+1	+4	Planar Binding (16 HD)	+1 level of existing class
6	+3	+2	+2	+5	Magic circle	+1 level of existing class
7	+3	+2	+2	+5	Create greater undead	+1 level of existing class
8	+4	+2	+2	+6	Planar Binding (24 HD)	+1 level of existing class
9	+4	+3	+3	+6	Binding	+1 level of existing class
10	+5	+3	+3	+7	Trap the Soul	+1 level of existing class

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TOTEM DOMAIN

SHAMANIC TABOOS

SPIRIT FAMILIAR

NAME: _____

RACE: _____

ABILITIES:

STR	DEX	CON	INT	WIS	CHA
<small>Score</small>	<small>Score</small>	<small>Score</small>	<small>Score</small>	<small>Score</small>	<small>Score</small>
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HIT POINTS _____

HIT DICE - BASE: _____ BONUS: _____

INITIATIVE: _____

SPEED: _____

AC: _____

ATTACKS: _____

DAMAGE: _____

FACE/REACH: _____

SKILLS: _____

FEATS & SPECIAL ABILITIES: _____

OTHER NOTES:

	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELL SAVE DC	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>	<input style="width: 30px; height: 30px;" type="text"/>
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NUMBER OF SHAMAN SPELLS KNOWN										CHA MODIFIER
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SKILLS ADDENDUM

ABILITY MISCELLANEOUS SKILL RANKS MODIFIER MODIFIER MODIFIER	SKILL KEY DREAMING WIS	ABILITY MISCELLANEOUS SKILL RANKS MODIFIER MODIFIER MODIFIER	SKILL KEY Spirit Empathy CHA Trance WIS
+ + + = _____	_____	+ + + = _____	_____
+ + + = _____	Knowledge (Spirit World) INT	+ + + = _____	_____

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Demons and Evil Spirits beware!

Often dismissed as superstitious primitives by both the arrogant and ignorant, the spirit-touched mortals known as shamans know secrets long lost to the "civilized" world. Blessed—or perhaps cursed—with sensitivity to the unseen, shamans are masters of the Spirit World, and powerful additions to any adventuring party.

The Shaman's Handbook, by *Dragon Magazine* regular and *Shadowrun* novelist Steve Kenson, introduces the shaman class to the d20 System, but that's only the beginning! Other features include:

- New prestige classes like the Ghost Guide, the Healer, the Skin-Changer, and the Spirit Hunter.
- A bestiary of spirits and ghosts, plus several new monster templates.
- New magic items, including charms and fetishes.
- A primer on the Spirit World, and information on real world shamanic traditions.
- New skills and feats, such as Trance and Dreaming.
- Evocative illustrations by Mike Vilardi, Toren "MacBin" Atkinson, Steve Lawton, Ken Capelli, Drew Baker and Mike May!

The Shaman's Handbook is the first volume of Green Ronin Publishing's brand new Master Class™ series. Each volume in this bold new line of d20 sourcebooks introduces a new core class for the d20 System—and provides everything you need to fully integrate that class into your campaign.

The Shaman's Handbook opens up whole new worlds for your heroes. Will you heed the spirits' call?

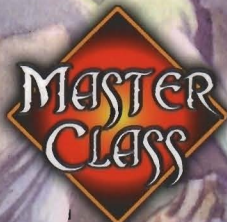
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