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ENCYCLOPAEDIA
DIVINE

SHAMANS

The Call of the Wild



Alejandro Melchor

RCH A-02

RULES SUMMARY

The Shaman

Level	Base	Fort	Ref	Will	Special	Max Spirit	Spells per Day									
	Attack Bonus	Save	Save	Save		Allies	0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Summon guardian spirit, rites (ward), power invocation	3	3	1								
2	+1	+3	+0	+3	Rites (summon)	4	4	2								
3	+2	+3	+1	+3		5	4	2	1							
4	+3	+4	+1	+4		6	5	3	2							
5	+3	+4	+1	+4	Rites (exorcize)	7	5	3	2	1						
6	+4	+5	+2	+5	Bonus feat	8	5	3	3	2						
7	+5	+5	+2	+5		9	6	4	3	2	1					
8	+6/+1	+6	+2	+6	Rites (awakening)	10	6	4	3	3	2					
9	+6/+1	+6	+3	+6		11	6	4	4	3	2	1				
10	+7/+2	+7	+3	+7		11	6	4	4	3	3	2				
11	+8/+3	+7	+3	+7	Rites (possession)	12	6	5	4	4	3	2	1			
12	+9/+4	+8	+4	+8	Bonus feat	12	6	5	4	4	3	3	2			
13	+9/+4	+8	+4	+8		13	6	5	5	4	4	3	2	1		
14	+10/+5	+9	+4	+9	Rites (travel)	13	6	5	5	4	4	3	3	2		
15	+11/+6/+1	+9	+5	+9		14	6	5	5	4	4	4	3	2	1	
16	+12/+7/+2	+10	+5	+10		14	6	5	5	5	4	4	3	3	2	
17	+12/+7/+2	+10	+5	+10		15	6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+11	+6	+11	Bonus feat	15	6	5	5	5	5	4	4	4	3	2
19	+14/+9/+4	+11	+6	+11		16	6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+12	+6	+12		16	6	5	5	5	5	5	4	4	4	4

Guardian Spirit Special Ability

Shaman Class Level	SR	DR	Special
1-2	11	5/silver	Projection
3-4	12	10/+1	
5-6	13	-	Bestow: Skill (1/day, +2 max)
7-8	14	10/+2	Bestow: Feat (2/day, +4 Skill max)
9-10	15	-	
11-12	16	10/+3	Bestow: Abilities (3/day, +6 Skill max.)
13-14	17	-	Manifest
15-16	18	-/+3	Bestow (4/day, +8 Skill max.)
17-18	19	-	Shapechange
19-20	20	-/+4	

Shaman Spells

- Awaken the Land.** (Clr 7, Drd 6) All spirits within the area manifest in the Material Plane.
- Charm Spirit.** (Brd 2, Clr 1, Drd 1, Sor/Wiz 2) Make a spirit believe you are its friend.
- Cull the Weak.** (Drd 4, Predator 4, Rgr 5) You determine the exact strength of a group of creatures within the area of effect.
- Detect Dimensional Disturbance.** (Clr 2, Sor/Wiz 3, Spirit 2) Detect the use of extraplanar magic.
- Detect Spirits.** (Clr 1, Drd 1, Rgr 2, Sor/Wiz 2) You detect the presence of active and latent spirits within range.
- Discern Aura.** (Clr 1, Drd 0) Gain information about a target creature.
- Ethereal/Spiritual Junction.** (Brd 7, Clr 6, Sor/Wiz 8) You pull an area of the Spirit World or the ethereal plane into the Material Plane.
- Ghost Armour.** (Clr 3, Rgr 4, Sor/Wiz 4) A spirit grants you Damage Resistance and better Armour Class.
- Ghost Combatant.** (Brd 1, Clr 2, Sor/Wiz 1) Fool an opponent into believing it is flanked.
- Ghost Dance.** (Brd 5, Clr 5, Drd 5, Sor/Wiz 5) You summon warrior spirits to aid you in combat.
- Kidnap Soul.** (Clr 6, Death 5, Sor/Wiz 6) Entrap a soul in a clay jug and animate its body as a zombie.
- Maddening Mist.** (Brd 3, Drd 5, Sor/Wiz 4) Conjure a fog that drives creatures mad.
- Mass Revelation.** (Clr 2, Drd 2, Sor/Wiz 3) Many creatures can see spirits.
- Power Walk.** (Clr 7, Drd 6, Sor/Wiz 8) Reduce travel time by walking in the Spirit World.
- Read Spirit Echo.** (Brd 3, Drd 3, Sor/Wiz 3) Consult spirits about events that happened in a location's past.
- Replace the Senses.** (Brd 1, Rgr 1, Sor/Wiz 1) Use Spot or Listen for other kinds of sensory perception.
- Spirit Song.** (Brd 4, Clr 4, Magic 4, Sor/Wiz 4) The spirits' voice interferes with spellcasting and distracts targets.
- Spiritual Bestowment.** (Brd 3, Clr 3, Rgr 3, Sor/Wiz 3) You compel a spirit to boost an ability in a target creature.
- Steal the Thunder.** (Clr 8, Magic 8, Sor/Wiz 8) You can steal other spellcasters' ability to work magic.
- Wall of Fear.** (Brd 4, Sor/Wiz 5) This spell creates an imperceptible wall of pure fear.

Encyclopaedia Divine Shamans

Alejandro Melchor

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INTRODUCTION

It is said that when the gods created the world, they gently blew life into it, awakening the conscience in every piece of their work. Trees, rocks, rivers, fire, wind, mountains... all of them received the holy breath, and all of them worshipped the gods before the first race set foot on the face of the world. They were the *animae*, the souls of all things: the spirits.

These beings are the heart of Creation, overseeing the turning of the seasons, the cycle of predator and prey and even the falling of each flake of snow. This first age was a paradise, but when the gods had set the stage for their mortal children, the spirits lost their place as the inhabitants of the world.

Yet they were not really gone. Shunned to the lands behind the mirror, the spirits maintained their connection with that which gives them life, and they served a new role as the intermediaries between the gods and the physical world.

They remember who was the firstborn among the races, for they were present at the moment of their birth, and they have watched behind the wall between the planes as their flesh-bound brethren grow and progress. The spirits took pity on their first clumsy steps, and many of them decided to help; they whispered their songs to the ears of a few, and revealed to them the secrets of the first magic. And as the gods gave spirits their power, so the spirits shared it with the shamans, those among the mortals who can perceive them, look behind the curtain of the world's stage and see the spirits as the stagehands overlooking the gods' play.

Shamans existed long before clerics and wizards usurped their role as the wise leaders of the people, the first to try and make sense of a strange world and the earliest people to delve into the powers of the unknown. Their magic is unsophisticated, and looked down upon as the province of the uncivilised, a primitive tool inferior to arcane formulae and divine prayer.

Despite being forgotten, the spirits' power has not diminished, and the old shamans did not forget either. They trained their successors generation after generation, and their descendants spread the gift to see the invisible.

ENCYCLOPAEDIA DIVINE

This is the first book of the Encyclopaedia Divine series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based D20 games system, these sourcebooks enhance and expand all divine spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Divine is not just intended for Games Masters to use in conjunction with their non-player characters, however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options with which they are presented by the core rulebooks.

SHAMANISM – THE PATH OF THE SPIRITS

The primary purpose of this sourcebook is to give players and Games Masters alike all the information they need to add a new dimension to their campaign in the form of the spirits, their world and the people who see and serve them. Within these pages you will find chapters devoted to shamans and their tradition, the way they practice their craft as opposed to traditional divine spellcasters, plus new Domains and spells that take advantage of the spirits' influence on the material world. You will also find shamanic feats that expand the shamans' power, as well as allowing other classes to be touched by the subtle hand of the spirits.

The shaman's path is seen with scorn by the refined worshippers of deities and greater powers, and it contains many obstacles to those who would dare to walk it, but the rewards along the way are great, for while not gods themselves, the spirits are an intrinsic part of creation. The shamanic tradition is rich, and no less powerful than its successors; it takes a brave man to open his eyes to the true nature of the world, but he will find that everything is worth it in the end.

Telzun stared at the slow dance of the clouds against the stage of a perfect blue sky. He was lying on his back, chewing on a blade of grass as he'd done regularly since he was a child. But those days were long gone; he was old, much too old. To the people of the river valley, he was positively ancient.

'You must choose your last apprentice today.' A snake slithered near him, whispering the words. Telzun saw through the spirit's disguise and sat upright. The shimmering scales of the reptile played with his eyes as it took the shape of a dangerously beautiful woman. 'The candidates are ready and they are only waiting for you, old friend.'

To the uninitiated, Telzun was still speaking to a small snake. It was both a blessing and a curse to be able to see and talk to the spirits. On the one hand, he was privy to the world's gossip; he understood the playful banter of a river, he could bless a forge by appeasing the industrious spirit within it and banish illness by waving the evil spirit away. On the other hand, the spirits were seldom quiet.

'Change is the way of the world;' the snake continued. 'Without change, all that remains is death.'

'I know, oh, mistress of change who sheds her skin when it bores her.' He chuckled, still enjoying the breeze. 'Do not worry, lady; you and your kind will not be forgotten.'

Minutes later, Telzun found himself locked up in the sweat lodge with five promising youths. His soft laughter did little to calm the young candidates, but he was not here to be benign, and he began his chanting to attract the spirits' attention. He recognized the presence of his guardian spirit, so when he opened his eyes to the invisible world, he was not surprised when he saw the great mountain lion sitting in the middle of the circle.

'I ask for your guidance, friend,' the shaman said.

'You have it, as always,' the spirit answered and started pacing around the possible apprentices. One of them shivered when the great cat walked near him.

'Chezik...' Telzun addressed the boy.

'Y-yes, old one?' The boy snapped his head to attention when he heard his name.

'You are afraid, are not you? That is good.' The shaman did not wait for an answer. The lion spirit smiled in complicity and pawed at the boy. Normal people would've been unaffected, for the spirits lived in a separate reality to normal folk. But this boy... he jumped into the circle, terrified.

'So... something touched me!' The boy had lost all sense of respect and protocol. He was staring at the space he had occupied seconds before.

'Of course it did,' Telzun smiled. The spirits were wise when they advised him it was time to take on another apprentice. His last pupil may very well be his best. He ignored the other young people, who chuckled and giggled, all except a girl, who was also staring at the spot where the lion spirit was now licking itself. The old shaman nodded knowingly. 'Karil, what do you see?'

'A... I do not know, old one,' she answered, her eyes fixed at the empty space.

'Everyone can return home. Chezik, Karil: you stay.' The test was a simple one. Too simple for it was only the first of many to weed out the people without the capacity or disposition to interact with the spirits. But in their wisdom, the spirits had brought him not one, but two powerful apprentices.

Wizards wield the forces of the universe without care or respect, while priests preach their dogmas, blind to the simple workings of the world... But here, in his little corner of the world, Telzun knew that the old traditions would survive through these two talented children. And maybe, with the spirits' favour, they could even prevail.



SHAMAN MAGIC – AN OVERVIEW

Spirit worship is the oldest of the magic traditions, begun when the people could not yet recognize the work of the gods, much less fathom the complicated formulae of arcane spellcraft. The animae, the name the spirits receive for being the souls in all things, do not need followers or worshippers to exist; they derive their existence from the power of the land itself, and feed on involuntary thoughts in their direction. The spirits' power can be great, but they cannot act upon the material world directly unless someone or something opens the way for them. This is where shamans come in.

Shamans are persons gifted or trained as conduits of spirit power; not subservient to the animae, yet not defiant either. The magic they perform is visceral and primal, touching on ancient memories of a time when the spirits roamed the land freely and without restriction. Shamans are people who walk by a different rhythm from their fellows, who have a biased view of the world and are able to shed rationality to gain better understanding of everything around them.

THE INVISIBLE WORLD

Behind the façade of everyday life lies the Spirit World, an invisible layer of reality that coexists with the world of the physical, from where the spirits perform their duties with single-minded determination. The gods separated the planes in order to protect mortals from the depredations of outsiders, but the protective walls also shut the spirits out. Spirits retain strong connections with the material world; they sense it and act upon it to the best of their ability, remaining invisible and undetectable to common magic spells and supernatural abilities.

Coexistent with the Material Plane, the Spirit World surrounds everything and permeates every place, lying parallel to what people experience and perceive normally, but unseen by their mundane senses. Everything in the Spirit World is invisible

and immaterial, existing in a state similar to etherealness, but in a plane full of vitality, with direct connections to the abodes of gods and the sources of life and energy. However, the spirits are like hungry children looking at an indoor banquet through an unbreakable window, for they can and do see the comings and goings of the material world, and those inside would indeed be able to see them if they only cared to look at the world a little differently.

The spirits can channel their senses and their powers through the intimate bond they have with the elements of Creation, but they can accomplish little more than natural phenomena. A tree spirit has the power to make its fruit ripen, and a cloud spirit can make rain fall, but it is hardly magic on the level of a wizard's spells. Only when they gather enough power to cross the planes' boundaries can the tree spirit curse the logger who cut it down, and the cloud spirit bless the peasant who dutifully prays to it.

Spirits can manifest on the material world in different degrees depending on their power. The weakest can only announce themselves to the uninitiated by slight changes in the surroundings: a soft breeze, rhythmic snaps in the fireplace, the song of dolphins or a flash of inspiration. The most powerful can take a physical shape for a while and walk around, dispensing their odd-sounding advice and pursuing their agendas for as long as their strength can maintain such state.



THE UNHEARD WHISPERS

Animism is the belief that all things possess a soul, an *'anima'* which connects with everything else in Creation. Animists give thanks to the animal they are about to eat, sing a lullaby to a plant to help it grow better, and utter small prayers to their ancestors. Even people who chastise their donkey as if the animal understood every word, or who give their favourite sword a name and will use it over any other, recognize in a way the spirits' presence.

Most creatures have forgotten the spirits, but they're a very real presence in the face of the world. The mortals' devotion and belief plays a small role in the spirits' power, and they encourage offerings and sacrifices, but their true strength comes from the land itself, from their bond to the things of the world.

Spirits are embodiments of ideals, the purest expression of a phenomenon. A tree spirit is the ultimate form a tree can ever achieve, and an ancestor spirit is the best (or worst) that remains from a person who died. As the creatures and things of the world diversified, the echoes of their birth rippled across the Spirit World and awoke new kinds of spirits, making their classification an almost a

futile task; that is, if anyone even bothered to try to classify them. However, there are broad families in which spirits gather:

Animal Spirits: Among the most frequent and the most active, they pulse with the energy of life and resonate with the personality of the beasts they inhabit and represent: fox spirits are devious and cunning, owl spirits are wise and patient, and snake spirits are mysterious and distant.

Elemental Spirits: These spirits are different from true elementals in that they seldom take direct actions, and they are advisors and guides instead of mindless servants, for they embody their element's spiritual meaning. A fire spirit knows the ways of transformation, while a fire elemental only knows how to burn things away.

Plant Spirits: The true souls of trees and flowers, these spirits are largely dormant and need awakening if one would profit from their millennial wisdom. Some people may confuse plant spirits with fey, but they're altogether different: a dryad lives within a tree; the spirit *is* the tree.

Nature Spirits: Those phenomena that will not fit in any of the former families and yet they're still part of nature, such as spirits of the seasons, river spirits, a whole forest's soul, rain spirits, etc.

The village's blacksmith stared with distrust at the two people standing next to his forge. The bulky man was ill at ease having any strangers approaching the fire, but no one else would have been able to remedy the problems that had been plaguing him for the last few days.

'We're here to solve his problems,' Karil complained to Telzun, when she thought the smith would not hear her. 'But he blames the spirits for his shoddy workmanship, and when he blames the spirits, he blames us!'

Telzun shook his head; he knew quite well that it was easier for people to blame the invisible world for their troubles than to assume responsibility. There were times when they were right, though. Amrik was not the greatest blacksmith the shaman had come across, but his horseshoes did not usually splinter and hurt the horse.

'Hush, child,' the shaman reprimanded his apprentice. 'You give too much importance to our reputation. You do not matter. I do not matter. In the end, we are but specks blown away in the great winds of life. Now focus on the fire in this forge instead of the one in your heart.'

Karil frowned, but nodded and stared at the fire. Telzun already knew what the problem was; somebody had put a curse on this forge, and the original spirit living there was doing all it could to defend its home from a malevolent invader.

'They are fighting!' Karil exclaimed, her eyes wide open.

'Then let us help our little friend there...' Telzun nodded, satisfied.



Object Spirits: Sentient races started to revere the tools they built, and thus awoke their anima. Only the objects that receive special treatment or are highly regarded by their owners have a spirit.

Ideal Spirits: Another product of sentient thought, these spirits influence and thrive on mortals' creations instead of the gods': muses, forge spirits, and even dream spirits are part of this family.

Ancestor Spirits: There's a very fine line dividing ancestor spirits from undead, and often it blurs so much that clerics and necromancers have affected ancestors. More concerned in helping their descendants than in haunting the living, they are weaker than true undead.

Legend Spirits: The strongest and most powerful, these anima rise from the ranks of all families and become specific personalities instead of abstract ideals. The Wild Hunt, the Man on the Moon, the Ferryman of the Dead... all the mythic figures with the potential to become minor gods themselves, but are not yet there.

Spirits of all kinds go about their business as they have for ages. Their only purpose is to do their jobs and keep the world running smoothly. Being dutiful, however, is not the same as being pleasant, and many spirits can be evil in dealing with the mortals. Sickness and drought are also the domains of nature spirits, and ideals like War and Murder also engender their own anima.

While they retained the power to fulfil their appointed duties, the spirits were restricted from directly intervening in mortal affairs, and their power to answer the first crude prayers was severely curtailed, so the spirits singled out a select few mortals from each race, took them beyond the planar barriers and, in a sacred ritual practiced even today, destroyed and put them back together. They returned home changed, reborn. They were the first shamans, those inspired by the spirits.

WALKING IN THE STEPS OF THE ANIMA

The shaman lives with one foot in the everyday world and another in the realm of the supernatural. He is gifted (some say cursed) with the ability to see and interact with a lot of strangeness, seeing the spirits for what they are, and recognizing their work. He knows that the magic is not his, that he is only

the channel through which the spirits express their power in this world, and as such, most shamans tend to be humble, or at least they will not launch into proselytising or extolling the virtues of their own lifestyle over the ones of their fellows.

For the shaman, all things happen for a reason, and that reason is, most of the time, the whimsy of a minor spirit or the grand designs of a major one. This worldview leaves little room for coincidence and the shaman considers all events as related. His attempts to appease spirits in the vicinity or call for their blessing border on the superstitious; and they would be, if not for the fact that they *work*.

The philosophy of 'not-doing' summarizes the shaman's thought, as well as a simple definition can encompass the complex and contradictory teachings of those who walk the spirit ways. Not-doing means to lose focus on what is not important, to stop trying to force the world to comply with one's wishes and instead just nudge it into the way it is supposed to work. An old shaman is one with the land, treating the spirits as friends and considered a powerful ally by them; the power he wields stems from his affinity to the spirits' own state: he does not care for his own person, losing all self-importance in his growth.

THE SHAMAN'S CALLING

Unlike other divine spellcasters, shamans are not followers of the entities from which they draw their power. They heed the spirits' counsel and sometimes comply with their whims, but, ultimately, the shaman's loyalty lies with his people.

In the old days, the shaman was the only person communicating between a community and the wide unknown. Serving as healer, fortune-teller, priest, spiritual guide, lore keeper and general trouble-shooter, the shaman tended to his people's welfare. However, his dealings with the invisible world mark him as an outsider. People look for the shaman's help, but they do not trust him completely as a person except in respect of his shamanic duties.

Shamans are loners as a consequence; they establish a home sufficiently apart from the community so as not to unnerve their neighbours, but near enough to be readily available for emergencies. Some feel the need to wander and better themselves and their craft, and leave town or village after finding a successor, while others do not finish their

apprenticeship when setting out to learn from the world rather than from a master.

There are no shaman schools; the only way to become one is to find a teacher and be initiated into the mysteries of the Spirit World. A shaman will train a small number of apprentices at the same time, preparing them in mind and body for the final ordeal of meeting the animae face to face.

THE AWAKENING

Apprentices need all the available help from their master once the spirits decide it is time for them to become full-fledged shamans. That is, if they are lucky enough to have a master. There are four ways in which a person might become a shaman:

Spontaneous Vocation: The shaman-to-be was born fated to be part of the invisible world. Since his childhood he experiences visions and strangeness and shows signs of his future power as spontaneous flashes of magic, because of the spirits pushing him towards his position. People who deny their heritage will always lead a haunted life and most go mad, unable to stop the voices from whispering in their dreams.

Hereditary Transmission: A shaman's children are likely to be chosen by the spirits as their parents' successors, but are not really forced to; sometimes a young man will deny his birthright and forge his own life, or the animae may not be pleased with him, and point the shaman in other directions to find the heir to his power.

Personal Choice: Those with the vocation to serve their fellows and the courage to face the unknown seek out a shaman to learn the craft; they hope that the spirits will notice their efforts and impart the knowledge craved. If the young man is persistent and skilled, he will be noticed and taken in, rewarded for his drive.

Accidental awakening: Sometimes, a person is exposed to events that will awaken shamanic potential. Common accidents are near-death experiences, exposition to planar magic, surviving a debilitating illness or an animal attack, contact with fey or undead or picking the wrong magic item at the wrong time.

Once the apprentice has been taught the necessary lore and skills, it is time for the true initiation. To become part of the invisible world fully, the aspirant



shaman must die. In most cases, this is a symbolical death; a vision of his own passing given to him by the spirits during the initiation ritual. He is somehow destroyed and then rebuilt as a new man.

Sometimes, the animae watching over the rites will actually take the aspirant to the Spirit World and pick apart his soul, rebuilding it in front of his eyes.

SHAMANS AND THE WORLD

The shamans' unobtrusiveness and their partial alienation from their neighbours contributed to the eventual decline of spirit worship. With the rise of the gods' churches and advanced studies into arcane magic, the people found a much more stable source of security and knowledge. While gods may be capricious as well, their followers know what to expect, and the codes of conduct that the deities impose are fairly unchanging. Arcane spells follow formulae, and they will always work with the same words, gestures and ingredients. Spirits are a very different lot; there are too many of them and each has its own demands; the same spell will have different requirements depending on which spirit grants it, and the animae's alien mindset can be terrifying for anyone not used to dealing with them.

THE SHAMAN'S PATHS

SHAMAN

The world is alive with invisible and intangible beings, and only the shamans know about them and deal with them directly. With one foot in everyday life and the other in a magical world, shamans are the middlemen of the most ancient of magical traditions. Divine casters in their own right, shamans derive their powers not from an almighty god, nor from the abstract forces of Nature or honour. The shaman's magic comes from the spirits

themselves, and from his uncanny ability to perceive and address them.

Adventures: Shamans often grow restless and travel the world in order to better themselves and understand the invisible world of the spirits. They see power in every patch of land and every brick in a city, and leave home in order to attract different and more powerful entities to make them allies, so as to tap into their magic.

Shamans will often be found on the road following a spirit's request, sometimes with a great sense of purpose, but more often muttering under their breath, as the spirits' demands are often strange and nonsensical.

Of course, the shaman also follows personal drives, and might dedicate himself to adventuring in order to achieve his private goals, with spirits helping him on his way.



Characteristics: Shamans cast spells very differently from other divine casters: they ask the spirits to perform the magic, and their spirit allies comply and channel their power through the shaman's body. Shamans may also invoke the special powers spirits have by their very nature, assuming one of the spirit's aspects for a while.

The main tool of the shaman is the rite, enacted as a chant, dance or other performance intended to attract the spirits' attention and direct the shaman's will into his dealings with them.

Also, not so inclined to direct conflict, the shaman focuses more on learning and increasing his non-combat skills. He does know how to wield simple weapons and wear light armour, as his dealings with spirits can (and often do) take him into the most unexpected of situations.

Alignment: Shamans are exposed to a myriad of worldviews through the spirits' eyes and they slowly develop a general belief that everything happens for a reason. This, and a dispassionate philosophy of 'not-doing' push them to a neutral alignment. Their more personal points of view may lean towards good, evil, law or chaos, but they must always

preserve some core of neutrality along either alignment axis.

Spirits that serve an alignment contrary to the one the shaman chose will refuse to have anything to do with him. True neutral shamans do not have this problem; they stand at the centre of the world and spirits regard them correspondingly.

Religion: Surprisingly, shamans tend to be a rather heretical group. They acknowledge the gods' existence, but they prefer not to owe their allegiance to any of them. These wise men and women have their hands too full already with the gods' servants to burden themselves with the mandates of a greater being. In addition to their other responsibilities Shamans can worship any god their heart has a preference for, but they are more prone to talk to the deities in a very informal manner than to engage in elaborate worship.

Background: Shamans can come from any walk of life, as spirits are not too choosy about to whom they pay their attentions. However, the shamanic tradition is stronger when away from organized religion, mostly in wild and barbaric lands. There, where the gods do not care to look, the spirits find their loudest voices, and where priests and clerics will not protect the people from the unknown, shamans take the role.

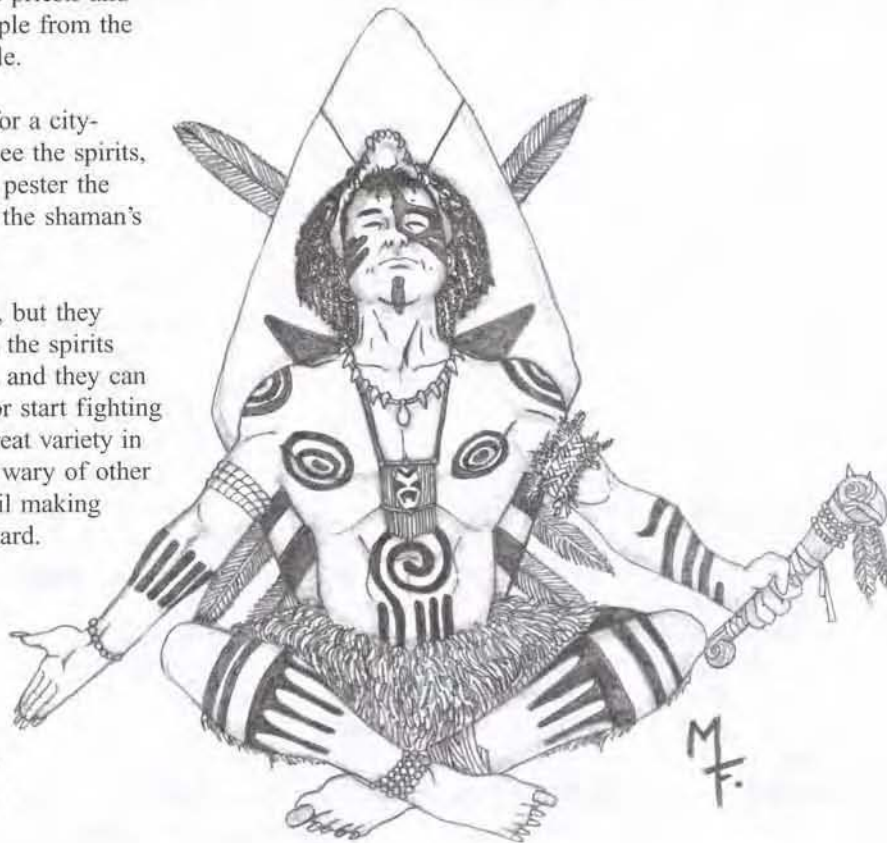
However, it is not unheard of for a city-dweller to develop the gift to see the spirits, which notice immediately and pester the unfortunate until he steps into the shaman's path.

Shamans have no organization, but they recognize each other thanks to the spirits hovering around each of them, and they can strike a friendly conversation or start fighting on the spot. Because of the great variety in shaman personalities, they are wary of other shamans and act with care until making sure it is safe to lower their guard.

A shaman can learn his craft either from a mortal master or from the spirits themselves, but there is no standardized method of summoning, and each shaman sings the chants and performs the rites his master taught him.

Races: The shamanic gift is not exclusive to any mortal race. Human, half-orcish and half-elven shamans tend to predominate because their plights attract more spirit concern, but the intangible beings can whisper to anyone. Elves will often ignore this call and focus on their preference in arcane magic, while halfling and gnome shamans prefer the more unpredictable and mischievous spirits. Even the monster races can hear the call, and they often answer more readily because of their inherent wildness. Goblinoid and reptile humanoids are among the more accomplished shamans.

Other Classes: Because of the closeness the shamans have to the natural world, they get along very well with druids and rangers, and many a barbarian will fondly remember the tales from his tribe's shaman. Sorcerers, with their raw talent and power, are a point of interest to the shaman, who also performs his magic without too formal tutoring. They are very interested in bardic knowledge, as it might reveal clues to a spirit's name or preferences. They dislike clerics and wizards because of their strict approach to magic, serving either a god or themselves instead of the people. They are indifferent to rogues and admire the dedication of paladins and monks, if not their methods.



Game Rule Information

Shamans have the following game statistics:

Abilities: Charisma is the most important ability for a shaman, since it affects his dealings with the spirits, how many he can attract to his cause and how powerful his spells will evolve. To cast a spell, the shaman must have a Charisma score of 10 + the spell's level. A shaman gets bonus spells based on Charisma, which also helps him to bargain with powerful spirits. The Difficulty Class of a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Charisma modifier. Intelligence helps the shaman by increasing the

amount of points he can spend on valuable skills. Wisdom and Constitution aid him to survive the tight spots in which he often finds himself, and are the base ability for some of his skills.

Alignment: Any neutral.

Hit Die: 1d6

Class Skills

The shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (spirits) (Int), Perform (Cha), Scry (Int, exclusive skill),

Chezik let his conscience slip. The mixture of drugs and song from his master made his mind wander, discovering new sensations out of old images. He vaguely remembered why he was entering this trance.

'You cannot walk the path alone,' Master Telzun had said with one of his annoying little smiles. 'Even in the straightest of roads, you can get lost.'

Then he felt it... that feeling that the world had somehow changed. Even when everything looked the same, it was apparent that there was something behind its appearance. He had turned the world upside-down, as his master described the experience.

The fire laughed at his confusion, and the wind whispered unintelligible secrets to his ears. He heard thunder in the distance, but saw no lightning and the night sky was clear. The myriad stars winked at him, daring him to ask them any of their secrets.

The thunder repeated itself, and it slowly transformed into a throbbing beat that echoed the pumping of his heart. The night folded into itself, crafting feathers out of darkness, eyes out of clouds and beak and talons out of the purest obsidian.

'Well, hello there.' The raven spoke nonchalantly, as if it had not just taken shape from the raw materials of the world.

'Greetings... oh... oh...' Chezik stammered. Even to his beginner's senses, this was a powerful spirit.

'Gack! Forget protocol, kid.' The raven chuckled. 'It makes me sick anyway. I gather you're here all alone.'

'Yes... yes I am.'

'And I guess you came here on purpose.' The corvid hopped a little towards the shaman apprentice.

'I...' Chezik had seen other spirits before when assisting his master, but none of them had spoken to him directly.

'Then it is the logical conclusion that you're here to meet *me*.'

'But... my master...'

'Knows that it is time, boy. Time for you to walk the slanted paths, to live in the invisible world. It will be my honour and my pleasure to guide you through the rest of your life, shaman. I am here to be your spirit guide.'

Profession (Wis), Sense Motive (Wis), Swim (Str), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at 1st Level: $(4 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $4 + \text{Int modifier}$

Class Features

All of the following are class features of the shaman:

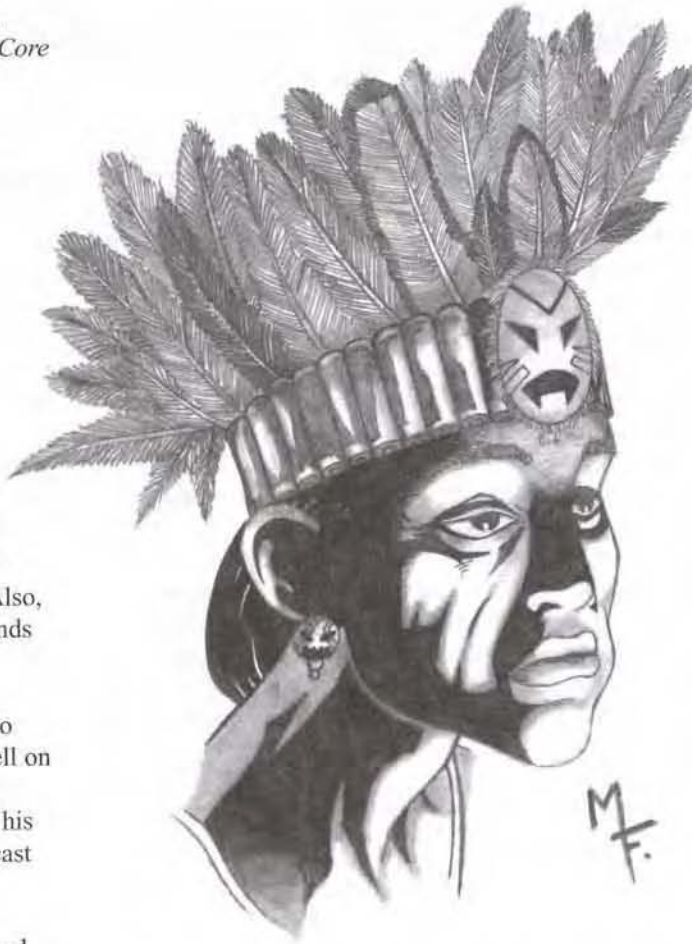
Armour and Weapon Proficiency: Shamans are proficient with all simple weapons. They are proficient with light and hide armour but not with shields. Note that that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: A shaman casts divine spells according to Table: The Shaman. A shaman may cast any spell on the lists of his spirit allies, provided he can cast spells of that level. He does not need to prepare his spells in advance, but can choose what spell to cast in the same action in which he casts it.

The guardian spirit grants the shaman to all 0 level clerical spells (orisons).

In order to cast a spell, the shaman must have a Charisma score of $10 +$ the spell's level. The Difficulty Class of a saving throw against a shaman's spell is $10 +$ the spell's level $+$ the shaman's Charisma modifier. Bonus spells for shamans are based on Charisma.

Spirit Allies and Domains: Spirits are the true source of a shaman's power, and all spirits belong to a single Domain. They know all the spells of that Domain up to their own spell level, and make them available to the shaman, along with the Domain granted power. They know and teach a few additional spells outside their Domain, which are no higher than their maximum spell level, and it is this list from which the shaman chooses his spells. At first level, shamans can only have three spirit allies plus their Charisma modifier, chosen at character creation and no more powerful than 4th spell level. During play, the Shaman can acquire spirits of any spell level, following the normal summoning rules. Regardless of the spells the spirit knows, the shaman



may only cast those spells according to his level. The shaman gets no free Domain spells like the cleric, so he must prepare them normally.

Each day, the shaman can designate a number of spirit allies equal to his Wisdom modifier as *favoured allies* (minimum of 1). Until the next morning, he can take advantage of the Domain granted powers. These favoured spirits grant as described under the power invocation ability. The guardian spirit does not count against the maximum number of spirit allies the shaman may have.

Guardian Spirit: As part of his initiation, the shaman starts play with a guardian spirit. This companion is not a servant, like a familiar is to a wizard or sorcerer, but is an advisor and a guide into the invisible world of the spirits. The guardian is a normal spirit who bonds with the shaman, and this union empowers both. It costs nothing to summon a guardian spirit, and it is usually the spirit who chooses the shaman, not the other way around.

THE SHAMANS PATH

The player can choose the guardian spirit from the list in the Spirit Guardian table on p13. It does not matter that the guardian is a muskrat spirit or the Ferryman of the Dead, the teachings and power it imparts begin and grow at the same rate. The guardian awards the shaman with his first Domain: the Spirit Domain. The shaman can benefit from the guardian's special bonus, but the guardian's spell list is limited to Domain spells only.

The shaman may not dismiss his guardian spirit voluntarily, but in the case that it is destroyed or it leaves on its own, the shaman must attempt a Will 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 of that amount. However, a shaman's experience can never go below zero as the results of a guardian's demise. The shaman can try to call a new guardian spirit at the next solstice or equinox with a normal summoning rite, under normal spirit summoning rules. This is the only chance the shaman has to choose the spirit he wants to be his new guardian spirit.

The guardian spirit counts as a spell level 9 spirit in terms of the spells it can grant the shaman from the spirit domain and the DCs in dealing with a potential guardian. the rest of its characteristics are unchanged - note, for example that the guardian spirit has a lower SR than an equivalent spirit, due to the energy it constantly bestows upon the shaman.

Power Invocation: Because he can surround himself with several spirits at once, the shaman has access to a wide variety of Domains. However, he cannot benefit from the Domain granted powers automatically; he must invoke them instead. As a standard action, the shaman must succeed in a Perform (rituals) check with a DC equal to 10 + the spirit's spell level. If successful, the shaman can use or take advantage of the granted power for ten minutes per caster level. He can only invoke Domain granted powers from favoured spirit allies and only once each day from each favoured ally. He does not need to invoke the power of the Spirit Domain, the one his guardian spirit provides, as it is always considered active. Invoking a power is a supernatural ability that provokes attacks of opportunity.

The Shaman

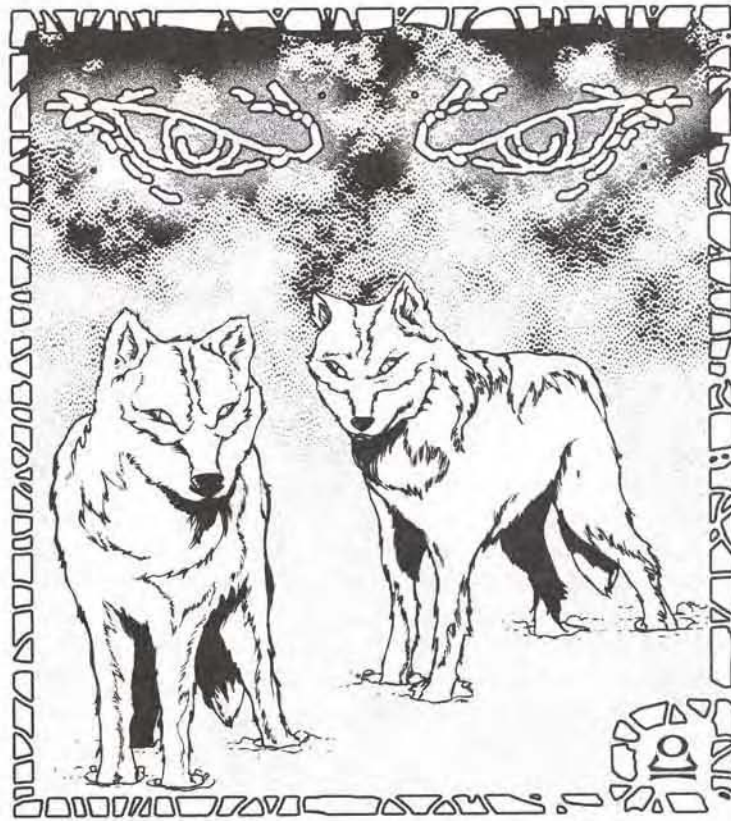
Level	Base		Fort Save	Ref Save	Will Save	Special	Max Spirit Allies	Spells per Day												
	Attack	Bonus						0	1	2	3	4	5	6	7	8	9			
1	+0		+2	+0	+2	Summon guardian spirit, rites (ward), power invocation	3	3	1											
2	+1		+3	+0	+3	Rites (summon)	4	4	2											
3	+2		+3	+1	+3		5	4	2	1										
4	+3		+4	+1	+4		6	5	3	2										
5	+3		+4	+1	+4	Rites (exorcize)	7	5	3	2	1									
6	+4		+5	+2	+5	Bonus feat	8	5	3	3	2									
7	+5		+5	+2	+5		9	6	4	3	2	1								
8	+6/+1		+6	+2	+6	Rites (awakening)	10	6	4	3	3	2								
9	+6/+1		+6	+3	+6		11	6	4	4	3	2	1							
10	+7/+2		+7	+3	+7		11	6	4	4	3	3	2							
11	+8/+3		+7	+3	+7	Rites (possession)	12	6	5	4	4	3	2	1						
12	+9/+4		+8	+4	+8	Bonus feat	12	6	5	4	4	3	3	2						
13	+9/+4		+8	+4	+8		13	6	5	5	4	4	3	2	1					
14	+10/+5		+9	+4	+9	Rites (travel)	13	6	5	5	4	4	3	3	2					
15	+11/+6/+1		+9	+5	+9		14	6	5	5	4	4	4	3	2	1				
16	+12/+7/+2		+10	+5	+10		14	6	5	5	5	4	4	3	3	2				
17	+12/+7/+2		+10	+5	+10		15	6	5	5	5	5	4	4	3	2	1			
18	+13/+8/+3		+11	+6	+11	Bonus feat	15	6	5	5	5	5	4	4	4	3	2			
19	+14/+9/+4		+11	+6	+11		16	6	5	5	5	5	5	4	4	3	3			
20	+15/+10/+5		+12	+6	+12		16	6	5	5	5	5	5	4	4	4	4			

Rites: Rites are the cornerstones of a shaman's influence over the spirit world. He can channel his will through chanting and dancing and achieve a number of effects. The shaman makes a Perform (rituals) check with varying difficulties. Rites are spell-like abilities and take 10 minutes to perform, and the shaman can enact one per day per level.

At 1st level, the shaman learns the ritual of warding. The power of his chanting creates a 5 ft. radius circle that works exactly like the spell *protection from evil*, except that it only works against spirits. The DC for the Perform (rituals) check is 12.

At 2nd level, the shaman can summon spirits to him. This rite enables him to acquire new spirit allies to power his magic. Read the complete rules on summoning spirits in the Spirit Magic chapter.

Upon reaching 5th level, the shaman learns to expel spirits from an area. Instead of rolling a Perform (rituals) check, this rite works like a cleric's ability to turn undead, but only against spirits. See the end of Chapter 8: *Combat of Core Rulebook I* for a complete description of turning, just replace mentions of undead with spirits. As this is a rite, the shaman's exorcism attempts are limited by his daily maximum.



At 8th level, the shaman can now awaken the spirits latent in almost every creature and object in creation. With a successful Perform (rituals) check (DC 15 + spirit's spell level), the shaman awakens the spirit of an animal or object nearby, and is now able to talk to and negotiate with it. The GM decides what kind of spirit is slumbering inside

Spirit Guardians

Spirit	Special
Ant	Shaman gains +2 bonus on all Profession checks
Coyote	Shaman gains a +2 bonus on all Bluff checks
Cat	Shaman gains +2 bonus on all Move Silently checks
Chameleon	Shaman gains +2 bonus on all Hide checks
Dolphin	Shaman adds +2 bonus on all Swim checks
Eagle	Shaman adds +2 bonus on all Spot checks
Grandmother	Shaman gains +2 on all Knowledge checks
Heroic Forefather	Shaman gains +1 on attack and damage rolls
Horse	Shaman gains +2 to all Fortitude saves
Lady Luck	Shaman may re-roll one failed Skill check per day
Muse	Shaman adds +2 to all Perform checks
Owl	Shaman adds +2 to Will saves
Raven	Shaman speaks an additional language
Stag	Shaman gains +2 to Constitution score
Thunderbird	Shaman adds +2 to saves against electricity
Wolf	Shaman gains +2 bonus on Wilderness Lore checks



whatever the shaman is chanting in front of, or if there is actually a spirit at all.

At 11th level, the shaman's power has increased to the point that he not only channels the spirits' power into the material world: he can channel the spirits themselves by allowing one of them to possess him. This rite does not require a skill check, since any spirit is happy to have this chance. The shaman does have the choice of which spirit he will allow to possess him. The shaman adds the spirit's ability modifiers to his own for every action he takes in the next number of rounds equal to his Wisdom modifier, and also enjoys freely the granted power of the spirit's Domain. After the normal duration ends, he must make a Will save (DC 10 + spirit's spell level) or the spirit takes over his body. Once a spirit takes full control of the shaman's body, it can also use its spell-like abilities in the material world. Depending on its nature and personality, it might actually help the shaman achieve his goals, just not in the way the shaman may have wanted. If he wishes, the character is allowed a Will saving throw every round at the same DC. A successful save means that the shaman expels and dismisses the spirit, resuming control of his own body.

Finally, when reaching 14th level, the shaman can be as a spirit. He can enter a trance and project his soul to any transitive plane. This normally means the Spirit World, but if the shaman chooses, he can visit the ethereal or astral planes, and even the plane of shadows. The effects are similar to the *astral projection* spell, except that he cannot take anyone with him. The DC for this rite is 20, and the shaman remains travelling for an hour per level. Additionally, he does not form a new body when he enters another plane; he remains on that plane's boundary or, if it has one, in its ethereal plane. Indeed, he exists as a spirit, able only to peek into

another plane, but not to enter. To visit another plane normally, he needs the proper spell. He can travel astrally for one hour per level, and he can interact with other astral creatures, including spirits. The guardian spirit will not intervene if the shaman gets in trouble. It will only offer advice. At the end of the duration or at any moment the shaman wills it, his soul returns to its body immediately and he wakes up from the trance.

Bonus feat: The shaman gains a bonus feat every six levels. This feat must be a metamagic feat, item creation feat or spirit feat.

THE GUARDIAN SPIRIT

Upon initiation, shamans come back from ritual death with a guardian spirit or companion, a spirit that takes the shaman as both master and protégée. It will be the guardian's task to give advice to the inexperienced shaman and grant him his first magical powers. It lives in the Spirit World and cannot act on the material, perceiving it only through the shaman's eyes. The guardian is thus useless for combat, espionage and reconnaissance, and since only shamans can see spirits, they cannot even be messengers except to other animae, shamans and people able to see spirits.

However, the guardian spirit gives the shaman a special advantage inherent to its nature like the arcane familiars do, check Table: Guardian Spirits below. Guardians are most commonly animal spirits, though ancestors, ideals and even legends have been known to take a young apprentice under their wings. Regardless of the strength of the guardian spirit, it will only dispense enough power to the shaman as it deems proper, because its gifts are just tools and aids, not crutches. The higher the shaman's level, the more power his guardian will

Guardian Spirit Special Ability

Shaman Class Level	SR	DR	Special
1-2	11	5/silver	Projection
3-4	12	10/+1	
5-6	13	-	Bestow: Skill (1/day, +2 max)
7-8	14	10/+2	Bestow: Feat (2/day, +4 Skill max)
9-10	15	-	
11-12	16	10/+3	Bestow: Abilities (3/day, +6 Skill max.)
13-14	17	-	Manifest
15-16	18	-/+3	Bestow (4/day, +8 Skill max.)
17-18	19	-	Shapechange
19-20	20	-/+4	

award him as shown in the Guardian Spirit Special Abilities table.

These spirits have unique personalities, and their wishes are not always the same as the shaman's, and though they will not oppose him in any action, they can and do criticise his choices.

Guardian Spirit Basics: In case of animal and vermin spirits, use the statistics given in *Core Rulebook III*. For ancestors create NPC statistics as appropriate, and for legends consult the Spirits and Help for Games Masters' chapter. In all cases apply the Spirit template found in the Spirits chapter and adjust the following:

Hit Dice: No change. It is the spirit that invests in the shaman, and can usually be more powerful. The spirit's Hit Dice do not change, with the only exception of the Broken feat. Since the guardian resides mainly in the Spirit World, it rarely enters combat.

Attacks: Same as base creature. However, a guardian spirit will never help the shaman in combat, not even against other spirits.

Domain: Spirit. The guardian grants the shaman access to the Spirit Domain. The shaman can cast spells granted by his guardian just as he does from any other spirit, but does not count against the maximum spirit allies the shaman can gather according to his level. Also, the shaman does not need to invoke the Spirit Domain granted power, but is considered to be always active. The guardian spirit grants no spells outside the Domain's list. The guardian counts as Spell Level 9 regarding the spells it can grant the shaman, regardless of its actual level when first encountered.

Guardian Spirit Ability Descriptions: As the shaman advances in level, the guardian grants more and more favours and shares of the shaman's own power.

Spell Resistance: The DC needed to affect the guardian spirit with magic spells, supernatural and spell-like abilities. The guardian spirit can only be targeted by attacks when visiting the ethereal plane, in which all rules for attacking ethereal beings apply, and when manifesting in the material world.



Damage Reduction: Anyone able to damage the spirit directly must still use a special weapon in order to inflict full damage. The guardian spirit can only be targeted by attacks when visiting the ethereal plane, in which all rules for attacking ethereal beings apply, and when manifesting in the material world.

Projection: The guardian spirit may make his presence known to the shaman, making itself visible to his eyes only. It is in the Spirit World and thus cannot be affected by anything in the Material Plane, existing in a state similar to etherealness, except that it is not in the ethereal plane. The guardian only does this to call the shaman's attention and give the odd piece of advice.

Bestow: The shaman can call for his guardian's aid in the form of traits. The spirit can only grant bonuses in a single Skill it possesses (caster's choice), and only up to a certain bonus. It can also only bestow feats it has. This bestowment only lasts for 1 minute per level, and is usable only a certain number of times per day as detailed in the table. At 5th level, he may only receive bonus to a single Skill with a +2 maximum, and only 1 time per day. At 7th level, the shaman may call for bestowment of a single feat, receive a bonus to a single Skill with a +4 maximum and use this special ability twice per



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day. At 11th level, the shaman can either add all the guardian's Ability modifiers to his own, receive a single feat or add a +6 maximum bonus on a single Skill's checks, and do it 3 times per day. At 15th level, the shaman may call for bestowment up to 4 times per day, and add a +8 maximum bonus to a single Skill's checks.

Manifest: The spirit can enter the material world as a full round action, and assists the shaman as if it

were a summoned creature. It can use all its capabilities like attacks and spell-like abilities. The guardian can only manifest once per week, and remains for as many rounds as the shaman has levels, and then returns to the Spirit World. This is a supernatural ability.

Shapechange: The shaman and the spirit exchange physical forms. The effects of this spell-like ability are similar to the *shapechange* spell. He can do this

Karil was alone in the fields. The ritual circle had been drawn carefully, and by her hands alone. She did not need the old man's help like Chezik.

She was gifted, and she knew it. She heard the spirits' voices much more clearly than Telzun himself, and she had learned of secrets that her master hid from her. Her initiation rite had gone along much more smoothly than Chezik's, and her guardian spirit whispered of all the paths of knowledge available to her.

The spider spirit that was her guardian appeared inside the circle. She greeted it politely.

'You are ready?' The spirit's voice sounded like chaotic chattering.

'I am... Master Telzun does not know I am here tonight. We can begin,' Karil whispered. Already the effect of the ritual drugs was taking hold of her senses.

She began the chanting, letting her body move on its own accord. She saw the shimmering form of her great grandmother, the first spirit who had allied with her. The rest of her retinue began singing with her, joining their silent voices to the song that would summon the spirit who would open a path Telzun had not wished to reveal to her.

'Who... calls... me...?' Like the scraping of bones, the new spirit appeared. Covered by a dark gauzy substance, the ghost rose from the pile of stones that marked its grave.

'I am Karil, apprentice of Telzun, daughter of Morik, granddaughter of Colchik.'

'Want... what?' The ghost approached her, but was not able to cross the spiritual barrier she had erected before enacting the summoning rite.

'I want the secrets of the dead,' she stated clearly, hiding the fear this spirit of death carried around it like a noxious cloud. 'I want to whisper with the ashen tongue and hear with unveiled eyes.'

'I... see...' the ghost cackled. 'It is not... me... to whom you should talk... take my hand, shaman... I shall take you... where She is... She can give... what you want...'

Karil hesitated. Even under her trance, she knew that this apparition would take her to one of the Death gods, where she could bargain for the knowledge she craved. She also knew that she might never return to the land of the living.

'It is what you want, Karil.' The spider clicked its advice. 'Do not fear; I shall anchor you to this world. We will not let you remain in the realms of the dead.'

Karil nodded and rose, her hand reaching for the one her spectral guide offered. She would travel to the lands where the sun never shines, and she would return with power beyond the teachings of Telzun. She would become a whisperer of ghosts.

as many times per day as his Constitution modifier, with a minimum of one, and changing back to his original does not count against this total. The guardian spirit hovers in the ethereal plane wearing the shaman's shape during this transformation, which may confuse anyone able to see ethereal beings.

PRESTIGE CLASSES

Touched

Not every shaman follows the spirit paths of his own volition; there are those who have, at one point in their life, come in contact with the invisible world, and the animae decided that they would make good shamans. Touched characters have been coerced into following the shaman's ways, hearing the voices of the spirits during the day, and tormented in dreams by nights. The touched character starts exhibiting magic he previously did not have. There can be some thrill at first, but the cost of spirit power comes later, as the animae will not allow the character to deviate from the path they set for him.

Touched characters consider themselves cursed. Even when enjoying shamanic powers and abilities, they are little more than vessels for the spirits' will. Any race and class can become touched, and it can happen at any point in the character's career. It just takes time for the spirits to take notice of his potential or his deeds.

Most touched characters take to the road, trying to find a way to get rid of the voices, to escape the curse that fell upon them. Some become content with their new role as the spirits' agents and enjoy their gifts. It is the very rare who take the middle road and defy the animae directly, wrestling for control of their lives without losing sight of the potential of the spirits' attention.



Touched Non-Player Characters are usually the town's madmen, the crazy old woman isolated in her wilderness home, the eccentric yet insightful ruler or the brooding stranger met on the road. They never gather in groups, and have no formal organization. The spirit's touch is random, capricious and unpredictable.

Hit Die: d8

Requirements

Ability: Any one ability 15+

Class: Any non-shaman class.

Special: Attracting the spirits' attention.

Note for the GM

The Touched prestige class is meant to enhance your story and provides you with a way of introducing the world of shamans and spirits into your existing campaign. However, even if the character received the class against his will, it does not mean that the player should suffer the same fate. Discuss the option of acquiring this class with your players. By working together, you can make the struggle between characters and spirits into a fine addition to your role-playing sessions.

Class Skills

The touched's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Innuendo (Wis), Knowledge (spirits) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Swim (Str), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier

Class Features

Armour and Weapon Proficiency: The touched gain no additional proficiencies with armours or weapons.

Spells: A Touched character casts divine spells according to the table below. A touched character may cast any spell in the lists of his spirit allies, provided he can cast spells of that level. He does not need to prepare his spells in advance, but casts them spontaneously.

Spirit Allies and Domains: The character attracts a small number of spirit allies that detect his readiness to receive them, either voluntarily or not. The touched does not choose the spirits and does not summon them like a normal shaman would; at every level in which he is able to cast a higher spell level, a new spirit ally with that spell level arrives and attaches to him, granting him access to its full spell list and Domain.

Restricted Level Advancement: Touched characters' spirit allies are a jealous group, and they do not allow him to advance in any other class

except the touched. Every time the character gains enough experience to advance a level, he must roll a Will saving throw, with a Difficulty Class of 10 + number of spirit allies + current character level (his touched level plus all the levels in his other class or classes). If the save succeeds, he can choose the class in which he will gain a new level, but if it fails, he must advance in the touched class. If the character wins three consecutive saves, the spirits yield to the character and he is forever free to advance in whichever class he wants.

Geas (Sp): In exchange for all the benefits they provide, spirits demand certain services from the character. Starting at 1st level, the touched's new spirit ally can cast *geas/quest* on him as a 14th level cleric once every month. This is a spell-like ability that works like the 6th level cleric spell of the same name, with the difference that it allows a Will save to negate the effect (DC 16 + spirit's Wisdom modifier). All of the touched character's spirit allies have their chance to impose their own quests but, being polite to each other, wait until any active *geas* is finished before asking for another, and they can only collectively try once every month. When the character reaches 6th level in the touched class, the spirits can try to impose their *geas* once every week, and when he gains his 10th level, they can try two times per week. While the spirits have a chance to impose their whims on the character, they are not obliged to do so; it is up to the GM whether they take the chance or not, as well as what the details of the quest are.

Power Invocation (Su): Like the shaman, the touched character does not automatically enjoy the

The Touched

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Spirit Allies					Spells per Day					
						0	1	2	3	4	5	0	1	2	3	4
1	+0	+2	+0	+0	<i>Geas</i> (1/month), power invocation	1	3	1								
2	+1	+3	+0	+0	The Sight	1	4	2								
3	+2	+3	+1	+1	Voices of respect	2	4	2	1							
4	+3	+4	+1	+1	Bestow ability	2	5	3	2							
5	+3	+4	+1	+1		3	5	3	2	1						
6	+4	+5	+2	+2	<i>Geas</i> (1/week), Domain gift	3	5	3	3	2						
7	+5	+5	+2	+2	Bestow skill	4	6	4	3	2	1					
8	+6/+1	+6	+2	+2	Intervention from beyond	4	6	4	3	3	2					
9	+6/+1	+6	+3	+3	Bestow feat	5	6	4	4	3	2	1				
10	+7/+2	+7	+3	+3	<i>Geas</i> (2/week), <i>limited wish</i>	5	6	4	4	3	3	2				

Domain-granted powers his spirit allies provide. As a partial action, the character rolls a Perform (rituals) check with a DC equal to 10 + the spirit's spell level. If successful, he can use or take advantage of the granted power for ten minutes per class level. Also, unlike the shaman, he is not limited to favoured spirits, but can invoke the powers of any of his spirit allies. He can try to invoke granted powers once per day per spirit. Invoking a power is a supernatural ability that provokes attacks of opportunity.

The Sight (Su): When attaining his second level in the touched class, the character is finally able to see the owners of the voices that torment him. As per the Spirit Domain granted power, he can see active spirits within 60' with a successful Spot check (DC 20).

Voices of Respect (Su): The spirits constantly whisper their random advice and desires to the touched character, and he can now expect to receive more useful information. The character can ask any question to each of his spirit allies once per session. The spirits answer to the best of their ability (GM's discretion), and they almost never lie. While the character consults the spirit, however, he is distracted and loses touch with the material world, suffering a -1 circumstance penalty on all his rolls in the following round if it happens during combat, or for 10 minutes if it applies to non-combat situations.

Bestow Ability (Su): The character can call for the spirits' aid in the form of a boost to his abilities. Once per spirit per day, the touched can add one of a spirit's ability modifiers to a corresponding ability of his own. For example, Maldak the fighter wishes to use a brown bear spirit's strength, so he asks for the bestowment, adding the spirit's +8 modifier to all his Strength-based rolls. He cannot later ask the same spirit to bestow on him its +4 Constitution modifier, since he has already received the ability boost from the bear once this day. The effect lasts for an entire encounter or 10 minutes, whichever is shorter.

Domain Gift (Su): At the first hours of the day, the character can invoke a Domain granted power as per the power invocation ability. However, he enjoys the advantages of the granted power for a full day instead of the normal duration. He cannot invoke other powers while using this ability.



Bestow Skill (Su): Like bestowing an ability, the spirits can enhance their chosen one's skills. A spirit can grant the character a +2 bonus to any skill check, provided that the spirit actually possesses that skill. Duration and availability per day are the same as the 4th level special ability, but do not count against each other: the character can ask for an ability boost and then for a skill enhancement from the same spirit each day.

Intervention from Beyond (Su): In desperate situations, the touched character can ask for the spirits' direct intervention. Once per week per spirit ally, he can re-roll any failed die roll once. For better or worse, the second roll's result is the definitive one. The spirits are not always successful either.

Bestow Feat (Su): Like skill and ability bestowment, the character can ask his spirit allies for any one feat they possess. The character does

not need to meet any prerequisite to enjoy the spirits' granted feat. Duration and availability per day are the same as the similar special abilities, but do not count against each other: the character can ask for an ability boost, a skill enhancement and a granted feat from the same spirit each day.

Limited Wish (Sp): Once each month, the touched character can ask a wish from his spirit allies. The spirits pool their power and cast a *limited wish* as a 14th level sorcerer, with the same effects as the 7th level spell of the same name. The character does not pay any experience cost, but he automatically fails his next Will save against the spirits' *geas* attempt.

Spirit Warrior

Sometimes, spirits realize that a shaman is not enough to affect the material world, that they not only need a spokesman, but also a champion. The spirit warrior is the armed force of the animae, channelling the spirits' power with courage and determination to defend what they stand for.

The spirit warrior abandons himself to the voices of bygone heroes, and lets the spirits guide his hand in battle, trusting them with his life and receiving their aid in return.

Barbarians, fighters and rangers are often called to this path, their prowess in battle enhanced by the magic the spirits provide. Clerics and druids may take arms on the animae's behalf too, complementing their combination of magical and combat abilities with the spirit warrior's advantages. The flexibility and cunning of rogues and bards attract some of the more tactical-oriented war spirits, and also wizards and sorcerers whose magic leans on the destructive side.

As Non-Player Characters, spirit warriors are found as tribal defenders, helping the local shamans protect their people against incursions from invaders who would threaten their way of life, or against evil spirits and outsiders. Like shamans, spirit warriors are solitary crusaders, though they may gather in small groups if the threat they face warrants it.



Hit Die: d8

Requirements

Base attack: +5

Concentration: 3 ranks

Knowledge (spirits): 3 ranks

Feat: Weapon Focus

Special: Must have been reduced to 0 hit points in hand-to-hand combat.

Class Skills

The spirit warrior's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (spirits) (Int), Perform (Cha), Profession (Wis), Ride (Str), Search (Int), Spot (Wis), Swim (Str), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Spirit warriors are proficient with all simple and martial weapons. They are proficient with light, middle and heavy armour and also with shields. Note that that armour check penalties for armour 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 armour, equipment, or loot carried.

Spells: A spirit warrior casts divine spells according to the Table: The Spirit Warrior. The character may prepare and cast any spell on the lists of his spirit allies, provided he can cast spells of that level. He prepares and cast spells by honouring his spirit allies each morning, performing a minor rite of gratitude as he chooses each spell he will cast on that day.

Spirit Allies and Domains: If the spirit warrior's original class is shaman, or belongs to another class able to summon spirits, he can add more spirits to his retinue according to the table. For characters not belonging to such a class, the number represents the maximum total of spirit allies they can have. They do not have the ability to replace the allies, and the GM determines the spirits who join the spirit warrior's retinue of their own free will, along with their spell lists. Spirit warriors tend to attract the most bellicose animae, and the spell lists should reflect this. If the spirit warrior has levels in the shaman class, he can summon and dismiss spirit allies normally. Like the shaman, spirit warriors do not have access to the spirits' Domain granted power automatically, but they cannot invoke it either.

Guardian Spirit: When attaining his first level as a spirit warrior, the character attracts a guardian spirit if he does not have one already. He enjoys all the benefits of the guardian spirit as described in the shaman class description, including the ability to see spirits with a Spot check. Shamans who become spirit warriors have a chance to dismiss their original guardian spirit in order to attract a more suitable mentor and companion for their new path in life. The original spirit may actually be the one that suggests this.

Inspiration (Su): The spirit warrior lets the spirits guide his hand, improving his chance of hitting the opponents that do not dare to confront him face to face. At first level, the spirit warrior subtracts 10% from his chance to miss concealed opponents. His ability to hit hidden foes grows as he advances in level: at 3rd level he subtracts 15% and can now apply this bonus when he is blinded; at 5th level, the 20% can also be subtracted from chances to miss an invisible opponent, and at 7th level, the 25% applies to incorporeal foes as well.

Bonus Feat: The spirit warrior gains a bonus feat at 2nd, 5th and 8th levels. This feat can be a metamagic feat, or a feat taken from the fighter bonus feat list.

Spirit Weapon (Su): The spirit warrior may not be able to invoke the spirits' Domain granted power, but he has the ability to imbue spirit magic to his weapon. Once per day per spirit ally, as a standard action, he can roll a Perform (rituals) check with a DC equal to 10 + the spirit's spell level. If successful, his weapon stores

The Spirit Warrior

Level	Base	Fort Save	Ref Save	Will Save	Special	Max Spirit Allies	Spells per Day					
	Attack Bonus						0	1	2	3	4	5
1	+1	+2	+0	+0	Inspiration (10% cover)	+1	3	1	0			
2	+2	+3	+0	+0	Bonus feat	+1	4	2	0			
3	+3	+3	+1	+1	Spirit weapon, inspiration (15% blind)	+1	4	2	1	0		
4	+4	+4	+1	+1		+2	5	3	2	0		
5	+5	+4	+1	+1	Bonus feat, inspiration (20% invisible)	+2	5	3	2	1	0	
6	+6/+1	+5	+2	+2	Spirit strike	+2	5	3	3	2	0	
7	+7/+2	+5	+2	+2	Inspiration (25% incorporeal)	+3	6	4	3	2	1	0
8	+8/+3	+6	+2	+2	Bonus feat	+3	6	4	3	3	2	0
9	+9/+4	+6	+3	+3	Warrior avatar	+3	6	4	4	3	2	1





the 1st level spell from the spirit's Domain. The spell remains in the weapon until it hits an opponent in combat, when it is released as if the spirit warrior had cast it himself. The victim gets a saving throw if the spell allows for one, and the spell only targets the opponent hit, regardless of the spell's description for target and area. If the spell has not been released by midnight, it dissipates.

Spirit Strike (Sp): Once per day, per class level, the spirit warrior can cut through the barrier between the planes and strike creatures in the ethereal plane or the Spirit World. This spell-like ability does not allow the character to see the creature; it only infuses his attack with spirit energy to allow him to damage the creature with a material weapon. *Spirit strike* works for melee and ranged weapons, but only for a single attack per use. If the spirit warrior is the one in a different plane, the ability allows him to strike at opponents in the material world.

Warrior Avatar (Su): When the spirit warrior reaches this level, he is able to manifest his own battle spirit to aid him in battle. After a full round concentrating, which draws attack of opportunity from threatening opponents, a spirit double of the character appears next to him. This spirit double is an exact replica of the character, with the same abilities, total hit points, attack bonuses, saves and skills. The difference is that the warrior avatar's eyes glow brightly and it is translucent, but no less solid than the spirit warrior himself. The avatar

duplicates all the spirit warrior's equipment, but any magical item manifests as a normal piece of equipment. The avatar acts independently of the character and can hit incorporeal opponents as if its weapon possessed the *ghost touch* ability, and it automatically detects invisible and ethereal creatures. It manifests for a number of rounds equal to the spirit warrior's Constitution modifier. If the character wishes to maintain his avatar manifested, he must roll a Concentration check (DC 15) and spend a partial action each round doing so. The DC raises by 1 each consecutive round the avatar is manifested past the original duration. When the warrior avatar disappears, the spirit warrior must roll a Fortitude save (DC 10 + 1 per round the avatar manifested). If he fails his save, the character suffers the shock of his avatar's return and has a -2 penalty to all his actions until he has a chance to rest. If the avatar is reduced to 0 hit points, the avatar returns violently and the DC of the Fortitude save is 15 + 1 per round the avatar manifested, and the character falls unconscious if he fails.

Whisperer of Ghosts

Part of the shaman's duty is to watch over the souls of his people, sometimes dragging them back from the land of the dead to cure an illness, sometimes just keeping them company in their final journey. These shamans become familiar with the ways of death, and learn to use its dreaded power for their own benefit.

While not necromancers in the strict sense of the word, the whisperer's ability to deal with the spirits of the dead and the undead win him the label. Whisperers of ghosts are the most feared of shamans, because death is the most misunderstood and mistrusted of the natural forces, and they seem to be very much at home with it.

Shamans who specialize in necromancy start seeing the similarities between the spirits of the dead that they deal with and the restless dead that plague and prey on humanity. The ultimate goal of a whisperer of ghosts is to help the undead atone for the evil their situation brings, to resolve the ties that still bind them to this world so they can finally rest in peace. In the process, they acquire powerful and often malicious allies.

Hit Die: d6

The Whisperer of Ghosts

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Spirit Allies	Spells per Day
1	+0	+2	+0	+2	Turn or rebuke undead, <i>ghost sight</i>	+1	+1 existing level
2	+1	+3	+0	+3	Fearless	+1	
3	+1	+3	+1	+3	Rites of the dead	+2	+1 existing level
4	+2	+4	+1	+4	Remembrance I	+2	
5	+2	+4	+1	+4	Call upon the dead	+3	+1 existing level
6	+3	+5	+2	+5		+3	
7	+3	+5	+2	+5	Resist death's touch, remembrance II	+4	+1 existing level
8	+4	+6	+2	+6		+4	
9	+4	+6	+3	+6	Deathlike mantle	+5	+1 existing level
10	+5	+7	+3	+7	Remembrance III	+5	

Requirements

Knowledge (spirits): 7

Spellcasting: Access to the Death Domain.

Special: At least three spirit allies must be ancestor spirits.

Class Skills

The whisperer of ghost's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (spirits) (Int), Knowledge (arcana) (Int), Perform (Cha), Scry (Int, exclusive skill), Profession (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Whisperers of ghosts are proficient with all simple weapons and one martial weapon one of their new or previous spirit allies was proficient with in life. They are proficient with light and medium armour but not with shields. Note that armour check penalties for armour 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 armour, equipment, or loot carried.

Spells per Day: At every odd level as a whisperer of ghosts, the character gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If the

character had more than one spellcasting class before becoming a whisperer, he must decide to which class he adds the new level for purposes of determining spells per day. A shamanic class takes precedence over other spellcasting classes when determining increased spellcasting levels.

Spirit Allies: Whisperers of ghosts can add more spirit allies to their retinue at a slower rate than normal shamans.

Rites (Sp): The character can add his whisperer of ghosts levels to his normal shaman levels for purposes of calculating how many rites per day he can enact.

Turn or Rebuke Undead (Su): The whisperer of ghosts can turn undead as a cleric three times per day plus his Charisma modifier. He adds his whisperer of ghosts levels to any cleric and / or shaman levels he has for determining the turning roll effects, and he can choose whether he turns the creatures or rebukes them, since he is channelling death energy from a neutral standpoint, not positive or negative energies. However, the whisperer cannot destroy or command undead regardless of his turning roll, nor can he bolster undead or dispel a cleric's turning attempt. He can acquire the Extra Turning feat to increase the times he can attempt to turn undead each day.

Ghost Sight (Sp): As he attunes his shamanic abilities to the realms of the dead, the whisperer of ghosts can look into the ethereal plane with the Sight power from the Spirit Domain. He can use this application of the sight once per day per whisperer level.



Fearless (Ex): His familiarity and knowledge with life beyond death awards the whisperer of ghosts with the presence of mind to face the dead. He receives a +4 morale bonus to all his saving throws against fear effects from undead special attacks, qualities or abilities.

Rites of the Dead (Su): Shamans use rites to deal with spirits, and at 3rd level, the whisperer of ghosts can use the rites he knows as a shaman to affect the undead. All difficulties for a rite's Perform (rituals) checks dealing with undead are 10 + undead creature's Challenge Rating.

Remembrance I (Sp): The shaman, as a standard action, creates a connection between the Spirit World and a single undead creature, causing memories of its former life to flood whatever conscience it has left. The whisperer rolls a Perform (rituals) check to determine the target's DC for a Will saving throw. If it fails, the undead is stunned for 1d4 rounds plus the whisperer's Charisma modifier. A stunned creature cannot take actions and loses any positive Dexterity modifier to AC. Each attacker gains a +2 bonus to attack rolls against that creature. At this level, the character can only affect undead creatures of 7 HD or less. He can try this once per day per whisperer level.

Call Upon the Dead: At 5th level, the whisperer's understanding of the dead increases to the point that he can negotiate with incorporeal undead and pact with them so they become his spirit allies. All DCs concerning dealing with the undead are 10 + creature's CR. Upon becoming a whisperer's spirit allies, undead are more or less bound to his will, and the bargain always includes avenging or correcting the wrong that made them undead in the first place. Undead do not offer Domain spells or granted powers, but the whisperer can instead invoke a special attack or quality from one of these sinister new allies as if they were a granted power. As with the normal power invocation ability, the whisperer can try this once per day per undead ally he favoured for that day (or night). The danger this unholy pact carries with it is that the undead are not as obedient and respectful as spirits, and they can act independently of the whisperer's wishes from time to time.

Remembrance II (Sp): As with *remembrance I*, but the whisperer can now affect undead creatures of less than 16 HD.

Resist Death's Touch: The character has enough contact with the energies of death to learn to withstand their touch. He does not age in appearance, although he suffers all bonuses and penalties for old age normally and dies when his time is up. Additionally, he adds his Charisma modifier to all saving throws against all energy draining attacks.

Deathlike Mantle (Su): Once per week, the whisperer can try to assume the qualities of undeath. He can assume one of his undead allies' qualities and semblance by rolling a Concentration check (DC 10 + creature's CR). If successful, the whisperer enjoys the benefit from his ally's condition: etherealness, Spell Resistance and Special Qualities. This lasts 1d4 rounds plus the whisperers' Constitution modifier or until cancelled by the character. He suffers 1d6 points of temporary Constitution damage when returning to his mortal, living shape.

Remembrance III (Sp): As per the other *remembrance* abilities, but the whisperer now stuns undead creatures of 17 HD or more. At this level, the whisperer can choose to use this ability as a *charm monster* spell on intelligent undead of less than 10 HD, or as *command undead* for mindless creatures of less than 16 HD.



SECRETS OF THE CRAFT

Shamans depend on the spirits to cast magic spells, but they can also accomplish much on their own. What defines a shaman is the ability to appeal to the spirits, definitely, but also his knowledge of the world around him, his potential to work with it and to change it with sheer determination.

In this chapter, you will find how shamans, and any other characters who wish to try, can use existing skills in new ways, along with new feats that allow for a greater level of personalization for a shaman character, and new rites to channel the shaman's power to ask favours from the spirits.

SKILLS

Shamans are a varied lot, since the spirits' call does not discriminate between professions and careers. However, once set in the path of the animae, shamans learn new uses for old skills, gaining a deeper understanding of the everyday world at the same time as they delve into the secrets of the invisible one.

Concentration (Con)

The shaman is a master of self-discipline, and he can use his Concentration for more than casting spells under duress.

Trance: You can enter trance states to study matters of the Spirit World and to perform rituals that will attract the animae. Shamans can search for answers to dilemmas they face by dreaming a way into the Spirit World, asking questions from either their guardian spirit or seeking another spirit that might hold the answers.

By use of this skill, you only get one question and a general answer or none at all. More elaborate consultations require the enactment of rites, the casting of spells or the activation of certain special abilities

The trance can also reduce your need for sleep, resting only 4 hours like elves do, or only 2 hours if already an elf.

DC	Trance state
12	Ask a question to the Guardian Spirit
15	Reduce sleep time
20	Add +2 to Perform (rituals) checks in order to enact rites.
15+spirit's spell level	Ask a question to another spirit

A failed check means that no spirit answers, that sleep time is normal or that your mind is not focused enough, penalizing any following rite roll with a -2 circumstance penalty.

Diplomacy (Cha)

Dealing with spirits requires tact, and a careless tongue could very well get the shaman killed, cursed, or at the very least mocked. Characters dealing with spirits roll Diplomacy checks against a base DC of 10 plus the spirit's spell level. For example, Chezik is trying to cajole a forge spirit into performing a simple task. The spirit is quite minor, able to cast spells not more powerful than 2nd level, so Chezik must roll 12 or more. On the other hand, asking the anima of Darkmist Forest (a spirit with 8th level spells) to grant safe passage requires a roll of 18 or higher. After all, when you are one of the forces of Creation, you can afford to be haughty. Spirit Diplomacy checks can be modified by circumstances under the Games Master's judgement: the spirit could be offended by something mortals did and the checks suffer a -2 penalty, or the shaman can know the spirit's True Name (see Knowledge below) and gain a +5 bonus.

Knowledge (Int; Trained only)

The shamanic tradition may be based on intuition, but that does not mean that lore is not accumulated and transmitted, and that the character will not enjoy the benefits of learning and acquiring knowledge.

Spirits: You learn the distinctions between the different kinds of spirits, the rules that govern them and the powers they can grant. This area of knowledge is particularly useful when trying to summon a spirit in order to convince it into being your spirit ally, or to gain insight into its preferences in order to appease it. You gain a +2 synergy bonus if you have 5 or more ranks in Knowledge (The Planes).



Spirit Knowledge

DC	Information	Bonus to Diplomacy/Perform checks
11	The spirit's Domain	+1
13	Auspicious/inauspicious time of day/month/year	+2
15	Favoured/hated offerings	+1 each
20	Favoured sacrifice	+3
25	Favoured Divine Focus	+3
30	True Name	+5

Offerings involve the destruction, usually by fire, of foods, plants or objects related to the spirit's function, and sacrifices involve the slaying of specific creatures in honour of the spirit. Note that certain powerful and evil spirits may require humanoid sacrifices. The Divine Focus is an item that echoes the spirit's nature and pleases its sensibilities; the shaman can use any Divine Focus he defines to cast that spirit's spell, but using its favoured Focus in the summoning will ensure a positive disposition, or at the very least a good mood.



The Spirit World: Knowledge of the Spirit World is a more specialized field of knowledge of the Planes. Being aware of the inhabitants and pitfalls of the Spirit World can greatly help when you gain the power to leave the material world and travel onwards, whether in dreams, visions or even physically.

Special: You gain a +2 synergy bonus in this Knowledge's checks if you have 5 or more ranks in Knowledge (The Planes).

Herbalism: You are trained to recognize the special properties of plants, not only their mundane properties, but also any magical or spiritual property. A successful check allows you to find the herbs that attract or repel spirits, induce trances, cure diseases and brew potions.

Special: Shamanic herb knowledge is vast and profound, and if you have 5 or more ranks in this Skill, you gain a +2 synergy bonus on Heal, Alchemy, and Profession (Apothecary).

Perform (Cha)

The shaman's role in a community requires him to convey the lore and legends of his people, but there is a more vital task that the Perform skill plays in shamanic duties: the ritual.

Rituals: You know the dances and chants that attract the spirits' attention, and can enact the rituals to summon, awake and dismiss them. While anyone can perform the moves and utter the songs, only the shaman can empower the ritual to appeal to the animae. Different rites have different DCs, and most are modified by the spirits' spell levels as well as their current attitude. The Perform check can be further modified if you have procured the proper tools and offerings (See Knowledge).

Profession (Apothecary) (Wis)

As master herbalists, shamans take well to the apothecary profession. Their brand of medicine can take a more exotic turn, with dried herbs hanging from doors replacing cataplasms. Apothecaries can also concoct non-magical medicines and antidotes, helping characters resist or shrug off the effects of poison and disease. With all available ingredients (which includes having dried or treated the herbs previously), making one of these herbal drugs takes a few hours. With inadequate ingredients, all DCs raise by +5. If the apothecary does not have the ingredients, he must procure them first with a successful Wilderness Lore or Knowledge (Herbalism) check (DC set by the GM) or purchasing them in a town or city. All herbal drugs are one-shot items; they dry up or drain with a single use.

Special: You gain a +2 synergy bonus to your check if you have 5 or more ranks in Knowledge (herbalism).

FEATS

Selecting any of the following feats further individualizes a shaman's unique powers, but non-shamans may also pick some of these feats if they meet the prerequisites; maybe they ignored the call of the animae at some point in their life, or the spirits took notice of them and blessed them with a minor gift, free of charge.

Spirit Feats

This new feat category encompasses special gifts that only people attuned to the Spirit World can enjoy. The basic prerequisite for all spirit feats is that the character must be able to perceive spirits, either because he belongs to the shaman class or other prestige classes in this book, or because he enjoys the benefits of The Sight, a general feat described below. Spirit feats work because the character can project his will into the Spirit World,

and the animae heed the call for aid or feel that he is somehow special.

Additional Favour (Spirit)

Your rituals are so good that more spirits lend you their power each day.

Prerequisite: Charisma 15+, 6 ranks in Perform (rituals).

Benefit: You can select two additional allies as your favoured spirits for the day regarding Domain power invocation.

Normal: You select a limited number of allies per day as your favoured spirits, determined by your Wisdom modifier.

Bind Spirit (Item Creation)

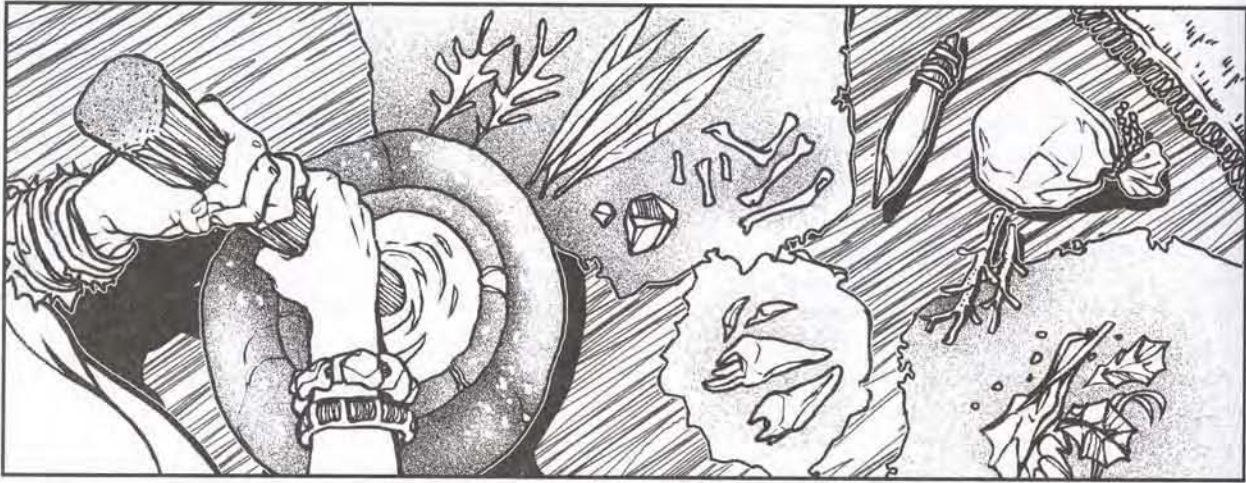
You can craft inexpensive, temporary magic items using a spirit's power, not your own.

Prerequisite: Any Item Creation feat except Brew Potion, ability to summon spirits.

Benefit: When creating a magical item with another Item Creation feat, you do not need to pay the listed cost of masterwork or high quality components: you only pay the price of a normal item as shown in *Core Rulebook I*, or even use self-crafted items. You must summon a spirit as described in the Spirit Magic chapter, but instead of convincing the spirit to be your ally, you convince it to inhabit the item and endow it with a spell the spirit possesses. Caster level is the minimum required to cast the spell in question, and the shaman only spends quarter the XP he would have needed to craft the item without the spirit's help. The downside is that the item is only usable for a limited number of times equal to twice the shaman's Charisma modifier; after the last 'charge' is used, the spirit leaves. Spirits cannot be bound in order to brew potions.

Substance	DC	Effect
Medicinal poultice	Disease's save DC +2	Gives +2 to Heal checks to treat a diseased character
Greater remedy	Disease's save DC +5	Victim can make a second Fortitude save against the disease to recover 1d3 lost ability points
Hallucinogenic drug	DC 15	+2 on Concentration checks to achieve trance state
Wound cataplasm	DC 17	Character heals +1 hit point per night of rest in addition to her level
Critical wound cataplasm	DC 19	Stabilizes a character reduced to less than 0 hit points



**Broken (Spirit)**

Your guardian spirit is actually part of your own soul.

Prerequisite: Strong Guardian, Wisdom 18+

Benefit: When creating your guardian spirit, you use your own stats as the base creature for the Spirit template. Your level advancement echoes in your guardian spirit, and its personality is a reflection of yours. In addition to this, the guardian has all the power of a spirit and grants you the advantages all guardian spirits bestow on the shamans as described under the shaman class. Skill maximums for Bestow Skill still apply, and Bestow Ability effectively doubles your Ability modifiers for the duration of the effect.

Normal: The guardian spirit is a normal creature or NPC with the Spirit template applied to it.

Special: The Bestow special abilities work differently for a Broken shaman. Since he already possesses the feats his Broken soul can offer, the guardian can Bestow feats for which the shaman possesses a prerequisite feat. For example, Tarik has the Point-Blank Shot feat, so his guardian can bestow on him either Far Shot, Precise Shot or Rapid Shot, and give him a taste of what he could do if he chose that feat later.

Eerie Presence (General)

You have an air of strangeness around you that disquiets your opponents (and your friends)

Prerequisite: Charisma 15+, 5 Ranks in Intimidate, ability to cast 1st level spells.

Benefit: Anyone attacking you in hand-to-hand range must succeed in a Will save (DC 10 + half your level, rounding up) or suffer a –1 morale penalty to his attack and damage rolls for the rest of the encounter. This is a supernatural ability and does not affect constructs, undead and other creatures immune to fear effects.

Special: You also suffer a –2 penalty to any check that involves social interaction.

Ghost Magic (Metamagic)

The spirit is able to work its magic in the material world.

Prerequisite: Access to the Spirit Domain, Wisdom 15+, caster level 7th.

Benefit: The spellcaster can make a spell cross the boundary between the ethereal plane and the material world. A spell cast in this manner takes effect in the ethereal plane if the caster is in the material world, and vice versa. A ghost magic spell uses up a spell slot three levels higher than the spell's actual level.

Normal: Spells only affect targets in the same plane as the caster.

Special: Force spells affect both the material and the ethereal plane and gain no extra benefit from this feat.

Large Entourage (Spirit)

Spirits talk about you, and they are willing to give you additional assistance.

Prerequisite: Spiritual Magnet.

Benefit: You can have two additional Allies in your retinue above your total, with full access to their spell lists and Domains.

Normal: Shamans can have a maximum of Allies defined by their level and Charisma modifier.

Natural Healing (General)

Your way of life has made you healthier.

Prerequisite: Great Fortitude, Endurance, Wisdom 15+, 3 Ranks in Heal.

Benefit: You recover hit points equal to your level plus your Wisdom modifier each time you rest.

Normal: Characters can only recover their level in hit points when resting.

Ritemaster (Spirit)

Prerequisite: Ability to summon spirits, 5 ranks in Concentration.

Benefit: You can enact four additional rites per day above the normal limit.

Normal: Shamans can only enact one rite per day per level.

Soulsearcher (General)

You have good control of your subconscious mind.

Prerequisite: Wisdom 13+, Iron Will.

Benefit: You have a +2 bonus to your saving throws against illusions and mind-affecting effects.

The funeral pyre was ready. Chezik stood at the foot of the carefully arranged logs, with the torch held high in preparation. Telzun had told him that he was ready, all knowledge passed. The old shaman had died in peace, knowing that his teachings would survive.

Chezik could not repress a sob; he had loved this old coot like a father, despite the frightful experiences of learning the ways of the spirits.

'You have a visitor, Chezik,' his raven guardian croaked from the other side of the barrier between worlds. The young shaman turned around, and saw the most unlikely person to attend the shaman's funeral.

'Hello, Chezik,' Karil said, her voice husky and barely above a whisper. She was wearing a necklace made from bones, and the young shaman dared not think about where they came from.

'What are you doing here, Karil?'

'Telzun was as much my master as he was yours,' the young woman answered, reaching the top of the hill where the pyre was built. 'I knew his time was coming, so I travelled down here.'

'To mock his memory?' Chezik stood between his master and the wayward apprentice. 'To quell the funeral fires with your spit?'

'Shut up.' Karil dropped the mask of civility. 'I hear the voices of the dead. They hold many, many secrets.'

She walked past him and pulled a small sack of herbs from her tunic. She gingerly put it between her old master's hands. Chezik did not stop her.

'The crazy old man made many enemies, on this side and across.' She spoke without turning. 'Many will be waiting for him; they want his soul.'

'How do you...?' Chezik started to ask, but she put a finger on the young shaman's lips.

'I told you... I hear the voices of the dead.' She pushed him back gently. 'Now help me set up the warding circle. I did leave him, but I never abandoned all that he taught me. He will have the rest he deserves.'



Spiritual Magnet (General)

You have a powerful presence in the eyes of the animae.

Prerequisite: Charisma 15+

Benefit: You have a +2 circumstance bonus to all your dealings with spirits.

Strong Guardian (Spirit)

Your guardian spirit is more powerful than normal, granting you additional power.

Prerequisite: The ability to summon a guardian spirit.

Benefit: Your guardian is generous enough to grant you access to an additional Domain of your choosing, though it must be appropriate to the nature of your guardian. You must invoke the granted power from this Domain if you wish to use it, but you can cast its spells spontaneously, like the spells from your guardian's original Spirit Domain.
Normal: Guardian spirits only grant access to the Spirit Domain.

The Sight (General)

Even if you are not a shaman, you get glimpses of the invisible world.

Prerequisite: Wisdom 13+

Benefit: When an active spirit is within 60ft. of your position, you make a Spot check (DC 20) to see it and guess its nature and intentions.

Normal: Uninitiated characters are blind to the spirits.

Special: Shamans, certain shamanic prestige classes and clerics with the Spirit Domain gain this feat for free at 1st level as part of the Spirit Domain's granted power. The GM is at liberty to roll for the character to see spirits in his vicinity; sometimes they are not pretty, and some of them *want* to be noticed.

rites

Shamans automatically learn and develop rites as they advance in experience, but they are not limited to that list. The following are alternate rites that a shaman can learn in addition to the ones he receives when reaching an appropriate level.



Rites are powerful tools, and they require that the shaman advance on the spiritual path before learning them. These alternate rites have a caster level requisite that the character must meet in order to add any of them to the ones he already knows. When a shaman gains a level, he can choose to spend three skill points to acquire a rite for which he qualifies instead of buying skill ranks with them.

Rites are spell-like effects that take ten minutes to enact, and the shaman cannot be interrupted or the rite automatically fails. The Difficulty Class for the Perform (rituals) check is listed on each rite's description. A failed check means that the spirits do not answer the shaman's plea, and a roll of 1 means that he offended the spirits, and his next rite will suffer a -2 penalty on the Perform check.

All rites are spell-like effects and use the Shaman's level for the purposes of effects.

Rite of Atonement

DC: Varies

Required Caster Level: 9th

Target: 1 living creature inside a ritual circle

Duration: Instantaneous

You appeal to the spirits, reminding them of their function as the messengers and intermediaries between mortals and gods and beseeching them for intervention on behalf of another creature. By enacting this rite, you can help the recipient to atone for sins and misdeeds, provided he is truly repentant. It works like the *atonement* spell, but each use carries a different Difficulty Class:

Atonement	DC
Reverse magical alignment change	15
Restore class	10 + last level gained in lost class
Restore cleric or druid spell power	20
Apologize to spirits	15 + offended spirit's spell level

The rite cannot be used to convince a creature to change alignment to yours.

Apologize to spirits: This use of this rite begs the spirits to forgive an offence by a shaman or any other creature. Spirits hold collective grudges when one of them is offended, and it is the offended spirit that establishes the rite's DC. Success in atoning with the offended spirits works for all the others who oppose the recipient for that offence, but other insults and impasses must be dealt with individually. Atoning with the spirits removes any curse, illness or penalty that originates from offended spirits, including the -2 penalty to rites and dealings with them.

Rite of Cleansing

DC: Special

Required Caster Level: 6th level

Target: 10ft. per level

Duration: 1 day per level

You can clean an area of the presence of evil. This rite attracts spirits aligned with the forces of good and compels them to protect the area of effect. All evil creatures in the material and ethereal planes must make a Will save with a DC equal to your Perform (rituals) check result or leave the area. Even if successful, the creatures must make the saving throw each round they remain in the area, and also if trying to enter it from outside. If people inside the area of effect are possessed, charmed or under the influence of mental powers, they are allowed a second saving throw to shrug off those effects, using your Perform check result in place of their roll if, after rolling, it proves to be better. If the person fails the saving throw and remains under outside control, he must leave the area as if he were an evil creature.

Rite of Counsel

DC: 18

Required Caster Level: 3rd

Target: Self

Duration: 1 week

Commonly known as the vision quest, this rite allows you to consult the spirits on an issue at hand. Your mind travels to the spirit world and begins asking questions of any and all spirits you encounter. You receive visions that pertain to whatever is troubling you at the moment, or about courses of action you wish to take. You emerge from the rite's trance with ambiguous signs and portents in your memory, hard to recognize or interpret until you encounter the situation about which the spirits advised you.

This rite gives you a number of d20 dice equal to your Wisdom modifier. During the next week, you can roll one or more of these dice along any normal roll, and you get to keep the result you want on any of the dice rolled (because there are times when you may want a low result...) You can only use each of these extra dice once, and if any die remains after a week passes, it is wasted. You cannot enact this rite



again as long as you have an extra die unrolled. You could enact this rite every week of the month, but it is not advisable to abuse the spirits' gifts. The GM can think of nasty ways for the spirits to teach you to fend for yourself.

Rite of Cursing

DC: 15 + victim's HD

Required Caster Level: 12th

Target: 1 creature

Duration: Until dispelled or lifted

Inciting a shaman's anger is not a wise move, for he has allies that no magic can see, and may turn the world against the target of his ire. The rite of cursing requires you to possess an item that once belonged to your intended victim, or the rite will not work. This item becomes the rite's focus, and it will affect the victim regardless of distance and even plane; the spirits are nothing if not relentless.

You inflict a curse on a target creature and, if you succeed in your Perform (rituals) roll, the victim gets no saving throw and begins to feel the effects of your curse immediately. The target can stave off temporarily some of the effects with different saves, with a DC equal to your Charisma score. Typical shamanic curses are:

† Victim contracts a wasting disease that drains a temporary ability point each day. Healing magic dispels the effect for one day only, and the symptoms resume where they left off the following morning. The disease leaves the victim at 1 in every ability.

† The target suffers from constant nightmares; he must make a Will save to attempt any dangerous action. If a spellcaster, the target must also make a Fortitude save to be able to prepare spells owing to the lack of sleep.

† The target has a -2 penalty to every roll owing to distractions by spirits manifesting in the corner of his eyes. After a few months of this treatment, he must start making Will saves at the GM's discretion or start losing Wisdom owing to growing insanity.

† Target must make a Will save if he wishes to tell a lie, or to tell the truth.

† During 1d4 hours each day, the character is under the effects of the *blink* spell. He always starts vanishing at the most inopportune moments.

† The target can see his surroundings as if he was in the ethereal plane, but he remains in the material world.

You are free to come up with new curses, taking the above as guidelines and subject to the GM's approval. *Remove curse*, *break enchantment* and *limited wish* block the curse's effect for a full day only. It can only be permanently removed by *miracle* or *wish*. Destroying the focus you used with which to inflict the curse with can also break it.

Rite of Defilement

DC: Special

Required Caster Level: 5th level

Target: 10ft. per level

Duration: 1 day per level

This rite works exactly like the rite of cleansing, except that it drives away good-aligned creatures, and does not allow possessed or controlled creatures a second saving throw.

Rite of Healing

DC: 10, the same as the disease, or 5 + target ability score

Required Caster Level: 5th

Target: 1 Huge or smaller creature touched

Duration: Instantaneous

Your power becomes enough to drive away illness or restore the balance on a creature's body. The rite has three different supernatural effects: The first application (DC 10) can raise the target creature's hit points to 1 if they dropped below 0 and after being successfully stabilized by a Heal check. The second use (DC is the same as the disease's or the condition that brought the disease) removes a disease as per the *remove disease* spell. The last effect can restore ability points lost to temporary or permanent ability score loss from any source, with a DC equal to 5 + the ability score to be restored. For example, a poisonous snake bites Chezik during his training, reducing his Strength score from 14 to 10. Telzun needs the boy healthy for a ritual the day after, so he enacts the healing rite. His DC to restore Chezik to full health is 5 + 14 (Chezik's original score) = 19. Had Telzun chosen to leave the young apprentice a little weaker to remind him



to be more careful, his DC would have been lower (from 16 to 18), depending on how hard a lesson he wanted the apprentice to learn.

Rite of Initiation

DC: 10 + spirit's spell level

Required Caster Level: 8th

Target: 1 intelligent humanoid inside a ritual circle

Duration: 1 day per level or permanent

An experienced shaman can teach his craft to apprentices and, when he deems them ready to take on the shamanic path, he can enact the rite of initiation, by which he opens a person's senses to the spirit world. The person subject to the rite must be already in a trance state (Concentration check DC 15). If the subject of the initiation wants to resist the rite's effect, he can make a Will save with a DC equal to your Perform (rituals) check result. If successful, he will wake up from the trance, and have the denizens of the Spirit World greatly disappointed. Should he fail the saving throw, the rite continues, and the spirits will teach him the price of defying them. The first effect of the rite is to bestow on the subject with an immediate awareness of the spirits around him. He gains the equivalent of the Sight feat for the duration of the rite. After that, a spirit arrives to act as the subject's

guardian spirit for 1 day for each level he has in the shaman class. During that time, the subject enjoys all the benefits of having a guardian spirit. At the end of the duration, the subject must make the choice between following the shamanic path (gaining his first level in the shaman class the next time he gains a level) or abandon it, at which time the spirit leaves.

A second initiation rite must be enacted to awaken fully the subject's skills. The subject summons all available animae aided by the now firmly established guardian spirit, and they rip the subject's soul to pieces, and then put him back together. This is a deeply symbolic process, and the new shaman can emerge not only with the abilities of the new class, but also armed with appropriate feats and skills if his level allows.

Rite of Protection

DC: 18

Required Caster Level: 5th

Target: 1 creature inside a ritual circle

Duration: 1 hour per level

By enacting this rite, you ask the spirits to favour a single creature with their protection, the subject included. The spirits will closely watch over the recipient of this rite for the duration of the effect, and bestow on him a +2 deflection bonus to AC and +2 resistance bonus to saves. These bonuses apply against attacks from non-neutral creatures. In addition, non-neutral summoned or conjured creatures cannot make bodily contact with the recipient of this rite: all natural attacks fail and the creature recoils from the protected creature. This second effect ends the moment the recipient attacks the creature or forces the spirits' protective aura against it. Spell resistance can allow a creature to overcome this protection and touch the recipient of the rite.

SPIRIT MAGIC

The shaman's power comes from entities beyond mortal reckoning, marking his magic as divine in nature. The spirits, however, are fickle, numerous and not very powerful individually; it is when the shaman can attract and secure the help of a small host of animae that he can harness the true potential of his class.

The source of shamanic magic does not lie in direct manipulation nor in divine favour, but in the shaman's ability to convince the spirits to lend him a hand. It is not him casting the spells. He just points a target to one of his spirit allies, dictates how he would like the target to be affected and lets the anima loose to take care of the rest. While this sounds overly advantageous, it has its own pitfalls: the shaman must make sure all his allies are happy to help him, and looking for new ones once his power increases can be a difficult quest.

CASTING SPIRIT SPELLS

The relevant ability for spirit spells is Charisma; the shaman's strength of personality, his presence and bearing count more to spirits than any other quality. If he can present himself as a good leader and strong person, the spirits follow his wishes without hesitation. The price, however, is a lifetime of catering to alien whims and fulfilling incomprehensible tasks.

Unlike other divine spellcasters, the shaman does not need to prepare spells ahead of time. In compensation for a limited spell list to choose from, a shaman can cast his spells spontaneously, like sorcerers or bards, deciding what spell he will cast from his spirit allies' repertoire the moment he needs it.

Rite of Gratitude: Each morning, the shaman

'Chezik! We need a hand here!' Theran screamed, trying to fend off a pack of goblins surrounding him.

The young shaman looked at the situation: the strongest fighters, Theran and the dwarf Gallin, were definitely busy. Mirya the rogue was nowhere to be found, and he could either assist the warriors or drop to the wounded elven wizard, Messeth.

'Sand to the sky is rest to the ground, child.' A black raven hovered just around the corner of Chezik's vision. His guardian spirit always chose the most inopportune of times to give him its cryptic advice.

'You pick... the strangest of times to daydream, witch-man.' The wounded wizard mumbled, tipping Chezik's decision.

Chezik dropped to the elf and stepped forward; he brained a goblin that slipped through the fighters' defensive position, the little corpse creating a cloud of dust as it hit the cavern's floor. Suddenly, the spirit raven's words made sense.

'Heya, ho!' Chezik began the chant that attracted one of his spirit allies. 'I honour the night and its children! I honour the night wind and the night's wings; I call thee, Harahu, my friend, spirit of slumber. I beg for your help!'

Chezik took a handful of fine sand from the ground and spread it in a semicircle around him... he felt the spirits whisper in approval, and felt the rush of power as Harahu, a minor spirit of dreams, channelled its power through his own body.

One by one the goblins fell, and their snores filled the dark corridor. Before his team-mates had a chance to question him, the young shaman turned the little creatures so that they rested on their backs, and poured a handful of sand on each of their foreheads, as Harahu asked him to do to all the victims of its magic.

'Well, well...' Messeth stood up from where Chezik had left him. 'It seems that your feathers and pieces of dead animals are actually useful.'



spends a few minutes thanking his allies for the magic with which they empower him with. He sits down and chants, burns herbs or waves them around, anything that pleases the spirits so they lend him the energy and knowledge to cast spells. It is at this time that he chooses favoured spirits for the day from among his allies.

Favoured Spirits and Domain Invocation: The shaman can invoke a Domain granted power only when he has paid special attention to the spirit that grants it. The ritual to favour any spirit ally is the same as the one used to thank it for the day's spell allowance. The shaman can favour as many spirits in one day as his Wisdom modifier, and he can favour different spirits each day, able to enjoy, if only briefly, a wider range of divine powers.

The cost of this versatility is that every time he favours a spirit, the shaman must fulfil his part of the bargain he made with the spirit when sealing their alliance, and enact the oath he swore to the spirit, or do it as soon as possible if present circumstances forbid it.

Spellcasting: The act of casting a spirit spell is technically the same as casting any other divine or arcane spell. Despite the fact that it is not really the

shaman performing the magic, he is acting as a bridge between the Spirit and the material worlds through which the spirits can channel their power. The shaman must concentrate and call loud and clear the name of the spirit who will grant him the spell, waving the amulet that the spirit finds acceptable and point at the target; this takes a partial action and attracts an attack of opportunity, just like a wizard recites and gestures and the cleric prays.

Recent Casting Limit: As with normal divine spells, any spells cast within the previous 8 hours count against the shaman's daily limit.

Rites: Rites are a shaman class feature that resemble spellcasting, but their long casting time makes them useless during an encounter. When a shaman enacts a rite, he is not calling on the spirits' power alone, but also on his own skill and reserves of spiritual energy. Rites are spell-like abilities, roughly equivalent to spells with similar effects and can be dispelled, countered or blocked by Spell Resistance.

DIVINE MAGICAL WRITINGS

Shamans do not write their knowledge down, so there is no text that will reveal the secrets of shamanic magic; the best a shaman can do to learn about specific spirits he could summon and make his allies is to listen very carefully to bards' songs, midwives' tales, or ask other shamans and even other spirits. The Gather Information skill can prove useful in this, but it is not very reliable.

NEW SPIRIT SPELLS

Shamans gain new spells in one of the two following ways:

Acquiring a New Spirit Ally: Whenever the character convinces a spirit to join him, he immediately knows which spells this new ally provides. Gaining new allies is not automatic when the shaman receives a new spell level as a product of experience. This just means that the shaman is more powerful and can attract greater spirits to his cause, while the other spirits rejoice and teach him the higher spells they already know. Gaining new spirit allies is detailed below.





Assisted Research: If the character wants to create a new spell, he must work closely with both his guardian spirit and the ally that would most likely develop such spell. You cannot ask a minor lava spirit to create a water-based attack spell. The mortals' creativity is part of what keeps the spirits coming to them, because they cannot create new magic on their own. Follow the same rules for spell research for other divine spellcasters, but add the new spell to the spirit's list, not the shaman's. The shaman will not be able to cast the new spell if the spirit that helped him create it goes away or is dismissed. In a decade or two, several animae will know the new spell as word gets around in the Spirit World.

SPIRIT ALLIES

The guardian spirit is a great help for the shaman, but it is only a guide and a mediator for the rest of the Spirit World. In order to cast spells, the shaman needs to befriend, cajole, bargain with or even subjugate spirits. Regardless of the method used,

these spirits are called allies, and an experienced shaman can command a veritable army of spirits to aid him.

Shaman characters start their adventuring life with a maximum of three allies plus their Charisma modifier, and they can take the Large Entourage feat to increase their spell and Domain reservoir. As he increases in level, the shaman can convince more spirits to join him, as his personal power attracts more and stronger spirits. However, this increase is not automatic; the shaman has the potential to build a small army, but he must work at it. At any point in the game, the shaman character can try to convince a spirit to become his ally. This is a chance for the GM to role-play the whimsical and often dangerous attitude of the animae, and to convey the idea that spirits are much more than mere servants or mobile spellbooks.

THE SUMMONING

A shaman may bargain with any spirit it encounters on the way and be content with whatever spells such spirit can grant him. But if he is looking for specific spells or Domains, he must actually call a spirit that conforms to his wishes.

To summon a potential ally, the player rolls a Perform (rituals) check, DC 10 plus the desired spirit's spell level (spirits' spell levels are explained below).

The wise shaman makes preparations before starting the summoning ritual; he knows animae are fickle and single-minded, and so he seeks to learn all he can about the spirit he wants to call. By giving offerings and sacrifices that please the spirit, the shaman increases his chances of recruiting it as an ally and gaining access to its spells.

The player rolls Knowledge (Spirits) to gain information about a spirit's likes and dislikes, entering a trance and asking his guardian spirit. The Difficulty Class for this roll varies depending on the usefulness of the information, and the player must define what he is aiming for before rolling the dice. He can keep doing this, accumulating spiritual trivia until he fails a roll or he accumulates a maximum +5 bonus, at which point the guardian spirit (played by the GM) decides that enough is enough.

If the player fails the summoning roll, but the result is above 10, a weaker spirit answers the call, its spell level corresponding to the roll achieved (see

table); however, the shaman suffers a -2 penalty on every roll dealing with the summoned spirit, since he did not perform the ritual correctly. If the Perform check is 10 or below, no spirit arrives. In the case of a die roll of 1, the desired spirit arrives, but it is angry and immediately hostile. The ruined ritual gives the spirit the power to manifest in the material world and cause as much mayhem as possible.

Summon Rite DCs

Spirit's Spell Level	Perform check DC
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19

Summoning Modifiers

Circumstance	Bonus/Penalty
Spirits are offended	-2
In trance state	+2
Summoning during spirit's auspicious time of day/month/year	+2
Using spirit's favourite offerings in the rite	+1 each
Performing spirit's favoured sacrifice	+3
Summoning during spirit's adverse time of day/month/year	-2
Using spirit's hated offerings in the rite	-2 each

Summoning Ritual Modifiers

The following modifiers to the summoning roll are optional; the player needs the GM's approval to use them.

Favoured Offering: Depending on their nature, spirits are attuned to certain objects or plants. While a hot coal might attract a fire spirit, a well-polished dagger pleases an ancestral warrior. Offerings are not destroyed with the rite, but it is considered bad form to use the same sack of dried-up herbs more than once. Likewise, there are objects that spirits find repulsive, like parts of the animal they represent, or a symbol of what they stand against. A tablet of laws will be offensive to a spirit from the Chaos Domain, for example.

Auspicious Time: Some spirits resonate more strongly with certain moments in time. Some spirits would prefer to attend a summoning during dawn, high noon or dusk; or at Winter Solstice, or during the new moon. The reverse is also true: spirits avoid certain times or sacred dates, like spirits of the dead avoiding Spring Equinox. Each spirit description has some examples, and the GM determines the preference of each spirit.

Sacrifice: Only the most powerful and evil spirits will demand human sacrifice; the rest are content with the destruction of any object, plants or creature. An owl spirit will show interest at the death of a mouse, and an earth elemental will find pleasing the shattering of a precious gem.

Trance: When the shaman enters a trance state with a Concentration check, he is more in tune with the ebbs and flows of the Spirit World.

THE PACT

Summoned animae are not immediately hostile unless the ritual failed miserably, so the shaman only prepares wards and protective circles if he is expecting trouble. Once the spirit arrives, the shaman asks for the spirit's patronage. This can be role-played or reduced to a Diplomacy roll (DC 15 + spirit's spell level). GMs are encouraged to reward creative players with a bonus to this roll for clever bargaining or to punish any offence to the spirit but any bonus or penalty should not exceed +/-3.

Failure in this roll means that the anima was not convinced by the shaman's pleas, and departed with indifference. Rolling a 1 means that the spirit was offended, and may attack the shaman or wait to cause him trouble later. The GM can use this process to spawn side stories in which the shaman searches for the proper summoning tools in the same way other casters engage in spell research.

Negotiation Modifiers

The following modifiers to the negotiation roll are optional; the GM is at liberty to use some or all of them if they are appropriate for his game.

Divine Focus: All spirits have preferences regarding the objects through which the shaman channels their power. These divine foci make up the shaman's worktable and hang from his person in a way that makes them easily accessible for him to



Spirit Dealing Modifiers

Circumstance

Spirits are offended	-2
Using spirit's favoured Divine Focus	+3
Using spirit's True Name	+5
Role-playing	-3 to +3
Not performing any kind of sacrifice/offering in the summoning	-4
Shaman's spell power	Shaman's maximum spell level - spirit's spell level

Bonus/Penalty

cast spells. Spirits can bless any object, but they will be more inclined to do so with one that appeals to their nature.

Spell Power and Spirits' Spell Levels: As the shaman advances in experience, he gains the ability to cast spells of higher level. A spirit's spell level is the highest Domain spell it knows, and the highest level for any additional spells. Spirits will be cowed into obedience by shamans able to cast more powerful spells than they can provide (a positive result in the subtraction, resulting in a bonus), or will doubt the worthiness of ones who cannot yet cast the magic they offer (a negative result, resulting in a penalty).

True Name: A spirit's True Name is its most valued possession, and it will not surrender it to anyone. A True Name is the function and definition of the spirit, and should it be unravelled, the spirit would be destroyed. Knowing the True Name of a spirit is the easiest way to coerce it into service.

The Oath and Service

If the agreement is successful, the spirit agrees to help the shaman as long as the shaman provides a service or complies with a request. These oaths can range from simple tasks like singing a song at each sunrise, one-shot quests or even defeating the spirit in hand-to-hand combat. Each spirit in the Spirits chapter details the oaths spirits are likely to ask for, and the GM is free to come up with his own.

Once bargaining is complete, the spirit joins the host of the shaman's allies and empowers a Divine Focus with its power, which the shaman uses to cast spells from that spirit's list and to activate its Domain power. That is why shamans always carry talismans of every variety about their persons; these items of power are to them what spell books are to wizards.

The shaman is limited to a maximum number of spirit allies depending on his level and Charisma, but that does not mean that he employs the same spirits all his life; he is free to dismiss allies without any cost and



summon new ones as explained above, provided he does not exceed the maximum.

It can also happen that a spirit abandons the shaman because he broke the oath. The character can try to convince the spirit to remain with a second Diplomacy check, but with a -4 penalty to the roll, and possibly

with no time to gather proper offerings and sacrifices. If the spirit leaves, it can remain bitter for centuries and spread the word in the Spirit World of the shaman's duplicity. At the GM's discretion, the shaman's dealings with other spirits may suffer penalties until he atones.

Everything was ready, or so Chezik thought. He had spent an entire week of sleepless nights asking animae about details on a spirit he had heard about, until his questions were met with mocking silence.

But now he had the ritual ready. Fresh coal formed a circle around a tin brazier, and Chezik had procured aromatic herbs from a midwife in the last town they had crossed. The rest of his party was at the inn, enjoying a good night's sleep after clearing the goblin caves. But there would be no rest for Chezik tonight, for he felt confident and his gut told him that he could handle a spirit like Grrash the Ashen.

He meditated at the circle's centre, and the gentle flapping of his guardian's wings told him he was in trance already. He let the lore move him, and his voice melded with the spirit raven's. He lit the brazier and tossed the herbs with each beat of the sacred song.

Thick smoke rose from the fire, and it became a humanoid figure, its features nondescript in the rolling smoke. Only eyes glowing like embers pointed at a face.

'Ashen Grrash, I greet you,' Chezik bowed. 'I offer you this fire and this coal.'

'The offering is... adequate,' the spirit growled. 'What is your want, shaman?'

'I offer you a deal of mutual convenience,' Chezik went straight to the point; he knew fire spirits were impatient. 'I offer you a chance to burn and ignite, to funnel the flames of your ire upon the world of mortal men.'

'You ask for my service,' The spirit chuckled with disdain. 'I obey no mortal, shaman; I am Grrash! Everything I touch becomes cinders!'

'You are Grrashashtherrka wer'Kubai,' Chezik spat out the tongue-twisting true name. 'I know of you, and I know of your frustration! Once you consumed forests, but now you can barely start a bonfire!'

'Careful...' his raven whispered. 'Do not push too hard.'

'I repeat my offer, Ashen Grrash!' the shaman pressed on. 'Join me, and I will spread your fire in the mortal world!'

'Agreed.' The fire spirit hesitated, and then reluctantly nodded. 'But every night you call for my power, you will burn a piece of your enemies in my honour, and will praise my name to other mortals.'

'It shall be done, flame lord,' Chezik bowed, and felt how the brazier glowed with the Ashen One's essence.

'He got you,' Chezik's guardian spirit shook its head. 'I want to see you pop out that thing every time you run into a pack of goblins.'



SPRIT DOMAINS AND SPELLS

Spirits know magic; it is a part of their nature as Creation's stagehands, and they can share this power with the shaman who can press them into his service. Acting through a shaman or a magic item are the only ways a spirit can channel its whole power to the Material Plane, which is why they do this willingly. Without this intercession, their magic expresses itself only in natural phenomena, like the nourishing nature of rain or the turning of the tide.

SPRIT DOMAINS

Every anima belongs to a single Domain that defines its nature, allegiance and power. They know all the spells from that Domain up to their spell level, plus a number of other related spells. Any god can command the spirits belonging to the Domains under his influence, and clerics who choose the Spirit Domain could command the animae from his other Domain with the any spell that affects spirits.

The additional spells the spirit can cast and impart on the shaman are related to the Domain somehow. You will not see a spirit from the Sun Domain casting Darkness, for example.

Note that spirits can have additional spells beside those in their Domains, which can be chosen from *Core Rulebook I* or the new spells in this chapter.

In addition to the Cleric Domains listed in *Core Rulebook I*, spirits can also belong to the following Domains, and clerics can choose them if the Games Master decides it fits with their deity's influence.

* marks a new spell found in this book

Spirit Domain

Deities and Spirits: Nature spirits, deities concerned with the other worlds or travel, guardian spirits.

Granted Power: See active spirits within 60' with a successful Spot check (DC 20) and guess their nature and intentions. Dormant spirits can be spotted at DC 25.

- 1 Detect Spirits *
- 2 Detect Dimensional Disturbance *
- 3 Dismissal
- 4 Ethereal Jaunt
- 5 Power Walk *
- 6 Awaken
- 7 Awaken the Land *
- 8 Ethereal/Spiritual Junction *
- 9 Astral Projection

Art Domain

Deities and Spirits: Muses, thought and ideal spirits. Patrons, deities of music and the arts.

Granted Power: You gain a +2 divine bonus to all Perform and Craft checks.

- 1 Ventriloquism
- 2 Sculpt Sound
- 3 Emotion
- 4 Spirit Song *
- 5 Seeming
- 6 Animate Object
- 7 Otto's Irresistible Dance
- 8 Mass Charm
- 9 Shapechange



Craft Domain

Deities and Spirits: Tool spirits, ancestors, mentor spirits. Creator deities, gods of gnomes and dwarves, guild patrons.

Granted Power: You get a +2 divine bonus to Craft checks, and a +1 divine bonus to make masterwork items.

- 1 Animate Rope
- 2 Make Whole
- 3 Shrink Item
- 4 Minor Creation
- 5 Fabricate
- 6 Major Creation
- 7 Stone Tell
- 8 Transmute Metal to Wood
- 9 Wish

Haunting Domain

Deities and Spirits: Vengeful spirits, ancestor spirits, gods of fear and revenge.

Granted Power: +2 to the DC of the caster's fear effects.

- 1 Cause Fear
- 2 Scare
- 3 Maddening Mist *
- 4 Wall of Fear *
- 5 Nightmare
- 6 Eyebite
- 7 Insanity
- 8 Energy Drain
- 9 Wail of the Banshee

Memory Domain

Deities and Spirits: Muses, spirits and deities of knowledge, wisdom and time.

Granted Power: You gain the bardic knowledge ability, rolling your Intelligence modifier plus half your caster level. If you have another class that provides you with bardic knowledge, you add half your divine caster level to that class's modifier.

- 1 Hypnotism
- 2 Read Spirit Echo *
- 3 Modify Memory
- 4 Legend Lore
- 5 Permanency
- 6 Mordenkainen's Lucubration
- 7 Legend Lore
- 8 Word of Recall
- 9 True Resurrection



Nourishment Domain

Deities and Spirits: Spirits of nature, agriculture, plants, etc. Deities of fertility and life.

Granted Power: You are immune to normal poison and disease contracted by ingestion.

- 1 Detect Animals or Plants
- 2 Goodberry
- 3 Create Food and Water
- 4 Death Ward
- 5 Commune with Nature
- 6 Heroes' Fest
- 7 Greater Restoration
- 8 Regeneration
- 9 Miracle

Predator Domain

Deities and Spirits: Animal spirits, deities of the hunt and nature

Granted Power: You can follow a trail with a Wilderness Lore check as if you had the Track feat.

- 1 Detect Animals or Plants
- 2 Cat's Grace
- 3 Greater Magic Fang
- 4 Cull the Weak *
- 5 Poison
- 6 Find the Path
- 7 True Seeing
- 8 Discern Location
- 9 Foresight



Storm Domain

Deities and Spirits: Ancestors, spirits of the seasons and weather, deities of war, time and nature.

Granted Power: You gain a +2 divine bonus to save against electricity.

- 1 Obscuring Mist
- 2 Wind Wall
- 3 Gust of Wind
- 4 Ice Storm
- 5 Control Winds
- 6 Chain Lightning
- 7 Control Weather
- 8 Whirlwind
- 9 Storm of Vengeance

Ancestor Domains

The following Domains are special among the animae, as they are rare outside ancestor spirits, and not any kind of ancestor spirit either, but heroic ancestors. These are the spirits of heroes that passed on in glory or villains whose names live in infamy; their deeds linger on the Spirit World and infect others with their purpose. There is an Ancestor



Domain for each character class found in *Core Rulebook 1* and, even if the ancestor in question was not a spellcaster himself, his spirit inspires those who ask for his guidance with magic.

Barbarian Domain

Deities and Spirits: Heroic ancestors, animal spirits. Savage deities, gods of untamed nature.

Granted Power: Gain the rage barbarian class feature for two rounds, once per day, if you possess levels in the barbarian class, can rage one extra time per day.

- 1 Cause Fear
- 2 Endurance
- 3 Haste
- 4 Death Ward
- 5 Slay Living
- 6 Globe of Invulnerability
- 7 Destruction
- 8 Bigby's Clenched Fist
- 9 Earthquake

Bard Domain

Deities and Spirits: Heroic ancestors, muses, deities of the arts and travel, also of knowledge.

Granted Power: Inspire courage once per day, as the bardic music ability. If you possess levels in the bard class, you can use bardic music one extra time per day.

- 1 Charm Person
- 2 Enthrall
- 3 Sculpt Sound
- 4 Legend Lore
- 5 Dream
- 6 Project Image
- 7 Heal
- 8 Otto's Irresistible Dance
- 9 Wail of the Banshee

Cleric Domain

Deities and Spirits: Heroic ancestors, guardian spirits, township spirits. Any deity.

Granted Power: Turn/Rebuke undead one extra time per day. Shamans may turn undead once per day.

- 1 Divine Favour
- 2 Consecrate or Desecrate
- 3 Prayer
- 4 Lesser Planar Ally

- 5 Commune
- 6 Planar Ally
- 7 Resurrection
- 8 Holy Aura or Unholy Aura
- 9 Miracle

Druid Domain

Deities and Spirits: Heroic ancestors, nature spirits, deities of the wilderness and nature.
Granted Power: You can speak with plants or animals as per the spells *speak with animals* or *speak with plants*, once per day.

- 1 Animal Friendship
- 2 Tree Shape
- 3 Dominate Animal
- 4 Control Plants
- 5 Awaken
- 6 Liveoak
- 7 Control Weather
- 8 Animal Shapes
- 9 Shapechange

Fighter Domain

Deities and Spirits: Heroic ancestors, weapon spirits, deities of war and conflict.
Granted Power: You gain a +1 divine bonus to all attack rolls.

- 1 Shield
- 2 Ghost Combatant *
- 3 Shatter
- 4 Magic Vestment
- 5 Ghost Dance *
- 6 Tenser's Transformation
- 7 Mordenkainen's Sword
- 8 Iron Body
- 9 Weird

Paladin Domain

Deities and Spirits: Heroic ancestors, ideal spirits, deities of justice, law and honour.
Granted Power: Smite evil once per day, as the paladin class feature. If you possess levels in the paladin class, you can use smite evil one extra time per day.

- 1 Shield of Faith
- 2 Shield Other
- 3 Keen Edge
- 4 Holy Sword
- 5 Dispel Evil
- 6 Blade Barrier



- 7 Holy Word
- 8 Shield of Law
- 9 Storm of Vengeance

Ranger Domain

Deities and Spirits: Heroic ancestors, spirits of the hunt, animal spirits, deities of the hunt, exploration and travelling.
Granted Power: Gain the Track feat for free.

- 1 Pass Without Trace
- 2 Animal Messenger
- 3 Water Walk
- 4 Locate Creature
- 5 Commune with Nature
- 6 Find the Path
- 7 Power Walk *
- 8 Discern Location
- 9 Astral Projection

Rogue Domain

Deities and Spirits: Heroic ancestors, spirits of the night, mischievous spirits, deities of larceny, trickster deities.
Granted Power: You gain sneak attack +1d6. If you possess levels in the rogue class or another class with sneak attack, the bonuses stack.



SPIRIT DOMAINS AND SPELLS

- 1 Spider Climb
- 2 Find Traps
- 3 Silence
- 4 Freedom of Movement
- 5 Passwall
- 6 Plane Shift
- 7 Sequester
- 8 Iron Body
- 9 Time Stop

Sorcerer Domain

Deities and Spirits: Heroic ancestors, ideal spirits, animal spirits, deities of magic, dragon deities.

Granted Power: You can cast spontaneously one spell per day that is not a cure spell in place of a prepared spell.

- 1 Mage Armour
- 2 Alter Self
- 3 Greater Magic Weapon
- 4 Imbue with Spell Ability
- 5 Greater Shadow Conjunction
- 6 Greater Shadow Evocation
- 7 Limited Wish
- 8 Steal the Thunder *
- 9 Protection from Spells

Wizard Domain

Deities and Spirits: Heroic ancestors, ideal spirits, muses, deities of magic, knowledge and study.

Granted Power: You permanently gain the Scribe

Scroll feat for free. If you possess levels in the wizard class, you can select another item creation feat.

- 1 Identify
- 2 Charm Spirit
- 3 Dispel Magic
- 4 Scrying
- 5 Permanency
- 6 Analyse Dweomer
- 7 Summon Monster VII
- 8 Polymorph Any Object
- 9 Wish

SPELL DESCRIPTIONS

The following are new spells detailed earlier in this chapter.

Awaken the Land

Transmutation

Level: Clr 7, Drd 6, Spirit 7

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: 20 ft. + 5 ft./level radius

Duration: Instantaneous.

Saving Throw: Will negates.

Spell Resistance: Yes

You can force all spirits within the area of effect to manifest in the Material Plane. The spirits must be awakened and active to be affected by the spell, and they can save against Will to remain in the Spirit World. Manifested spirits are visible to everyone in the Material Plane, but they are incorporeal. Your guardian spirit can ignore the spell's effect automatically, but he may forego his saving throw to manifest without exerting his own power. Other guardian spirits caught in the area must roll normally, but they can use their protégée's save bonus if it is higher.

Charm Spirit

Enchantment (Charm) [mind-affecting]

Level: Brd 2, Clr 1, Drd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level).

Target: 1 spirit.

Duration: 1 hour / level (D)

Saving Throw: Will negates.

Spell Resistance: Yes



As *charm person*, except the spell affects creatures with the spirit type.

Cull the Weak

Divination

Level: Drd 4, Predator 4, Rgr 5

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Area: Creatures in a 60 ft. radius.

Duration: 1 round / level

Saving Throw: Special.

Spell Resistance: No

By means of this spell, you can determine the exact strength of a group of creatures within the area of effect. The spell reveals to you the Armour Class, Hit Dice, hit points remaining, attack bonuses and damage dice and special abilities and qualities of said creatures. With this information, you can point out the creature you judge to be the weakest, and a faint nimbus similar to *faerie fire* surrounds it. The target creature can resist with a Will save that negates the secondary effect, but not the original divination. If the creature is slain or neutralized, the nimbus transfers to the next weakest creature, which can also save against it. The effect dissipates once the duration ends or when a creature passes his saving throw.

The nimbus does not penalize the creature nor add any bonus to attackers; this spell is used so that the caster can keep track of what's the likeliest target to die first in combat, and share this information with others.

Detect Dimensional Disturbance

Divination

Level: Clr 2, Sor/Wiz 3, Spirit 2

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 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

As *detect magic*, except you can detect whether something has disturbed the barriers between the Material Plane and the rest. The effects that this spell detects include the spells *ethereal jaunt*, *etherealness*, *gate*, *dimension door*, *blink*, *teleport* (and all its variants), all *summon* spells, *commune*,

contact other plane, *astral projection*, *planar ally*, etc. Supernatural and spell-like abilities that emulate these spells, like the ability to materialize from the Spirit World, the ethereal or astral planes of incorporeal undead and spirits, also become evident to the caster.

The spell identifies what kind of effect pierced the barriers and also what kind of creature was responsible. In order to determine strength of the effect, as well as the time that can transpire between the dimensional disturbance and the casting of this spell, use the guidelines for *detect magic*.

Detect Spirits

Divination

Level: Clr 1, Drd 1, Rgr 2, Sor/Wiz 2, Spirit 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

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

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You can detect the presence of active and latent spirits within range. The amount of information revealed depends on how long you concentrate on a particular area:

1st Round: Presence or absence of spirits.

2nd Round: Number of different spirits and the spell level of the strongest spirit.

3rd Round: The strength and location of each spirit. If the spirits are in line of sight, you can make Knowledge (spirits) checks to determine the Domain to which each spirits belong. Make one check per spirit at DC 15 + spirit's spell level.

This spell does not detect the presence of spirits that currently possess a creature inside the area.

Material components: A small piece of fur.

Discern Aura

Divination

Level: Clr 1, Drd 0

Components: V, S, DF

Casting Time: Full-round

Range: Close (25 ft. + 5 ft./level)

Target: 1 living creature



Duration: Concentration
Saving Throw: None.
Spell Resistance: No

You can see the aura that surrounds all living beings, and can read from it the target creature's health. The amount of information revealed depends on how long you concentrate on a particular target:

1st Round: A creature's total and remaining hit points.

2nd Round: The creature's total Hit Dice and/or class levels.

3rd Round: If the creature has class levels, to what class or classes they come from, and if there are arcane or divine effects active upon it, but not which.

Ethereal/Spiritual Junction

Transmutation

Level: Clr 6, Sor/Wiz 8, Spirit 8
Components: V, S, F/DF
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Area: 120-ft. emanation centred on a point in space.
Duration: 1 minute / level (D)
Saving Throw: Special.
Spell Resistance: No

You pull an area of the Spirit World or the ethereal plane into the Material Plane. Every creature caught in the area of effect exists in both planes at the same time for the duration of the spell. Spontaneous spellcasters such as bards, shamans and sorcerers decide which plane to affect at the time of casting, but clerics and wizards must choose when preparing the spell. Creatures from the affected plane can interact freely with material creatures, losing any advantages of etherealness or incorporeality, and ranged attacks coming from outside the junction work normally, but if their effect crosses the area totally or partially, the effect exists only in the plane from which it was launched. For example, a sorcerer standing in the Material Plane outside the junction casts a fireball at a ghost inside the area, who suffers damage from the spell as if the sorcerer were in the ethereal plane. A second, ethereal ghost outside the junction is close to the first ghost and would be damaged by the fireball's area effect, but the effect does not cross into the ethereal plane and it is thus unaffected.

Creatures enter the junction automatically, but must roll a Will save to exit to the desired plane, which makes this spell an alternative, if unreliable, means of travelling to and from the ethereal plane or the Spirit World. When the effect ends, creatures still inside the area are snapped back to their native plane, while those that managed to exit into another plane must find another way back.

Focus: Glass lens.

Ghost Armour

Conjuration (Summoning) [force]
Level: Clr 3, Rgr 4, Sor/Wiz 4
Components: V, S, F
Casting Time: 1 action
Range: Touch
Target: 1 creature
Duration: 10 rounds / level
Saving Throw: None (harmless).
Spell Resistance: No

You call upon the protection of the spirits to guard you or another creature from harm. The spirit envelops the target creature, granting it a +1 deflection bonus to AC and Damage Resistance 10/+1. Despite the spell's name, the protecting creature is a spirit, not an undead, and it can be seen as a transparent figure juxtaposed to the protected creature's body. The spirit also protects the creature from incorporeal attacks and force effects as the *mage armour* spell.

Focus: A turtle shell with a carved image of a warrior.

Ghost Combatant

Illusion (Phantasm) [mind-affecting]
Level: Brd 1, Clr 2, Fighter 2, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./level)
Target: 1 creature
Duration: 1 round / level
Saving Throw: Will negates.
Spell Resistance: No

You can make spirits whisper, make noises and create false movements behind a creature to make it believe it is flanked. If the target fails its saving throw, it believes that there is another attacker behind it, occupying a space where no actual opponent exists, suffering all the effects of being flanked (opponent gets a +2 bonus to attack rolls

and is vulnerable to sneak attacks), even if it is not.

Material Component: Iron fillings, caltrops work as an alternative.

Ghost Dance

Conjuration (Summoning)

Level: Brd 5, Clr 5, Drd 5, Fighter 5, Sor/Wiz 5

Components: V, S, M/DF

Casting Time: 1 action

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

Effect: 1 summoned creature per caster level in a 30-ft.-radius area

Duration: 1 round / 2 levels (D)

Saving Throw: Reflex halves.

Spell Resistance: No

You summon warrior spirits to aid you in combat. The number of spirits that arrive equals your caster level, with a maximum of 15. The spirits start attacking anything and everything inside the area of effect, dealing a total of 1d6 points of damage per spirit, and you assign how much damage each creature inside the area receives before the targets roll their Reflex saving throws. Every creature that succeeds at the save receives only half of the damage you assigned for it. At the beginning of every round of the duration, you can reassign the damage inflicted to each creature that remains inside the area as long as the total is the same that you rolled the first time. Targets can keep rolling their Reflex save normally to halve it. The warriors' spirits are true neutral in alignment, and thus unaffected by protection or magic circle spells, but affected by *dictum* and *word of chaos*. If the spirits are targeted by spells such as *banishment* or *dismissal*, they use your Will save bonus to resist. Being incorporeal, they are affected normally by force barriers such as *mage armour* or *wall of force*.

Material Component: Dust of coagulated blood.

Kidnap Soul

Necromancy [evil]

Level: Clr 6, Death 5, Sor/Wiz 6

Components: V, S, F/DF

Casting Time: Full-round

Range: Unlimited

Target: 1 creature

Duration: 1 month / level or until successful save (D)



Saving Throw: Will negates.

Spell Resistance: Yes

This spell allows you to entrap the soul of your target inside a clay jug, and make with its body what you will. You need to point a specially prepared clay jug at your target for a full round and, if it fails a Will save, its life force is pulled into the jug and its body drops dead. This spell can be cast over scrying effects.

The following round the body rises as a zombie under your control, keeping its hit points and Armour Class, but otherwise using the statistics for a zombie as detailed in *Core Rulebook III*. The soul is allowed an additional Will save at the end of every month of the duration to free itself. Whether you free the life force, the spell's duration ends, or it escapes on its own, the body is returned to normal once the soul returns to it, having no knowledge of what the body did in its absence. Casting *raise dead* or any other resurrection magic on the body grants the trapped soul another Will save to escape with a +4 morale bonus.

If the animated body is slain, the trapped life force remains in the jug, and has a 50% chance of becoming a ghost (and quite an angry one) upon its release or escape. In this case, casting resurrection magic on the slain body automatically frees the trapped soul and calls it back to the body.

Protection from evil and other wards block this spell, and destroying the receptacle ends it. The effect can be dispelled only at the clay jug.

Focus and Divine Focus: A clay jug painted with rich metal paintings worth at least 100 gp.

Maddening Mist

Enchantment (Compulsion) [mind-affecting]

Level: Brd 3, Drd 5, Haunting 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Fog spreads to fill a 60-ft. cube

Duration: 10 minutes + 1 minute / level or until dispersed, 2d6 rounds (see text)

Saving Throw: Will partial (see text).

Spell Resistance: Special (see text)

You conjure a thick bank of fog charged with the voices of the spirits, and those caught within are assaulted by terrifying voices and see shapes out of the corner of their eyes. The first effect of the fog is to obscure vision, including darkvision, beyond 5 feet. A creature within 5 feet has one-quarter concealment (attacks suffer a 10% miss chance). Creatures farther away have three-quarters concealment (30% miss chance). The second effect comes when the spirits start whispering messages of madness, skirting around everyone inside the

mist. All creatures inside the fog must roll a Will save or be shaken, suffering a -2 morale penalty on attack rolls, checks, and saving throws. This condition lasts for 2d6 rounds. Spell Resistance only blocks the maddening effect, not the mist.

A moderate wind (11+ mph) disperses the mist in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Material Component Focus: A pinch of cotton drenched in alcohol.

Mass Revelation

Divination

Level: Clr 2, Drd 2, Sor/Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Personal

Area: Emanates 20-ft. from caster

Duration: 10 minutes / level

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

All creatures standing within 20 feet from you are able to see all spirits within their own sight range. You grant them a powerful version of the Sight feat, except that neither you nor any of the creatures affected need to roll Spot checks. Should anyone move out of the affected area, he loses the benefits of this spell and cannot see spirits anymore unless he has other means to do so. This spell does not allow the detection of ethereal creatures.

Focus: An adorned smoking pipe.

Power Walk

Transmutation

Level: Clr 7, Drd 6, Ranger 7, Spirit 5

As the spell *shadow walk*, except that the creatures affected travel through the Spirit World instead of through the Plane of Shadows.

Read Spirit Echo

Divination

Level: Brd 3, Drd 3, Memory 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)



Target: All spirits within a 25-ft. + 5 ft./2 levels-radius spread, centred on caster

Duration: Concentration, up to 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can read the memories of a location's spirits to know about events that happened there in the past. Glades, hills, clearings and even city locations have spirits that remember past events, especially if they generated intense emotions in the people inside their area. You can build a mental image by contacting the spirit.

Events that provoke strong emotions are the most likely to be remembered by the spirits, or to create spirits themselves – large battles, powerful spellcasting, great joy or great pain. Common events are too weak and generic to leave an impression. The images evoked are ghostlike, and you do not learn anything about the people involved in the event. For example, a shaman casts this spell in a ruined fort. The vision obtained is that of a fight among an orc warband and a fort's defenders. When the orcs breach the walls, the civilians try to escape by any means possible, even stepping and trampling over each other. The strongest emotion is panic.

You can read a single event per round of concentration, if there ever was any or if there is even a spirit present to remember it. You can extend your senses back in time for 10 years per caster level. The actual event sensed is at the discretion of the Games Master.

Material Component: An appropriate offering for the spirits.

Replace the Senses

Transmutation

Level: Brd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 10 minutes / level (D)

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

You can change how one creature perceives the world, exchanging the input of one sense for another. A creature under this spell's effect can see through its hearing, see through its taste or any

other combination that the caster decides. While the effect lasts, the creature can use its Listen or Spot modifiers to obtain information about smells, sensations or tastes. For example, a caster replaces its sense of touch with his sight, allowing him to roll Spot checks to determine the texture and quality of a material, or he can replace his sight for his hearing, enabling him to roll Listen to see in pitch darkness. The creature can end the effect at will.

Spirit Song

Evocation [sonic]

Level: Brd 4,Clr 4, Magic 4, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 action

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

Area: A 20-ft. emanation centred on a creature, object or point in space

Duration: 2 rounds / level (D)

Saving Throw: Special (see text)

Spell Resistance: No

You coax the spirits to manifest their voices in the Material Plane. Their voices are part of the original song of creation, and their echo interferes with all spellcasting, supernatural and spell-like abilities as well as creating a distracting rhythm. Every creature trying to cast a spell or use a supernatural or spell-like ability must make a caster check (1d20 + HD or caster level, DC 11 + your caster level) or it will not work. Magic items work normally, as do spells or abilities entering the area but cast or activated outside it. Additionally, every creature inside the area must make a Will save or be distracted by the spirits' half-whispered words, suffering a –1 morale penalty to attack and damage rolls as well as to skill checks and saving throws. A bard's countersong ability works against both effects.

Material Component: A small flute, pan pipes or ocarina.

Spiritual Bestowment

Transmutation

Level: Brd 3,Clr 3, Rgr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 1 hour / level

Saving Throw: Will/Fortitude negates (harmless).

Spell Resistance: Yes (harmless).



You compel a spirit to boost an ability in the target creature. The spirit grants the creature 1d4+1 additional points in the ability score the caster designates upon casting. The target can resist a boost to Strength, Dexterity and Constitution with a Fortitude save, and to Wisdom, Intelligence and Charisma with a Will save.

Steal the Thunder

Abjuration [mind-affecting]

Level: Clr 8, Magic 8, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You can steal other spellcasters' ability to work magic. You target a spellcaster or a creature with spell-like abilities, and if it fails a Will save, it loses a number of spells equal to 1d6 + your Charisma modifier, starting with the highest level it can cast, going down. If the creature possesses spell-like abilities, this spell can cancel a number of uses equal to 1d6 + your Charisma modifier, starting with the ones with the least uses. For example, casting this spell on a janni mage and getting 4 on the 1d6 + Cha roll, would cancel four uses of the janni's least used spell-like abilities, namely *speak*

with animals and *enlarge/reduce*. Both these abilities can be used twice per day, for a total of two uses each. Abilities that can be used at will or once per hour or any shorter amount of time are not affected. If a creature possesses both spell slots and spell-like abilities, this spell targets the spell slots first.

Material Component: A quartz crystal worth at least 100 gp.

Wall of Fear

Enchantment (Compulsion) [mind-affecting]

Level: Brd 4, Haunting 4, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./level)

Effect: Insubstantial 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: 5 minutes / level (D)

Saving Throw: Will partial.

Spell Resistance: Yes

This spell creates an imperceptible wall of pure fear. Anyone trying to pass through the wall must succeed at a Will save or be invaded by blind terror and back away, unable to cross until the spell ends. Succeeding in the saving throw allows the creature to pass the wall once, and must roll again if attempting to cross the affected area again, but with a +1 morale bonus for each time it successfully crossed this wall previously. The wall remains in place no matter how many creatures are able to cross it, only dissipating at the end of its duration.

Material Component: Powder made from crushed bones.



SPIRITS

Spirits are the cornerstones of the shaman's abilities. Not only do they provide spells or answer his rites to help him achieve his ends, they are the very reason shamans exist.

The easiest way to encounter spirits is to summon or awaken them, at which point they can travel from the Spirit World and into the ethereal plane, where shamanic abilities, as well as other kinds of magic can perceive them. However, the Spirit World remains the usual habitat of spirits, from where they watch the comings and goings of the mortals, exerting as much power as they can filter through the walls between worlds.

There is a veritable army of spirits, as there is no single spirit of a category but thousands of small manifestations. Some shamans say that each blade of grass and each drop of rain can have a spirit, but others think that this pushes the beliefs to the limits.

NEW MONSTER TYPE: SPIRIT

All spirits belong to the Spirit monster type, detailed in this chapter. Creatures with this type are the spiritual manifestation of a creature, a person, an object or even an idea. They exist almost exclusively in the transitive plane known as the Spirit World, though some can manifest in the physical world. All spirits are intelligent to some degree, even if theirs is an alien mindset.

Spirits are immune to poison, paralysis, stunning, disease and death effects. Spirits are not subject to critical hits, subdual damage or death due to massive damage. When reaching 0 hit points, spirits are destroyed and cannot be raised or resurrected, though many spirits can reform in the Spirit World if they are destroyed in the material world, the ethereal and even the astral planes. Spirits have darkvision with a range of 120 feet and Spell Resistance equal to 15 plus the spirit's spell level.

SPIRIT CREATURES

The following are a few examples of spirits usable by GMs and players alike; by no means is it a definite list of spirits, since the animae number in the millions. You can create your own spirits by applying the Spirit template found at the end of this

chapter to normal creatures or Non-Player Characters. The following spirits take as base creatures a normal oak (statistics assigned arbitrarily), a wolf, a small air elemental, a medium-size earth elemental, a huge animated object, a vargouille and a 5th level rogue. The Hunter is one of the legendary spirits, and so it is unique.

Oak Spirit

Domain: Memory *

Spell Level: 6

These mighty and wise spirits are slow to react, but possess long memories. They are most often dormant, but those that are active have standing relationships with other supernatural creatures of their forest. According to the tree's age, they can appear as wizened old sages with a bark skin or as young and energetic humanoids covered in leaves.

Oak Spirit: CR 13; Large Spirit (Plant); HD 10d8+70; hp 115; Init -1 (Dex); Spd 10 ft; AC 13 (-1 Size, -1 Dex, +5 natural); Atk 2 branches +13 melee (branches 1d6+5); Face/Reach 5 ft x 10 ft/10 ft; SA manifest, projection, spell-like abilities; SQ Darkvision 120 ft., Memory Domain, spell level 6, grant power, material anchor, reform, plant subtype, SR 21; AL NG; SV Fort +14, Ref +2, Will +9; Str 21, Dex 8, Con 25, Int 9, Wis 16, Cha 16.

Skills and Feats: Bluff +5, Diplomacy +6, Heal +7, Intuit Direction +6, Knowledge (arcana) +4, Knowledge (nature) +8, Knowledge (religion) +3, Knowledge (spirits) +4, Knowledge (the planes) +3, Listen +5, Sense Motive +5, Spot +4; Brew Potion, Empower Spell.

Spell-like Abilities: Every 1d4+1- rounds *hypnotism, goodberry*; 1/10 minutes- *read spirit echo* *; 1/hour- *modify memory, summon nature's ally III*; 3/day- *legend lore, scrying*; 2/day- *permanency*; 1/day- *mordenkainen's lucubration, liveoak*.

Wolf Spirit

Domain: Predator *

Spell Level: 3

A wolf spirit is a master of survival, wise in the ways of the wilderness and a cunning, yet honourable fighter. Many wolf spirits are also guides into the unknown, and all have an air of mystery about them. They appear as larger-than-normal specimens of their race, or as feral humanoids.





Wolf Spirit: CR 4; Medium-size Spirit (Animal); HD 5d8+15; hp 37; Init +3 (Dex); Spd 75 ft, fly 55 ft. (perfect); AC 16 (+3 Dex, +3 natural); Atk bite +4 melee (bite 1d6+2); Face/Reach 5 ft x 5 ft/5 ft; SA Trip, projection, spell-like abilities; SQ Scent, darkvision 120 ft., Predator Domain, spell level 3, grant power, material anchor, animal subtype, SR 18; AL LN; SV Fort +5, Ref +6, Will +5; Str 14, Dex 16, Con 16, Int 5, Wis 15, Cha 9.

Skills and Feats: Bluff +1, Hide +4, Intuit Direction +3, Knowledge (arcana) +1, Knowledge (religion) +1, Knowledge (spirits) +1, Knowledge (the planes) +1, Listen +7, Move Silently +5, Sense Motive +3, Spot +7, Wilderness Lore +8; Iron Will, Weapon Finesse (bite).

Spell-like Abilities: 3/day- detect animals or plants, detect snares and pits; 2/day- cat's grace, hold animal; 1/day- greater magic fang, summon nature's ally III.

Rain Spirit

Domain: Nourishment *

Spell Level: 2

Rain spirits tend to travel around, pouring down their life-giving gift on farmed fields and untamed land, so they can pick up many secrets and see many things. The problem is getting the information from them, for they have short memories. They can take many forms, preferring those of fey humanoids.

Rain Spirit: CR 3; Small Spirit (Nature, Air); HD 4d8; hp 16; Init +8 (+4 Dex, +4 Improved Initiative); Spd fly 150 ft. (perfect); AC 19 (+1 size, +4 Dex, +4 natural); Atk slam +6 melee (slam 1d4); Face/Reach 5 ft x 5 ft/5 ft; SA Air mastery, whirlwind, projection, spell-like abilities; SQ Darkvision 120 ft., Nourishment Domain, spell level 2, grant power, material anchor, air subtype, SR 17; AL N; SV Fort +0, Ref +9, Will +2; Str 11, Dex 18, Con 11, Int 6, Wis 13, Cha 13.

Skills and Feats: Bluff +3, Intuit Direction +5, Knowledge (arcana) +2, Knowledge (religion) +2, Knowledge (spirits) +2, Knowledge (the planes) +2, Listen +6, Sense Motive +3, Spot +7; Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Finesse (slam).

Spell-like Abilities: 2/day- cure light wounds, detect animals or plants, unseen servant; 1/day- goodberry, levitate, soften earth and stone, whispering wind.

Diamond Spirit

Domain: Strength

Spell Level: 5

Spirits born of diamonds number among the strongest of conviction, pledged to purity and always aiming at victory. Some would argue that they are also the most stubborn. These elemental spirits resemble their outsider cousins, with bodies made of crystalline rock, and with perfect edges and symmetry in whatever form they take.

Diamond Spirit: CR 5; Medium-size Spirit (Elemental, Earth); HD 9d8+27; hp 67; Init +0; Spd 30 ft, fly 30 ft. (perfect); AC 20 (+10 natural); Atk slam +10 melee (slam 1d8+8); Face/Reach 5 ft x 10 ft/10 ft; SA Earth mastery, push, manifest, projection, spell-like abilities; SQ Darkvision 120 ft., Strength Domain, spell level 5, grant power,

material anchor, reform, elemental subtype, SR 20; AL LN; SV Fort +8, Ref +1, Will +3; Str 23, Dex 10, Con 19, Int 9, Wis 16, Cha 16.

Skills and Feats: Bluff +5, Intuit Direction +6, Knowledge (arcana) +4, Knowledge (religion) +3, Knowledge (spirits) +3, Knowledge (the planes) +3, Listen +10, Sense Motive +8, Spot +11; Power Attack, Sunder, Weapon Focus (slam).

Spell-like Abilities: 1/10 minutes- *endure elements, protection from chaos*; 1/hour- *bull's strength, endurance*; 3/day- *keen edge, magic vestment*; 2/day- *spell immunity, spike stones*; 1/day- *righteous might*.

Household Spirit

Domain: Protection

Spell Level: 1

Household spirits, sometimes called 'lares', are the origin of many legends about hard-working fey, but they are their own unique beings, awakening in homes that are well-cared for, and inhabited by loving families. They can take the form of a kind old woman, or resemble small and wrinkled gnomes.

Household Spirit: CR 5; Huge Spirit (Object); HD 9d8; hp 40; Init -1 (Dex); Spd 20 ft. (perfect); AC 13 (-2 size, -1 Dex, +6 natural); Atk slam +9 melee (slam 2d6+7); Face/Reach 10 ft x 20 ft/10 ft; SA Spell-like abilities; SQ Darkvision 120 ft., Protection Domain, spell level 1, grant power, hardness 8, material anchor, construct subtype, SR 16; AL NG; SV Fort +4, Ref +1, Will -2; Str 21, Dex 9, Con 10, Int 10, Wis 11, Cha 2.

Skills and Feats: Intuit Direction +2, Knowledge (arcana) +4, Knowledge (religion) +4, Knowledge (spirits) +4, Knowledge (the planes) +4, Sense Motive +3, Spot +1; Great Fortitude.

Spell-like Abilities: 1/day- *bless water, cure light wounds, protection from evil, sanctuary*.

Hate Spirit

Domain: Haunting *

Spell Level: 4

Hate comes in all size and forms, and the spirits it engenders are equally varied, depending on what the hate is about. This particular example is the small hate, the nagging feeling of annoyance and

paranoia, eating away at a person's happiness until it can grow into a more powerful anima. This aspect of hate takes the form of a winged humanoid skull.

Hate Spirit: CR 4; Small Spirit (Ideal, Evil); HD 5d8+5; hp 27; Init +2 (Dex); Spd fly 45 ft. (perfect); AC 14 (+1 size, +2 Dex, +1 natural); Atk bite +4 melee (bite 1d4+1 and poison, Fortitude save DC 12, cannot heal bite damage naturally or magically); Face/Reach 5 ft x 5 ft/5 ft; SA Shriek, poison, kiss, manifest, projection, spell-like abilities; SQ Darkvision 120 ft., Haunting Domain, spell level 5, grant power, material anchor, reform, evil subtype, SR 19; AL NE; SV Fort +4, Ref +4, Will +7; Str 12, Dex 15, Con 14, Int 9, Wis 16, Cha 12.

Skills and Feats: Bluff +8, Intuit Direction +4, Knowledge (arcana) +3, Knowledge (religion) +3, Knowledge (spirits) +3, Knowledge (the planes) +3, Listen +6, Sense Motive +4, Spot +6; Iron Will, Ghost Magic *, Weapon Finesse (bite).

Spell-like Abilities: 1/hour- *cause fear, charm person*; 3/day- *scare*; 2/day- *emotion, maddening mist* *; 1/day- *dominate person, wall of fear* *.

'Shade' (spy and saboteur)

Domain: Rogue *

Spell Level: 7

When he was a living man, Shade made a name for himself by being a freelance spy and saboteur. Nobody ever discovered his true identity, and his death was a mystery, the kind that inspires ballads. The echo of his deeds remained in the Spirit World, and shaped the spirit that embodies both his real memories and the folk tales.

Shade the Stealthy: CR 11; Medium-size Spirit (Heroic Ancestor); HD 13d8+26; hp 84; Init +6 (Dex); Spd 45 ft, fly 45 ft. (perfect); AC 19 (+6 Dex, +2 leather armour, +1 natural); Atk rapier +9 melee, or light crossbow +9 ranged (rapier 1d6+2, crossbow 1d8); Face/Reach 5 ft x 10 ft/5 ft; SA Sneak attack +3d6, manifest, possession/inhabitation, projection, spell-like abilities; SQ Evasion, uncanny dodge (Dex bonus to AC), darkvision 120 ft., Rogue Domain, spell level 7, grant power, freedom from material anchor, reform, chaotic subtype, SR 22; AL CN; SV Fort +5, Ref +10, Will +11; Str 15, Dex 22, Con 18, Int 19, Wis 25, Cha 19.

Skills and Feats: Balance +17, Bluff +5, Climb +10, Decipher script +11, Diplomacy +8, Disable Device +18, Hide +6, Intimidate +12, Intuit



direction +19, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (spirits) +6, Knowledge (the planes) +6, Listen +17, Move silently +15, Open lock +11, Perform +12, Search +11, Sense Motive +5, Spot +16, Swim +10, Tumble +14, Use rope +11; Alertness, Dodge, Far Shot, Point Blank Shot, Skill Focus (listen), Weapon Finesse (rapier).

Spell-like Abilities: At will- *sleep, spider climb*; every 1d4+1- *detect thoughts, find traps*; 1/10 minutes- *clairaudience/clairvoyance, silence*; 1/ hour- *improved invisibility, freedom of movement*; 3/ day- *passwall*; 2/day- *plane shift, repulsion*; 1/day- *power walk **, *sequester*.

The Hunter

Domain: Ranger *

Spell Level: 9

Stalking the densest forest and jungles, the Hunter is the embodiment of the thrill of pursuit, of tracking a

prey and defeating it in the ultimate show of skill and wits. It takes the shape of a large humanoid with greenish skin, often with a stag's antlers. Its powerful bow never misses, and it is said that one who defeats it at its hunting game, gets its protection forever.

The Hunter: CR 13; Large Spirit (Legend); HD 16d8+80; hp 152; Init +4 (+4 Dex); Spd 50 ft, fly 50 ft (perfect); AC 17 (-1 Size, +4 Dex, +3 hide armour, +1 natural armour); Atk 1 huge longspear +22 melee or 1 mighty huge longbow +20 ranged or 2 slam +22 melee (huge longspear 2d6+7; mighty huge longbow 2d6+5; slam 1d8+7); Face/Reach 5 ft x 5 ft/10 ft; SA Frightful presence, manifest, possession/inhabitation, projection, spell-like abilities; SQ Scent, darkvision 120 ft., Ranger Domain, spell level 9, grant power, freedom from material anchor, reform, animal subtype, SR 24; AL N; SV Fort +14, Ref +13, Will +21; Str 25, Dex 19, Con 20, Int 19, Wis 24, Cha 21.

Skills and Feats: Animal Empathy +13, Balance +9, Bluff +10, Climb +12, Diplomacy +9, Handle Animal +15, Heal +11, Hide +11, Intimidate +9, Intuit Direction +21, Knowledge (arcana) +13, Knowledge (religion) +10, Knowledge (nature) +14, Knowledge (spirits) +15, Knowledge (the planes) +14, Listen +24, Move Silently +13, Search +18, Sense Motive +13, Spellcraft +10, Spot +17, Swim +21, Wilderness Lore +23, 13 points unspent; Alertness, Endurance, Improved Critical (mighty longbow), Run, Track.

Spell-like Abilities: At will- *pass without trace*; at will- *animal messenger, speak with animals*; at will- *water walk*; every 1d4+1- *locate creature*; 1/10 minutes- *animal growth, commune with nature*; 1/ hour- *find the path, transport via plants*; 3/day- *power walk **; 2/day- *animal shapes, discern location*; 1/day- *astral projection*.

SPIRIT TEMPLATE

'Spirit' is a template that can be added to any creature except to undead. The creature (from now on referred to as the 'base creature') becomes a kind of spirit that can be determined by its original type, but its type nonetheless changes to 'spirit.' It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d8, same as base creature +1 per spell level.



Speed: Same as base creature x1.5 (10 feet per round minimum). In the Spirit World, the spirit retains all of the base creature's movement modes, but when projecting or manifesting in the Material Plane, it gains a fly speed equal to its normal speed with perfect manoeuvrability.

AC: Same as base creature +1 natural armour bonus. Note that the spirit is incorporeal when only projecting (see below).

Attacks: The spirit retains all the attacks of the base creature. The spirit can only attack creatures on the same plane of existence.

Damage: The same as base creature when attacking opponents on the same plane, but the spirit cannot deal physical damage at all against creatures on a different plane, or when it is projecting and incorporeal.

Special Attacks: The spirit retains all the special attacks of the base creature, although those relying on physical contact do not affect creatures on a different plane. Depending on the spirit's spell level, it can gain one of the following special attacks. Saves have a DC of 10 + spirit's spell level + spirit's Wisdom modifier unless noted otherwise.

Manifest (Sp): Spirits with the *manifest* spell-like ability can breach the walls between worlds and assume a physical form in the material world. When they do so, they are vulnerable to all attacks and effects, but they can also use their powers and abilities in full against any target. Manifesting in the material world is a full-round action, but returning to the ethereal plane or the Spirit World (spirit's choice) is a free action. It can maintain this state for 10 minutes per spirit's spell level, and can do it once per month per spell level. Spirits of spell level 4+ possess this ability.

Possession/Inhabitation (Sp): Some spirits can visit the Material Plane by 'riding' their material anchor, which means that they can possess animals or inhabit plants, objects and natural phenomena. They travel from the Spirit World and exist fully in the material world, but are limited by the capacities of the body in which they reside. While possessing or inhabiting, spirits can only use spell-like abilities with a personal range or that only target themselves. Spirits replace their host's Intelligence, Wisdom and Charisma scores as well as its saving throw bonuses,



and will act accordingly. Characters able to see spirits or invisible creatures will see the spirit's image superimposed on the host's. In the Spirit World, the spirit is considered to be incorporeal. Other spirits can see its transparent image, but cannot harm it directly. Spirits can possess/inhabit a host for a day per spell level, and cannot do so again until a month has passed. Ideal and ancestor spirits do not have this ability. Spirits of spell level 7+ possess this ability.

Projection (Su): The spirit can project its presence into the Material Plane as a move-equivalent action, rather than manifesting completely. It becomes visible, but incorporeal. It can maintain this state for 10 minutes per spirit's spell level, and can do it twice per week per spell level. Projecting when summoned by a shaman does not count against a spirit's maximum times, because it is the shaman's power that calls them. Spirits unable to project or manifest on their own can still do so when summoned by shamanic abilities. Spirits of spell level 2+ possess this ability.

Spell-like Abilities: The spirit can use a number of spell-like abilities determined by its Domain and



spell level (see below). It knows all spells in its Domain plus 1d6 additional spells, none of them higher than its spell level. The spirit uses its spell-like abilities as a spellcaster of the minimum shaman level needed to cast it is highest spell level. For example, a strife spirit of moderate power (Spell Level 4) belongs to the Chaos Domain, and can cast *chaos hammer* as a 7th level shaman. The number of times it can use each of the spells in its list depends on its power and the spell's own level as described in the table below.

Special Qualities: The base creature replaces any special qualities granted by its original monster type by the ones from the spirit type.

Domain Spells: All spirits belong to a Domain either from the cleric lists in *Core Rulebook I*; the ones in this book or in any other fantasy d20 book. This allegiance determines not only the spells they have access to as spell-like abilities and as a spell pool for shamans, but also indicates the kind of gods they are pledged to. Choose a Domain that fits the kind of spirit.

Grant Power (Su): The spirit can share all spells it knows as well as its Domain's granted power with any creature with shamanic abilities, as described in the shaman class description.

Material Anchor (Su): The spirit is bound to a creature, place, object or natural phenomenon according to its nature. A wolf spirit is bound to a wolf in the material world, while a justice spirit may be bound to a hall of justice or a holy sword. Whether this anchor moves or not, the spirit cannot separate from it by more than 30 feet per the spirit's spell level in the corresponding space in the Spirit World. It can spy into the Material Plane in a 60 feet radius around the physical anchor. Spirits without a physical anchor need a shaman if they want to know what happens in the material world. By becoming a shaman's ally, the spirit gains the ability to move away from its anchor as long as it remains within 60 feet from the shaman. It can teleport at will between its anchor and the shaman's side. Spirits of spell level 7+ do not need an anchor, but may have one nonetheless.

Reform (Su): When the spirit is slain in any other plane than the Spirit World, it can roll a Fortitude save (DC 20) to reform itself at the rate of 3 hit points per week, only reappearing in the place in the

Spell-like Ability Use Frequency

Spirit's Spell Level	Spell's Level								
	1	2	3	4	5	6	7	8	9
1	1/day	-	-	-	-	-	-	-	-
2	2/day	1/day	-	-	-	-	-	-	-
3	3/day	2/day	1/day	-	-	-	-	-	-
4	1/hour	3/day	2/day	1/day	-	-	-	-	-
5	1/10 minutes	1/hour	3/day	2/day	1/day	-	-	-	-
6	1d4+1 rounds	1/10 minutes	1/hour	3/day	2/day	1/day	-	-	-
7	At will	1d4+1 rounds	1/10 minutes	1/hour	3/day	2/day	1/day	-	-
8	At will	At will	1d4+1 rounds	1/10 minutes	1/hour	3/day	2/day	1/day	-
9	At will	At will	At will	1d4+1 rounds	1/10 minutes	1/hour	3/day	2/day	1/day

Spirit World corresponding to their material anchor when they have healed their full hit points. Destroying or heavily damaging the anchor before the spirit reforms destroys it for good. Spirits of spell level 4+ possess this ability.

Spell Level: In relation with Domain allegiance, the power of a spirit is measured by the highest spell level it can cast from its Domain list. The spirit's spell level is chosen arbitrarily and has no relation to the base creature's HD or any other original characteristic. It determines all DCs for skill checks against the spirit, and some of the DCs to save from the spirit's powers. For example, the checks for dealing with a spirit with spell level 4 have a DC of 14 (10 + spell level) 19 (15 + spell level) or 24 (DC 20 + spell level) depending on the ability, rite or favour asked of it.

Spirit Subtype (Ex): The spirit has a type modifier indicating an association with the base creature's original type, but this does not mean that the spirit shares the characteristics of that base creature. These descriptors serve only to determine what kind of magic can work against a given spirit. For example, a deer spirit has the Spirit type, and the Animal subtype between parentheses. Most of the subtypes correspond to existing monster types, but this does not mean that a ranger can use his favoured enemy bonuses against such spirits; he must choose Spirit as a favoured enemy type.

Any spell, supernatural or spell-like ability that specifically targets creatures with the Spirit type affects spirits normally. Additionally, spirits receive a +4 resistance bonus to all saving throws against effects that target the subtype. For example, a third level druid with Wisdom 15 casts *hold animal* on a manifested lion spirit (Large Spirit, Animal subtype). As spirits are only partially affected by magic that targets their subtype, the lion spirit only needs to roll 10 to negate the spell's effect (DC 10 + spell level + Wisdom modifier).

The following are the subtypes found among spirits, and what they mean.

† **Ancestor:** Ancestor spirits are memories of persons who have passed on but linger to watch over their mortal kin. *Base creature types:* Undead (with restrictions), Humanoid, Monstrous Humanoid, any creature with class levels and Intelligence above 4.

† **Animal:** Animal spirits, such as fox, boar or any other creature that walks the Earth. *Base creature types:* Animal, Beast, Magical Beast, Vermin.

† **Construct:** The spirits of objects and tools have the Construct subtype, as they respond to magic which affects built things. *Base creature types:* Construct. For common objects, use the animated object stats found in *Core Rulebook III*.

† **Elemental:** Elemental spirits correspond to the Elemental Planes as normal elementals do. *Base creature types:* Dragon, Elemental, Outsider. Elemental spirits also have the subtypes corresponding to their elemental natures: Air, Earth, Fire, Water. Special elemental spirits may also have descriptors: Cold and Electricity.

† **Ideal:** The more esoteric of the spirits have this subtype, and represent the spiritual embodiment of abstract ideas and concepts. *Base creature types:* Any. Ideal spirits also have the subtypes



Spirit Advancement Table

Spirit's spell level	Special Attacks/ Qualities available	Additional feats	Additional skill points	CR
1	Grant power, Spirit subtype, material anchor, domain, spell-like abilities	+1	2 + Int	+2
2	Projection	+1	4 + (Int x 2)	+2
3		+1	6 + (Int x 3)	+2
4	Manifest, Reform	+2	8 + (Int x 4)	+4
5		+2	10 + (Int x 5)	+4
6		+2	12 + (Int x 6)	+4
7	Freedom from anchor, Possession/Inhabitation	+3	14 + (Int x 7)	+6
8		+3	16 + (Int x 8)	+6
9		+3	18 + (Int x 9)	+6

corresponding to the origin of the idea: Chaos, Evil, Good and Law.

† **Nature:** Nature spirits include animae such as moonlight spirits, river spirits or dew spirits. *Base creature types:* Elemental, Fey, Giant and Plant. Nature spirits can have the same modifiers as elemental spirits (Air, Earth, Fire, Water, Cold and Electricity).

† **Plant:** Plant spirits are mostly static and dormant. *Base creature types:* Plant. For normal plants, consider their base HD to range from 1 to 4, depending on size.

There are, of course, exceptions to the rules. The spirit template could be applied to a gold dragon to make an ancestor spirit, or to a demon to personify a particularly evil storm spirit. Legend spirits are unique creatures, akin to the highest of celestials and fiends. They have no subtypes and should be handled individually.

Saves: Same as the base creature except Will, which adds half the spirit's spell level.

Abilities: Strength, Dexterity and Constitution are the same as the base creature plus one half the spirit's spell level. Wisdom, Intelligence and Charisma are the same as base creature +1 per spirit's spell level. If the base creature's Wisdom score is less than 10, its new score equals 10 + spirit's spell level. Nonabilities and scores of 0 become 10.

Skills: Same as the base creature, and spirits receive a +4 racial bonus to Knowledge (arcana, religion, spirits, the planes), +2 to Bluff, Intuit Direction and Sense Motive and +1 to Spot. Spirits

also have additional skill points equal to 2 + Int modifier per spell level.

Feats: Same as the base creature +1 every three spell levels.

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-4), or mob (7-12)

Challenge Rating: Same as the base creature +2 per three spell levels.

Treasure: None

Alignment: Any neutral

Advancement: Spirits advance by spell level, not in HD.



HELP FOR GAMES MASTERS

The spirits and their world are incredibly rich and varied, and can be very confusing when encountered for the first time. As they should be. Spirits are walking enigmas, with the power of small gods but with none of the prerogatives, wielders of divine magic but ultimately servants to their own natures. This chapter is meant to help you, in your roles as Games Master, to better introduce the animae into your campaign world.

THE WORLD OF SPIRITS

The first thing that complicates things is the Spirit World. It exists parallel to the Material Plane but is, at the same time, as unreachable as the astral plane.

The Spirit World Cosmology

The best way to understand the Spirit World is to consider it exactly as the ethereal plane: it covers the material world at every point, and its inhabitants can watch the comings and goings of material beings without ever actually being noticed. The

similarities end there, for while the ethereal plane is a realm of grey nothingness, the Spirit World teems with life.

As the Plane of Shadows can be considered a distillation of negative energy, the Spirit World stands in the opposite end, as an expression of positive energies. It is a realm where the power of creation takes shape, and spirits are born from the dreams of both mortals and gods.

Creatures in the Spirit World cannot interact with those in the Material Plane and do not suffer from the vulnerabilities of etherealness, for they remain invisible and unaffected by magic that does not clearly target the Spirit World, even force effects that would normally work against ethereal creatures. The same applies the other way, for any magical and supernatural effect does not cross planar boundaries from the Spirit World to the Material Plane.

While creatures can perceive the Material Plane, they do so through the special filter that makes spirits so frustrated with their condition. All features of the everyday world are seen as their ideal, most perfect form, and it takes a trained eye to recognize them for what they are. Creatures need special magic to see and hear what actually happens in the 'real' world, and structures block the way in the same way they do in the Material Plane. Some structures may or may not exist in the Spirit World,

'You are sure this is the man who sent all those demons after master Telzun?' Chezik whispered, although there was no need. He and Karil stood in the Spirit World, unseen and unheard by the people in the material world.

'Are you blind?' Karil's contempt was clear in her voice. 'Can't you see how evil clings to him like a shroud?'

The young shaman could not deny that the reddish fumes that the man's figure projected were a clear indication of his moral inclinations, but not of his guilt, so he uncorked the small clay jar in which he had imprisoned one of the attacking fiends.

'Speak, is this your master?' He pointed the jug at the image the wizard projected into the Spirit World.

'It isss himmm.' The pitiful voice of the demon echoed in its clay prison. 'Now, releasssse me; I led you here, it wasss the deal.'

'Fair enough.' Chezik erased the painted power symbols in the jar, and the demon flew up without further word. He now turned to his partner and former apprentice of his own master. 'Now what?'

'Now...' The woman rubbed her fingers. 'Now we teach the wizard not to mess with those who wield the power of the Spirit World.'





and there might even be spiritual representations of buildings and features that no longer stand. Navigating the Spirit World is an unpredictable art.

Movement is restricted by normal gravity, though distances might be distorted by force of will or with special magic. The spell *power walk* is the easiest way to accomplish this, but other creatures without access to this magic can still try to shorten their travel distance by rolling a Will save (DC 20). For every point above the DC in the final result, the creature travels one mile in one minute. Thus if a character rolls 25 on his Will save, he travels five miles for five minutes in the Spirit World.

Some spirits have a power called projection that allows them to appear on the Material Plane as incorporeal creatures. Still, they are in the Spirit World, and another creature in that plane can interact normally with a projecting spirit. Powerful spirits can fully manifest in the Material Plane, leaving the Spirit World behind and thus unaffected by anything that happens there during their manifestation.

The Spirit World can be accessed at any point in the Material Plane with the appropriate magic. It is adjacent to the ethereal plane through certain, clearly identifiable gates. Any magic that needs the ethereal plane to work simply does not, because the planes touch, but do not overlap as each of them do with the Material Plane. Likewise, any magic or ability that employs exchange with the Plane of Shadows ceases to function, as the planes not only do not touch, but they are also an antithesis to each other.

The astral plane, however, envelops the Spirit World as well, and many spirits do travel through astral pathways to the realms of the deities they serve or with which they are aligned. Several gates exist in the Spirit World leading to such outer planes, and look very much like astral gates located in the ethereal and astral planes themselves. Spells and other abilities that depend on the astral plane work normally.

The Spirit Landscape

Colours are crisp and vibrant, covered by a soft haze that has nothing to do with the ethereal mists, but acts more like a shine that highlights the best aspects of any feature in the Spirit World. Forests are thicker and hum the primal song of nature, while buildings and other constructions may or may not exist, depending on the importance they hold in the hearts of the people of the material world, or the power they represent in relation with any deity.

Spirit Insight Table

Task	DC
Discerning a person's alignment	15
Discerning a creature's HD or class levels	10 + creature's HD or levels
Identifying a possessing spirit or ghost	15 + spirit's spell level or ghost's CR
Finding secret or hidden passages, traps and structures	20
Discerning divine magic	12 + wielder's caster level
Discerning arcane magic	14 + wielder's caster level

Quick Spirit Generation

For quick encounters or when the shaman only intends to bargain for the spirit to become his ally, you can use the following processes:

1. Decide the spirit's Domain and spell level. This will define everything else, and it's the most important information for spirit allies.
2. Select 1d6 additional spells for the spirit's repertoire, not higher than its own spell level.
3. Write down the spirit's ability scores, deciding on the numbers arbitrarily, remembering that Intelligence, Wisdom and Charisma add the spirit's spell level, and Wisdom is insanely high for most spirits.
4. Write down the spirit's saving throw bonuses, again. Decide on them arbitrarily and take into account the modifiers for Constitution (Fortitude), Dexterity (Reflex) and Will (Wisdom). Again, spirits are very wilful, with their high Wisdom scores and their racial bonus to Will saves equal to half their spell level.
5. Depending on the spirit's nature, come up with one or two extra special abilities, its Hit Dice (always d8) and Armour Class.

The Spirit World is a reflection of the everyday world, and spirits and spiritual structures are solid and can be interacted with as if they were real. Natural landmarks are more likely to have a reflection in the Spirit World than constructions, but very old buildings may indeed exist too as a spiritual construct, reflecting its character.

All creatures in the Material Plane have a reflection in the Spirit World, although they look hazy and transparent. People with strong spirits (Wisdom and Charisma scores above 13) are more defined, and those able to wield magic in any form shine with arcane or divine light. This effect allows creatures and characters in the Spirit World to gain insights into material creatures and structures by analysing their spirit reflections. A reputedly haunted house may appear menacing and covered in shadows, even if there is no actual supernatural presence, while a candidate for sainthood might appear angelic in the Spirit World while he is hideous in reality. A Knowledge (spirits) check is needed to gain such information.

Playing with Spirits

The previous chapter gives guidelines for creating detailed spirits for encounters, but considering that shaman characters will be summoning and interacting with lots of spirits in the course of his career, the task of coming up with new spirits that may not become spirit allies adds to much to all the things a Games Master already has to keep track off.

Given that spirits can come in all shapes, sizes and power levels, players should not be able to predict what a particular spirit can do based on appearance alone. If they do, they deserve anything you throw at them, for they could easily defeat a minor

hurricane spirit, but be trounced by the almighty power of Mouse.

Spirits are mercurial, and they can have any personality traits that you deem necessary for a particular encounter. Not all wolf spirits are stern and honourable, and ideal spirits are legion. A spirit's attitude towards other creatures depends greatly on its spell level, for the stronger the magic they can muster, the higher the opinion about their station in the cosmology.

Above all, spirits are mysterious, capricious and unpredictable. You are free to portray them as best fits your campaign.

Active and Dormant Spirits

If an object, animal, place or anything else serves as a spirit's material anchor, they hover around it or sleep within it. The former are considered active, while the latter are dormant. Active spirits behave normally, following their agenda and interacting with shamans and gifted individuals. Dormant spirits are slumbering, either resting from reforming after an unlucky encounter or just because it is their nature to do so. The only thing that can rouse a spirit from its slumber against its will is the awakening ritual shamans learn later in their life.

Dormant spirits are harder to detect, as they are merged inside their anchor. Even creatures can have their spirit deadened by evil influences. The awakening ritual has little effect on such creatures, except for giving them back the drive they had lost by having their spirits quietened and crushed.



DESIGNER'S NOTES

There were many reasons that convinced me to do a book about shamans for the d20 system. For one, I am fascinated by the shamanic tradition, from the new age-y look in Carlos Castaneda's books to more serious studies that my interest made me pursue. Here was a magical tradition that captured something raw that was missing from the rather hermetic portrayal of wizards and clerics in most fantasy games, something primal that spoke of true magic in ways that throwing around fireballs and magic missiles did not.

Then there was Mongoose's hint about opening up the Encyclopaedia Divine series, which prompted me to search for what would be something fitting to expand divine spellcasting in the ways that the Encyclopaedia Arcane books did for wizards, sorcerers and bards. I looked for inspiration among my interests, and so the spirits took a long look back at me with a big sign saying 'duh!'

Shamanism is indefinable by its very nature and, being so widespread around the world, it offers more possibilities and interpretations than it would be possible to codify in a single rules system. Native American shamanism is different from the original spirit worship of the Tungu people in Siberia, where the word 'shaman' actually originated. Also, the animist cults in Asia and the witch doctors in Africa and South America were also different perceptions of shamanism, with only one thing in common among all of them: the simple, yet powerful belief that spirits live and thrive all around us.

So the spirits became the keystone of devising the shaman character class and the whole of the spirit magic system detailed in this book. The first challenge was to come up with a way to make spirit magic as rich as animism demands, yet simple enough for players to look at the shaman class as a viable alternative to clerics and druids. Making spirits follow a single Domain was the most obvious answer, giving the shamans a flexibility and diversity that clerics and druids do not have, which also led to the next decision to make shamans spontaneous casters, making them the divine equivalent to sorcerers.

Everything else spiralled out from these decisions. The guardian spirit came next, as it not only reflected the real world beliefs of the spirit companion (like the nahual of Mesoamerican tradition), but also became the divine answer to familiars. Power invocation, rites and trances completed the picture of the shaman class.

The next big challenge was the Spirit World. Fantasy cosmology, especially in the well-known game on which these sourcebooks expand, take the Otherworlds into consideration in the form of planes. But somehow, neither the ethereal nor the astral planes fit the spirits, much less the Plane of Shadows. My original idea was to make it a layer of the astral plane, but as I worked on spirits and the shamanic prestige classes, it became obvious that the spirits needed a home of their own, and one that did not contradict the established cosmology and did not force Games Masters to retrofit their campaigns to accommodate the new plane. And again, I noted that the rules already provided a slot to fit the Spirit World as the Plane of Shadow's 'good' twin, where the energies of life make a little pit-stop before pouring into the material world.

To answer the question of how was it one had noticed the spirits until now... well, the point is that spirit worship is seen as 'primitive', and so it is not that nobody had noticed, but more likely that the people of a fantasy campaign simply forgot about the spirits, taking refuge in the less demanding worship of gods and set rules of arcane lore.

This book more or less assembled itself, but at only 64 pages, it can only give the starting point and basic rules for introducing spirits and their magic. Shamanism is fascinating as a belief system, and I hope to have done it some justice in its translation into the d20 rules, fitting more than one interpretation and leaving open what the shaman actually believes in and worships. And being the first in the Encyclopaedia Divine series, I hope that it also kicked the door open for the rest of the alternatives for those who wield magic based on the strength of their faith.

Alejandro Melchor

The ghosts were almost a tangible force of malevolence, but they were unable to enter Chezik's wards. So far. He had called upon all of his spirit allies, and those who were able to manifest in the mortal world were at his side, prepared to create a spiritual whirlwind of their own, in order to drive the undead back. But he was saving their power, and his own, for this brutal assault was definitely not what he would expect of a necromancer who would even dare to think he could steal master Telzun's soul as it departed for the lands beyond.

Karil lay sprawled inside his circle, shivering as the source of her power, the spirits of the dead, had betrayed her in favour of the wizard's unholy incantations. Only the spirits of her ancestors remained, loyal to the animae's cause.

'Give it up, boy!' the wizard screamed from his own protective circle, commanding the undead in their attack.

'You trust the restless dead too much, wizard.' Chezik tried to buy some time, he could feel Karil's outer wards begin to erode.

'Who says I trust them?' the older man cackled. 'They are bound to my will!'

'That's it!' The raven perched on Chezik's head cawed. 'He does not respect the spirit of the dead. Chezik, they are slaves, not allies!'

'And what good is that going to do us now, my friend?' The young shaman smiled ruefully. He was preparing to unleash all of the Spirit World's power of which he was capable, and that might undo his own soul.

'The wizard rides a beast so powerful that he is afraid to dismount.' Another riddle. Chezik shook his head. Then he understood. He remembered a powerful chant that would join the worlds of the living and the dead, of the spirit and the flesh. If he could just coax the knowledge from the spirits, he could grant these angry ghosts the chance to take revenge. But he needed help.

'Chezik...?' Karil was standing up, finally regaining her senses. 'I know what your raven means... I can... I can make the ghosts remember, whisper the memories of their former lives, now if you could...'

'Yes, yes...' Chezik bit his lip as the ghosts came closer and closer through his barrier erected in haste. 'But I don't know the spell!'

'Then I think you need a proper mentor.' A deep voice interrupted him, so he turned around prepared to fend off any undead that could have penetrated his defences. Instead he almost dropped his medicine bag for, in a space all other spirits had cleared, stood a tall and proud warrior, painted in the colours of Chezik's own tribe. The man was strong, with a powerful build but with eyes full of the wisdom of a much older man. The young shaman did not know this spirit, but he could feel its power.

'Stop staring, Chezik, it is not polite.' The spirit chuckled, and the young shaman recognized the twinkle in the warrior's eyes.

'Master... master Telzun?' Karil was the one to speak.

'It seems that I cannot leave you two kids alone, eh?' The old shaman winked, his spirit remaining behind as an ancestor to teach all the shamans that came after him. 'Now, Chezik, this is the way to join the planes together... Karil, dear, prepare to talk some sense into these unfortunate dead... and Chezik... I do expect you have something worth of my attention if you want to keep learning from me.'

'Yes, master.' Chezik smiled, and prepared to channel the power of his mentor, now the strongest of his spirit allies.



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ENCYCLOPEDIA
DIVINE

SHAMANS

The Call of the Wild

It is said that when the gods created the world, they gently blew life into it, awakening the conscience in every piece of their work. Trees, rocks, rivers, fire, wind, mountains... all of them received the holy breath, and all of them worshipped the gods before the first race set foot on the face of the world. They were the animae, the souls of all things: the spirits. These beings are the heart of Creation, overseeing the turning of the seasons, the cycle of predator and prey and even the falling of each flake of snow. This first age was a paradise, but when the gods had set the stage for their mortal children, the spirits lost their place as the inhabitants of the world. Yet they were not really gone. Shunned to the lands behind the mirror, the spirits maintained their connection with that which gives them life, and they served a new role as the intermediaries between the gods and the physical world.

Shamans existed long before clerics and wizards usurped their role as the wise leaders of the people, the first to try and make sense of a strange world and the earliest people to delve into the powers of the unknown. Their magic is unsophisticated, and looked down upon as the province of the uncivilised, a primitive tool inferior to arcane formulae and divine prayer.

Inside You Will Find:

Shaman Magic – An Overview: A detailed account of how shamanic magic works and how it relates to other divine paths.

The Shaman's Paths: A brand new core character class, the Shaman, is presented, along with many unique class features and abilities.

Secrets of the Craft: This chapter introduces a new range of feats and takes a look at the skills required by the Shaman character class.

Spirit Magic: In dealing with spirits, a Shaman is courting the very creative powers of the world. Through

the wisdom presented in this chapter, players will be able to bargain and cajole the spirits without endangering themselves.

Spirit Domains and Spells: The spirits are able to grant a devoted Shaman many unique powers, all of which are covered here.

Spirits: A full listing of a the spirits a Shaman may encounter in his long and hard career.

Help for Games Masters: Full guidelines are given to enable a Games Master to seamlessly introduce Shamans and their spirit magic into his campaign.

FOR GAMES MASTERS AND PLAYERS ALIKE

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