

SHAMAN

The sound of drums filled the clearing. As the shaman threw another handful of rare herbs into the fire, her shadow seemed to dance of its own accord amidst the swirling smoke. All of a sudden, the noise of the ritual died away, even though the drummers continued their rhythmic beating. The shadow in the smoke stepped forwards, towards the shaman and whispered, "Who calls forth the spirits of the land?"...

A shaman is truly in touch with the world around them. Whereas priests listen to the teachings of their chosen deity, the shaman listens to the spirits and ancestors, following the word of their deity through the lessons of those that have gone before.

Becoming a Shaman

The base classes from which a character can become a shaman are **priest** and **mage**. When a character from either of these classes reaches a new level at any point between 4th and 10th, they can choose to give up their former life and become a shaman.

As per all prestige classes, when a character chooses to follow the path of the shaman, their currently known skill list is compared to the skill list of the shaman. Any known skills that do not appear on the shaman list or general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the shaman skill list. From the point that a character becomes a shaman, they can only purchase skills from the list in this document or from the general list in the main player's manual.

Finally, any priest and mage spells already known are compared to those on the shaman spell lists. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the shaman spell list. A shaman is not able to cast any spells above 4th circle, so any known spells above this circle will be permanently lost.

CLASS ABILITIES

Armoured Caster

Although wearing armour benefits the physical protection of the shaman, it does inhibit the casting of spells. Whilst wearing leather armour, spells cast have an increased casting cost at the rate of 1 PP per armoured location. Casting a spell whilst wearing a full set of leather armour (head, body, upper and lower limbs) would incur a 4 PP penalty for casting, whilst casting the same spell whilst only wearing a leather helm would only incur a 1 PP penalty.

Domain Aspected

The shaman and druid prestige classes both have roots in the mage and priest base classes. Whilst the druid draws their power from the raw, elemental forces around them, the shaman is slightly more nuanced, tapping into the interplay of energies found in the natural environment. These energies can be described in the same way as those drawn on by priests and so a shaman follows a similar path as a priest, tapping into one or two domains of divine magic. This is touched on in more detail in the section on class spells in this document and in Core Rules document.

Lightly Armoured

Shaman do not wear metal armour, preferring the comfort and protection that nature provides in the form of leather and hide armour. Given their affinity with nature, shaman can gain more benefits from wearing leather than other classes.

Ritual Specialism

A shaman is fully aware of how their actions and the actions of those around them can have profound effects on the world around them, not just in the immediate future but for ages to come. Through this understanding, the shaman is an expert of ritual magic when attempting to create particular effects and outcomes.

To signify this, when a character becomes a shaman, they gain for free a level of ritualism (if not already trained in ritualism) and can take the evoker specialism (if they do not already have a specialism). They can also add their shaman level to any evocation rituals they are leading or assisting.

Spirit Guide

One of the first things a shaman does is to choose the spirit totem that will guide them on their journeys. The spirit totem that is chosen will be the essence of their belief and a revered symbol in all its forms. The spirit totem embodies two of the three spheres of nature that surround the shaman; the land, the sky and the water. Following a spirit totem gives the shaman a measure of resistance to the effects of the associated spheres, along with other benefits as detailed below.

Wolf – Spirit of Land and Air

- Gain resistance to damage from falling (damage taken from falling is halved).
- Once per event, can use the “tracking” skill at grand master level to determine exactly what enemies and how many are present in a given location before entering (at the discretion of the attending referee).

Bear – Spirit of Land and Water

- Gain resistance to poisons; the effects of any poisons are muted (halved wherever possible, at the discretion of the attending referee).
- Once per event, can hold breath for 5 minutes and move freely underwater without the need of the swimming skill or other assistance.

Eagle – Spirit of Air and Water

- Gain resistance to magic; must resist the effects of the first spell or effect (harmful or beneficial) that targets the shaman (directly or indirectly) each day.
- Once per event, can use the “detect secret” skill at grand master level when searching a location.

It should be noted that the spirit totem names are examples; with justification, the shaman can follow a different totem animal, gaining the same benefits as one of the three above (e.g. wolf could be replaced with vulture).

LEVEL PROGRESSION

Whilst a character that chooses to become a shaman may be up to a 10th level priest or mage, they start their career as a shaman again at level 1. From that time onwards, all future XP spent increases their shaman level, as detailed below. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	Starting points (minimum of 33)	Initiate shaman; choose a spirit guide, gain level of ritualism and ritual specialism and determine the domain(s) through which the shaman draws power	Any skills that do not appear in the shaman or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 priest points (PP)	
3	+ 18	Base hits increase to 2/1	If not already at 2/1
4	+ 28	None	
5	+ 39	May learn Master level skills	If not already able
6	+ 49	None	
7	+ 60	+2 priest points (PP)	
8	+ 72	Base hits increase to 2/2	
9	+ 83	May learn Grand Master level skills	
10	+ 95	None	
11	+ 107	+2 offensive points (OP)	
12	+ 120	Base hits increase to 3/2	
13	+ 133	None	
14	+ 146	+2 priest points (PP)	
15	+ 159	None	
16	+ 172	Base hits increase to 3/3	
17	+ 186	+2 offensive points (OP)	
18	+ 200	None	
19	+ 214	+2 priest points (PP)	

CLASS SKILLS

The following table details the XP cost for each skill available to the shaman. Only skills from this list and from the general skill list in the player's manual can be taken by a shaman; any other skills must be unlearned and their XP cost be reimbursed. Skills highlighted in grey are from the priest class manual; if a skill has an asterisk (*) next to it, the skill is slightly different to that from the priest manual and so directly replaces the former skill.

Skill	Apprentice	Expert	Master	Grand Master
Armour Mastery *	3	5	7	-
Create Scroll	4	5	6	-
Create Shrine	3	4	5	6
Divine Power	2	3	4	5
Divine Power Advanced	4	5	6	7
Imbue Spell *	3	4	-	-
Long Weapon Mastery	3	4	5	6
Prayer	4	5	6	7
Read Scroll	3	4	5	6
Scroll Writing *	3	4	5	-
Shaman Dance	4	6	8	10
Shaman Lore *	3	4	5	6
Spell Potency	3	4	5	6
Spell Study	2	3	4	5
Tattoo	4	5	6	7

Transcend Armour	3	4	5	6
Turn Undead	3	4	5	6
War Paint	4	6	8	10

Armour Mastery

Through extensive training, the shaman can make the most of the protection granted by their armour.

Prerequisites are Cloth Armour Use and Leather Armour Use.

<i>Apprentice</i>	+2 hits on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	Can resist a common called blow that strikes an armoured location, taking 1 point of damage instead of the effect of the blow, once per day (call "resist" to signify this)
<i>Master</i>	Can resist a common called blow that strikes an armoured location, taking 1 point of damage instead of the effect of the blow, twice per day (call "resist" to signify this)

Create Scroll

This skill allows the shaman to create scrolls from spells held within their spell book.

Only one scroll can be created by a shaman at an event; the maximum circle of that scroll is dictated by their skill. Creating a scroll requires the spending of PP equal to the circle of the spell.

Prerequisites are Scroll Writing and Read Scroll to the same level.

<i>Apprentice</i>	May write a 1 st circle scroll once per event
<i>Expert</i>	May write a scroll of up to 2 nd circle once per event
<i>Master</i>	May write a scroll of up to 4 th circle once per event

Create Shrine

This skill allows the shaman to create a shrine to their deity once a day. The shrine is a focal point for their faith and a place to pray, either alone or with other believers.

The area must be sanctified prior to becoming a shrine; once sanctified it will take 10 minutes of role-play to create each level of the shrine. The level of the shrine must be identified at the time of creation with the same rune as the first four spell circles. Similarly, the domain(s) of the deity must also be marked using the relevant symbols. The shrine bestows the following limitations to each follower of that god.

<i>Apprentice</i>	Peasant's shrine (3' x 3') – may restore up to 3 PP per day (20 minutes prayer per point)
<i>Expert</i>	Minor shrine (6' x 6') – may restore up to 6 PP per day (10 minutes prayer per point)
<i>Master</i>	Greater shrine (9' x 9') – may restore up to 12 PP per day (12 minutes prayer per point)
<i>Grand Master</i>	Major shrine (12' x 12') – may restore up to 20 PP per day (5 minutes prayer per point)

Divine Power

The basic necessity for the casting of any divine spells.

Replaces any levels of Arcane Power.

<i>Apprentice</i>	+5 priest points (PP)
<i>Expert</i>	+5 priest points (PP)
<i>Master</i>	+5 priest points (PP)
<i>Grand Master</i>	+5 priest points (PP)

Divine Power Advanced

This gives the shaman more power to cast more spells, more often.

Prerequisite is Divine Power at master level. Replaces any levels of Arcane Power Advanced.

<i>Apprentice</i>	+5 priest points (PP)
<i>Expert</i>	+5 priest points (PP)
<i>Master</i>	+5 priest points (PP)
<i>Grand Master</i>	+5 priest points (PP)

Imbue Spell

This skill allows the shaman to bestow a spell into another character, by effectively casting it into them.

To imbue the spell, the shaman must maintain physical contact with the target for 30 seconds per circle of spell. The imbuing process consumes 1 PP in addition to the cost of the spell. If the imbued spell is not cast within the hour, it is lost. The recipient of the imbued spell casts the spell by the power of the original caster, calling "by the power of [spellcaster], imbued spellcasting [spell name]"

<i>Apprentice</i>	A 1 st circle spell may be imbued into a target
<i>Expert</i>	A spell of up to 3 rd circle may be imbued into a target

Long Weapon Mastery

This allows for the advanced use of the long weapons wielded by the shaman.

<i>Apprentice</i>	Double blow style; +2 offensive points (OP)
<i>Expert</i>	Double combat style; +2 offensive points (OP)
<i>Master</i>	Disarming blow style; +2 offensive points (OP)
<i>Grand Master</i>	Critical blow style; +2 offensive points (OP)

Prayer

A shaman may dedicate themselves at a shrine to their deity and recover power.

This skill limits the power a shaman may regain even if the level of the shrine allows more. A shaman can only pray at a shrine that has been dedicated to a deity that shares at least one domain with those of the shaman's chosen deity. You can never regain more than your starting total of power points.

<i>Apprentice</i>	May restore 3 PP per day – 20 minute prayer/point restored
<i>Expert</i>	May restore 6 PP per day – 10 minute prayer/point restored
<i>Master</i>	May restore 12 PP per day – 5 minute prayer/point restored
<i>Grand Master</i>	May restore 20 PP per day – 5 minute prayer/point restored

Read Scroll

This allows the shaman to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"

<i>Apprentice</i>	1 st and 2 nd circle scrolls may be read
<i>Expert</i>	Up to 4 th circle scrolls may be read
<i>Master</i>	Up to 6 th circle scrolls may be read
<i>Grand Master</i>	All scrolls may be read

Scroll Writing

This allows the shaman to transfer scrolls into their spell book.

Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.

Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not.

Every player has a remote chance of successfully achieving this task; this is 10% for 1st & 2nd circle spells and lower for higher circle spells.

A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another shaman or priest, the level of the highest participant may be taken.

<i>Apprentice</i>	1 st and 2 nd circle spells 60%; 3 rd and 4 th circle spells 30%
<i>Expert</i>	1 st and 2 nd circle spells 95%; 3 rd and 4 th circle spells 60%
<i>Master</i>	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%

Shaman Dance

The shaman can tap into the ancestral knowledge of the land and summon a spirit in order to learn more about a particular area. With time, the shaman can coerce the spirit to fight alongside them for a time. Higher level summonings will have greater willpower of their own and so may be more difficult to persuade into obeying the shaman.

Before the dance begins, a referee or GOD must be informed. The dance must last for a minimum of 15 minutes, increasing by 5 minutes per skill level.

<i>Apprentice</i>	A spirit of the land will be summoned for up to 2 minutes; it will answer one question about the area before departing (the spirit will depart if not questioned after 2 minutes regardless)
<i>Expert</i>	A spirit of the land will be summoned for up to 5 minutes; it will answer up to 2 direct questions and also aid the shaman in combat (melee fighter, 2/2 hits, no called blows)
<i>Master</i>	A spirit of the land will be summoned for up to 10 minutes; it will answer up to 3 direct questions and also aid the shaman in combat (melee fighter, 3/3 hits, common called blows)
<i>Grand Master</i>	A spirit of the land will be summoned for up to 15 minutes; it will answer up to 4 direct questions and also aid the shaman in combat (spell caster, 3/3 hits)

Shaman Lore

This allows the shaman to learn higher circles of spells through prayer.

Replaces any levels of Priest Lore or Mage Lore

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn 2 nd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn 3 rd circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn 4 th circle spells; may choose one 4 th circle spell

Spell Potency

This allows the shaman to study the ways of spell construction. With greater knowledge it is possible for others not to be able to resist your spells. The caster must call 'irresistible' before the spell name.

Prerequisite is Spell Study to the same level of expertise.

<i>Apprentice</i>	One 1 st circle spell may be cast as irresistible once a day
<i>Expert</i>	One spell of up to 2 nd circle may be cast as irresistible once a day
<i>Master</i>	One spell of up to 3 rd circle spell may be cast as irresistible once a day
<i>Grand Master</i>	One spell of up to 4 th circle spell may be cast as irresistible once a day

Spell Study

This skill allows the shaman to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 PP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 PP
<i>Master</i>	Can choose an additional 1 st circle and 3 rd circle spell from the list; +3 PP
<i>Grand Master</i>	Can choose an additional 2 nd circle and 4 th circle spell from the list; +4 PP

Tattoo

By permanently marking their skin, the shaman gains benefits associated with the chosen pattern.

Only one tattoo can be applied to any location (head, body, arms or legs); tattoos must be chosen from the following list and each can only be applied once. The tattoo must be clearly visible to be effective.

Fire – The shaman becomes resistant to damage from natural sources of fire (e.g. lava or forest fires but not fire-based magic)

Mountain – The shaman can resist three fear effects per day

River – The offensive points cost of combat calls are permanently reduced by 1, to a minimum of 1

Spirits – The spirit guide ability of the shaman can be used twice per event instead of just once

<i>Apprentice</i>	Can tattoo one location
<i>Expert</i>	Can tattoo two locations
<i>Master</i>	Can tattoo three locations
<i>Grand Master</i>	Can tattoo four locations

Transcend Armour

This allows for the shaman to cast spells more effectively whilst wearing armour.

<i>Apprentice</i>	The additional cost of casting spells in armour is reduced by 1
<i>Expert</i>	The additional cost of casting spells in armour is reduced by 2
<i>Master</i>	The additional cost of casting spells in armour is reduced by 3
<i>Grand Master</i>	The additional cost of casting spells in armour is reduced by 4

Turn Undead

This allows the shaman to force an undead creature to obey their commands, in the name of their deity.

<i>Apprentice</i>	May turn minor undead once per day
<i>Expert</i>	May turn minor undead three times per day
<i>Master</i>	May turn major undead once per day
<i>Grand Master</i>	May turn extra-planar beings (demons) once per day

War Paint

The shaman can create temporary yet powerful effects through the application of lurid war paint on themselves or their allies.

Only one effect from war paint can be applied to an individual at a time; the war paint will last up to 6 hours or until the effect is used. The war paint must be clearly visible to be effective.

<i>Apprentice</i>	Can apply paint to 2 individuals per day; gains access to the Protection pattern (1 additional point of armour to the painted location)
<i>Expert</i>	Can apply paint to 3 individuals per day; gains access to the Bravery pattern (may resist one fear effect)
<i>Master</i>	Can apply paint to 4 individuals per day; gains access to the Resistance pattern (may resist one magic effect)
<i>Grand Master</i>	Can apply paint to 5 individuals per day; gains access to the Regeneration pattern (regenerates 1 HP every 30 seconds; a maximum of 6 HP in total can be restored this way)

COMBAT SUMMARY

The following table summarises the full range of offensive calls that can be made by a shaman, along with the relevant points cost.

Offensive	
Call	Cost (OP)
Critical (blow)	6
Disarm (blow)	3
Double (blow)	1
Double (combat)	5

SPELL LIST

The following table and list details the spells available to the shaman.

1 st circle	2 nd circle	3 rd circle	4 th circle
Core Spells			
Heal wounds 1	Bless	Destroy minor undead	Sanctify major
Dedicate holy symbol	Entangle	Speak to dead	Regeneration
Detect undead	Sanctify minor		
Beast of burden			
Hold minor undead			
Shaman Domain Group 1			
Speak to beast	Grow	Mend bone	Ask the earth
Sun bathe	Resist fear	Bleed	
Shaman Domain Group 2			
Divine wound	Fear	Sanctuary	Wither limb
Star gaze	Spider climb	Shatter	

In a similar style to all other priests, shamans have access to a core set of spells and then an additional set of spells as dictated by the domains by which their deity is described. However, in the case of the shaman path, the domains have been grouped into two broader spheres. The domain groups are detailed in the following table.

Shaman Domain Group 1	Shaman Domain Group 2
Arcane	Control
Chaos / Change / Freedom	Destruction
Creation	Moon / Night
Death	Order
Healing	Protection
Knowledge / Divination	Travel / Gateways
Nature	Secrets / Thievery
Sun / Day	War / Strength

When a character becomes a shaman, if they do not already follow a chosen deity or other focus of power (i.e. they have come to the shaman class as a mage and not a priest), they must choose the domains that describe their deity or power source, as per the creation of a new priest character.

If the shaman follows a deity that has a domain in each group, they can choose from which domain group they will take their additional spells. This allows the deity of the shaman to shape the destiny of their follower.

Ask the earth	The caster delves into the aura of a particular area; they may ask three questions about their current location to the attending referee, who will provide answers appropriate to the location.
Beast of burden	Encumbrance limit of the touched target is increased by 20 for 1 hour.
Bleed	The death count of the touched, unconscious target is halved essentially reducing the time until death.
Bless	Target touched item is sanctified, making it immune to shatter or warp effects (from spells or crushing blows) for a maximum of 3 hours. Blessing a weapon does not allow it to do holy damage. Blessed water is classed as holy water (used in certain rituals). The phys rep must be clearly marked with a WHITE ribbon or other marker.
Dedicate holy symbol	Changes an existing mundane object into the focus by which the character channels power from their deity. This is the only spell that can be cast without a holy symbol; a holy symbol is required for casting all other spells. A character can only have one holy symbol at a time.
Destroy minor undead	Target minor undead (e.g. zombie, skeleton or ghoul) is destroyed; the target cannot regenerate from this damage.
Detect undead	Caster can detect any undead creatures within a radius of 10'. Any undead creatures in this radius must identify themselves with a "ding" or other noise, but not necessarily come out of hiding. Cannot penetrate solid barriers such as doors and walls.
Divine wound	Does two points of divine damage to the touched location of the target. Does not ignore armour.
Entangle	Target's feet and legs become stuck in vegetation, preventing forward movement for 30 seconds. Requires vegetation to be present underfoot.
Fear	Target must run away from the caster for 30 seconds; it will be reluctant to return to the source of the fear spell for the next 5 minutes.
Grow	Up to three touched target herbs (alchemical ingredient obtained through foraging) are duplicated.
Heal wounds 1	Heals one point of damage taken by the touched location of the target.
Hold minor undead	Target minor undead (e.g. zombie, skeleton or ghoul) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
Mend bone	Restores any broken bones and causes one point of healing to the touched location.
Regeneration	Touched target regains one hit point to their most damaged location every 30 seconds. This effect lasts for 5 minutes, effectively providing 10 points of healing over time.
Resist fear	Target can resist the next fear effect placed upon it, either through spells or environmental sources. Can also be used to remove the effects of a fear spell currently being experienced, allowing the target to return to the source of fear.

Sanctify major	The caster sanctifies an area (up to 20' square) to allow it to be used for a shrine to their chosen deity; this is sufficient for creating a major shrine, as per the "create shrine" skill. The centre of the area must have previously been sanctified by the sanctify minor spell.
Sanctify minor	The caster sanctifies an area (up to 5' square) to allow it to be used for a shrine to their chosen deity; this is sufficient for creating a minor shrine, as per the "create shrine" skill.
Sanctuary	As long as the caster takes no hostile actions (signified by holding both hands above their head), they cannot be harmed by non-magical means (they are immune to physical damage from blows). Effect lasts for a maximum of 2 minutes.
Shatter	Target object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
Speak to beast	The caster may ask one question (one sentence) of a beast which will be answered, to the best knowledge of the beast. This may be cast a maximum of three times on one target.
Speak to dead	Caster may ask one question (one sentence) of a dead target which will be answered but not always truthfully. This may be cast a maximum of three times on one target.
Spider climb	Touched target can climb any non-magical surface (e.g. a tree or cavern wall); elemental or divine barriers cannot be scaled. Effect lasts until the target breaks contact with the surface being climbed, or for a maximum of 30 seconds.
Star gaze	The caster may create a master-level campsite, as per the camping skill; this spell can only be cast at night. The campsite dissipates as soon as the caster leaves the casting location. A physical representation of the focal point of the campsite is required.
Sun bathe	The caster may create a master-level campsite, as per the camping skill; this spell can only be cast during the day. The campsite dissipates as soon as the caster leaves the casting location. A physical representation of the focal point of the campsite is required.
Wither limb	The target touched limb is rendered absolutely useless; cannot hold things with a withered arm or walk on a withered leg unaided. This damage requires healing as per a broken bone.