

The Shaman by Steve Wilson

The shaman is an interesting figure, standing, at once, as a lone figure of power, and a leader, protector, guider and teacher in a tribal community. The shaman is primarily a cleric, but operates in a unique fashion. Shamans also often serve as the repository of knowledge and lore for their people, and the leader in various rites and rituals necessary to the tribe. Shamans may be solitary figures, involved in vision quests, or seeking wisdom, or they may be active in the life of their tribe. Shamans cast spells similarly to clerics but their spells come from totem spirits as opposed to gods. It is conjectured that some of these spirits draw their spell-granting powers from nature (and are therefore similar to druidic "powers"), while others might draw their powers from other planar energies or beings. Shamanic spells tend to be very ritualistic, and involve somatic (gestures, walking in circles), verbal (chanting, singing, droning), and material (fetish, talisman, body painting, piercing or tattooing) aspects even if the spell doesn't normally require one. The goals of shamans generally support the well-being and furtherance of their community, although their methods and aims might be unclear to others. They also tend to be herbalists of high degree. Shamans seek to follow the "best" for their community, and tend to be master politicians when their magic fails. They may be chief-makers, or aim to become chieftains themselves.

Adventures: Shamans see adventuring as an opportunity to follow the mandates of their totem spirits. Finding new herb lore, or some forgotten knowledge to help a specific tribal problem often lead shamans to leave their communities. Good shamans also seek the opportunity to help others and to promote harmony in their travels while evil shamans might seek to gain power over others, or find weakness in tribal enemies, and thus extend the rule of their community. A motif of subtle gaining of power often accompanies the evil shaman's desires...

Characteristics: Shamans cast divine spells drawing their energy from totem spirits or nature, much as a druid does. Like sorcerers, shamans have a sense of intuition that allows them to cast without memorizing. They must, however, complete the rituals associated with the spell to invoke the favor of their totem spirit. Although they know fewer spells than clerics, they are able to cast more often, as is true with a sorcerer in relation to a wizard. Nature spells, charms and form-changing are major strengths of the shaman's casting ability, with divinations, and curative spells rounding out his spell arsenal. Shaman weapon use ability is potentially more varied than a cleric's, but the weapons they use are directly tied to the weapons found in their communities. Shamans may use light armor and shields.

Alignment: Shamans are drawn to nature and to the freedom associated with a life of internal study (and in this are much like monks), but they also tend to be strong proponents of social order, and so tend to favor either neutral or lawful alignments.

Religion: The shaman, like the druid, is a devotee of nature, and many have affinity with animal or natural totems. Shamanic worship may function in areas where there is clerical or druidic worship, but the tribal communities of the shaman tend to rely on spirits or ancestors rather than gods.

Background: Young shamans have usually discovered an affinity for working with herbs and nature, they also tend to be very interested in the interactions of others in the community. Older shamans or councils of tribal elders watch for these young people and select them to undergo shamanic training.

Races: Shamans may be of any race that has a tribal structure. "Monster" tribes with especially wise members

may also have shamans as opposed to the more common adept.

Other Classes: Shamans tend to have the most in common with other classes that tend towards a reverence of community and/or nature (druids, monks, rangers, some clerics, and potentially paladins, or fighters that defend communities), and those who have a natural affinity for magic, but learn it vicariously or inherently (bards and sorcerers). Classes such as rogues and wizards generally do not get along well with shamans, nor do shamans care much for them.

Shamans tend to be not only wise but charismatic, and tend to take leadership roles in a party, if usually in an advisory role. They tend to support others taking actions more than taking direct actions themselves, unless directed otherwise by their totem spirits.

GAME RULE INFORMATION

Shamans have the following game statistics.

Abilities: Wisdom determines how powerful a spell a shaman can cast, how many spells the shaman can cast per day, and how hard those spells are to resist. To cast a spell, a shaman must have a Wisdom score of 10+the spell's level. A shaman, however, gets bonus spells based on Charisma, not Wisdom. The bonus spells are related to the shaman's capacity to woo totem spirits. The Difficulty Class of a saving throw against a shaman's spell is 10+the spell's level+the witch's Wisdom modifier. Like a cleric, a shaman benefits from high Wisdom, but also Charisma and Constitution scores.

Alignment: Any

Hit Die: d8

Starting Gold: as druid

Class Skills

The shaman's class skills (and key abilities for each skill) are Alchemy (Int), Animal Empathy, Concentration (Con), Craft (Int), Knowledge (divine) (Int), Knowledge (nature)(Int), Profession (Wis), and Spellcraft. See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at each additional Level: 2+ Int modifier.

Skills that shamans can't buy include: Decipher Script, Use Magic Device.

Class Features

All of the following are class features of the shaman.

Weapon and Armor Proficiency: Shamans are proficient with the club, dagger, dart, longsword, quarterstaff, shortspear, sickle and sling and any weapon specifically identified with their tribe (blowgun, etc.). Shamans are proficient with light armor and shields. Armor of any type interferes with spell casting that requires somatic components, and can cause spell failure. All shaman spells have a somatic component. Armor check penalties for armor heavier than leather apply to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim also suffers a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A shaman casts divine spells. A shaman begins play knowing three 0-level spells (called orisons) and one 1st-level spell of your choice, and an additional spell determined by the shaman's minor totem. At each level, the shaman gains one or more new spells, as indicated on **Table 1-1: The Shaman**. These spells are chosen from the shaman's spell list, or can be unusual spells that the shaman has developed, or developed by, and learned from another shaman, or spells specially provided by the shaman's totem(s).

Table 1-1: The Shaman

Level	Base				Special	Spells Per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Nature Sense, Minor Totem Quest, Taboo	3	1+1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	
3	+2	+3	+1	+3		4	2+1	1	—	—	—	—	—	—	
4	+3	+4	+1	+4		5	3+1	2	—	—	—	—	—	—	
5	+3	+4	+1	+4	Major Totem Quest, Taboo	5	3+1	2+1	1	—	—	—	—	—	
6	+4	+5	+2	+5		5	3+1	3+1	2	—	—	—	—	—	
7	+5	+5	+2	+5		6	4+1	3+1	2	1	—	—	—	—	
8	+6/+1	+6	+2	+6		6	4+1	3+1	3	2	—	—	—	—	
9	+6/+1	+6	+3	+6		6	4+1	4+1	3	2	1	—	—	—	
10	+7/+2	+7	+3	+7	Great Totem Quest, Taboo	6	4+1	4+1	3+1	3	2	—	—	—	
11	+8/+3	+7	+3	+7		6	5+1	4+1	4+1	3	2	1	—	—	
12	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3	3	2	—	—	
13	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	4	3	2	1	—	
14	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4	3	3	2	—	
15	+11/+6/+1	+9	+5	+9	Wild Shape (normal/dire)	6	5+1	5+1	5+1	4	4	3	2	—	
16	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4	4	3	3	1	
17	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	5	4	4	3	2	
18	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5	4	4	3	2	
19	+11/+6/+11	+11	+6	+11		6	5+1	5+1	5+1	5	5	4	4	3	
20	+15/+10/+5	+12	+6	+12	Timeless Body	6	5+1	5+1	5+1	5	5	4	4	4	

A shaman is limited to casting a certain number of spells of each level per day, but he need not prepare or memorize spells in advance. All shaman spells have a verbal component (chanting, intoning), somatic component (dancing, rocking, weaving) and material (fetish, tattoo, etc.) even if this is not normally indicated. In addition to normal spells, the shaman's totem spirits grant the shaman additional spells and abilities (see **Totem Quest** below). The number of spells he can cast per day is also improved by his bonus spells, if any. For instance, at 1st level, the shaman Oceola, with a Charisma of 16, can cast three 1st level spells per day—two for being a shaman (see Table 1-1: The Shaman), plus one for high Charisma. However, he only knows spells: *charm person* and *cure light wounds*. On any given day, he can cast *cure light wounds* three times, or *charm person* three times, or cast some combination of the two spells a total of three times. Like bards and sorcerers, he does not have to decide ahead of time which spell he will cast. Unlike a cleric, a shaman can't lose a spell to cast a *cure* spell in its place. To learn or cast a spell, a shaman must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for saving throws against shaman spells is 10 + the spell's level + the shaman's Wisdom modifier. Bonus spells are derived from the shaman's Charisma score because these spells are derived from his ability to placate totem spirits.

Chaotic, Evil, Good, and Lawful Spells: A shaman can't cast spells of an alignment opposed to his own. For example, a neutral good shaman can't cast evil spells. Spells associated with Chaos, Evil, Good and Law are identified as

such on the "School, Subschool and Descriptor" line of the spell description.

Nature Sense: a shaman can identify plants and animals (their species and special traits) with perfect accuracy (as a druid). He can determine whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

Totem Quest: At 1st level, a shaman is assumed to have gone on a quest to determine his minor totem. His minor totem will grant an additional spell (drawn from the totem's spell list), give the shaman additional abilities. At 5th level, the shaman undergoes a second Totem Quest to find his Major Totem, and at 10th level, a final Totem Quest to find his Great Totem.

Totem Spirits:

A shaman begins play with one totem spirit; it is assumed that he has already performed the rites to summon this first guide when he begins play. As he gains levels, he learns to summon other totems to his aid. Ultimately, the shaman can acquire three totems as he rises in level. There are three different types of Totem Spirits, each of which has different areas of concern. A shaman may choose a totem spirit of the same type as he rises, or he may choose from among the three different types. The level and type of the spirit totem determines the abilities and spells it grants the shaman. (See **Table 1-2: Shaman Totem Table** below). Once a totem is chosen, it may not be changed.

Animal Totems: Animals play a central role in tribal survival. They provide food, shelter, clothing, armor,

weaponry and tools, as well as providing knowledge of the environment and models for wisdom. Minor animal totems appear in spirit form as the finest representatives of the species, such as a large, strong wolf, or bear. Major totems appear as archetypal images of the animal form, the Old Wolf, the Wise Owl, and the Great totems appear as the ultimate representative of the animal “The Great Bear,” etc. Animal spirits, while powerful, tend to be aloof from concerns that don’t mesh with the well-being of their species. They don’t mind the shaman’s people hunting their species, but would be angered at over-hunting. Animal totems are powerful in that the totem can aid the shaman in any location or clime where the species or a close relative of the species lives.

Ancestor Totems: These ancestral spirits are individuals of renown in the tribe. While minor totem ancestors are likely recently deceased relatives of the shaman, major ancestral totems are likely to be great heroes or wise men or women of the tribe. Great Ancestral Totem spirits are the greatest legendary members of the tribe, including founders, savior figures, great conquerors, etc. Ancestor totems may aid the shaman in any area associated with the tribe or tribal relations, such as marriage, politics, warfare, or law. These totems are generally contacted in areas where tribal members reside.

Nature Totems: Nature totems are powerful and reclusive elemental spirits of nature. Nature totems are tied to specific geographical natural areas that serve as “homes” for these totems. A hill-top, stream, copse, natural spring, or mighty oak may be the home of a minor totem; a moderate forest, medium-sized canyon, a mighty waterfall or a minor river may be the home of a major nature totem spirit. A Great Nature Totem may be associated with a large mountain, a mighty river or large forest. Nature totems tend to be even more aloof than animal totems, but they do have some concern for the well being of communities near them. Nature totems generally only aid the shaman in the immediate areas surrounding their homes. This usually means that Great Nature Totems have a larger area of influence than other nature totems, however, a Major Totem of a minor river may actually have a larger area of influence than a Great Totem of a Mountain. Nature totems tend to appear to the shaman as a member of their own race with qualities directly connected to their totemic home. Thus an “Old Man River” might have long wavy hair, and a slow speech (or rapid speech and quick movements if appearing near a rapid). An “Old Woman of the Mountain” would have a strong, steady personality, and a weight of age, the “Man of Fire” representing the totem of a volcano would be quick to anger and destroy, etc. Although the granted power each nature totem of the same level gives the shaman is the same, the spell they grant to the shaman represents some aspect of their nature. The Woman in the Geyser (a minor nature totem) might grant *Obscuring Mist*, while her counterpart, Old Man Willow would likely grant *Entangle*. The DM and player decide which spell best represents a particular nature totem. See **Table 1-2: Shaman Totem Table** for specifics. As an example, Oceola the shaman goes on his first totem quest and gains a Minor Wolf Spirit Totem, and gains the capacity to cast *Calm Animal* once per day in addition to his other spells, as well as gaining the granted power of casting *Animal Friendship* once per day. At 5th level, Oceola goes on his second totem quest and gains a Major Nature Totem, Old Man River (who dwells near a minor river), and gains the spell *Water Breathing*, and the granted power *Reincarnate* once a week, and finally, at 10th level, Oceola goes on his third totem quest for a Great Ancestor Totem and gains the ability to cast *True Seeing* once a day, and the granted power of *Legend Lore* one time a week. These totem spirits, if displeased with the shaman, will remove the shaman’s

capacity to use their granted power until the shaman repents. If the shaman continues to be recalcitrant, the offended totem spirit will remove his granted totemic spell. Continued offence may result in the shaman losing some or all of his other spells.

Wild Shape: At 15th level, a shaman gains the ability to *polymorph self* as a druid in a normal animal manifestation of his any of his totem animal spirits, or of another animal of choice if he has no totem animal spirit. If the shaman has a Major Animal Totem he can polymorph into the *dire* form of his Major and Great Totem animal(s) instead. (see page 35 in the PHB).

Taboo: Each time a shaman gains a granted power, he also gains a taboo which must be strictly adhered to. The taboo is generally related to some aspect of the totem. (Not eating a specific animal, not touching the dead, bathing daily, etc.). Failure to follow a taboo results in the loss of the granted power until the shaman atones in some way.

Timeless Body: After achieving 20th level, a shaman no longer suffers ability penalties for aging (See PHB 93) and cannot be magically aged. Any penalties he may have already suffered, however, remain in place. Bonuses still accrue, and the shaman still dies of old age when his time is up.

Table 1-2: Shaman Totem Table

Type	Level	Granted Totemic Spell	Granted Power
Animal Totem	Minor	<i>Calm Animals</i>	<i>Animal Friendship</i> 1x/day
	Major	<i>Dominate Animal</i>	<i>Summon Nature’s Ally III</i> 1x/day
	Great	<i>Animal Growth</i>	<i>Wild Shape</i> 1x/day (normal-Great Totem animal species only)
Ancestor Totem	Minor	<i>Cause Fear</i>	<i>Divine Favor</i> 1x/day
	Major	<i>Clairaudience/ Clairvoyance</i>	<i>Prayer</i> 1x/day
	Great	<i>True Seeing</i>	<i>Legend Lore</i> 1x/week
Nature Totem*	Minor	<i>Magic Stone or Burning Hands or Obscuring Mist or Entangle</i>	<i>Pass without Trace</i> 1x/day per level
	Major	<i>Stone Shape or Resist Elements (Fire) or Water Breathing or Plant Growth</i>	<i>Reincarnate</i> 1x/week Reincarnated being comes back in a form related to the Totem (e.g. a River totem might allow for an otter, etc.)
	Great	<i>Wall of Stone or Fire Shield or Control Water or Wall of Thorns</i>	<i>Commune w/ Nature</i> 1x/day

* Spell granted dependent upon aspect of Nature Totem

Granted Totemic Spell: This spell is granted to the shaman by his totem every day (it is represented by the +1 on the

Spells per day entry of **Table 1-1: The Shaman**). In the case of Nature Totems, a spell is selected which most closely represents the nature of the totem, or, in cases where more than one might be appropriate (earth based spells or fire based spells for a volcano totem, for instance), the player chooses which spell his shaman is granted. Once selected, this choice may not be changed.

Granted Power: This power is granted by the totem to a shaman as indicated. Failure to follow a taboo will result in the loss of the Granted Power until the shaman atones. Both the Granted Totemic Spell, and the Granted Power may be withheld by the Totem, if she is angry with the shaman., or if the shaman has transgressed in some area related to the totem's area(s) of concern.

Human Shaman Starting Package

Armor: None, speed 30 ft.

Weapons: Sickle (1d6, crit x2, 3 lb., Small, Slashing), Sling (1d4, crit x2, 50 ft., 0 lb. Small, Bludgeoning)

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Feat: Toughness

Bonus Feat: Spell Focus (Enchantment or other school)

Spells Known: 0-level spells: *cure minor wounds, read magic, daze*

1st level spells: *charm person, doom*

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded Lantern, 5 pints of oil. Spell components pouch, 5 empty glass vials. Pouch with 20 sling bullets.

Gold: 3d4 gp.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Concentration	4	Con	
Knowledge (arcana)	4	Int	
Knowledge (nature)	4	Int	
Alchemy (cc)	4	Int	
Sense Motive (cc)	2	Wis	
Heal (cc)	2	Wis	

Shamans tend to select skills and feats that focus on Leadership issues, increase in natural knowledge (Sense Motive, Wilderness Lore), or help with physical survival (Alertness, Dodge, Listen, Toughness, etc.) of the individual or tribe.

SHAMAN SPELLS

0-LEVEL SHAMAN SPELLS (Orisons)

Cure Minor Wounds. Cures 1 point of damage.

Dancing Lights. Flit torches or other lights.

Daze. Creature loses next action.

Detect Magic. Detects spells and magic within 60 ft.

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

Know Direction. You discern north.

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

Light. Object shines like a torch.

Mending. Makes minor repairs on an object.

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

Read Magic. Read scrolls and spellbooks.

Resistance. Subject gains +1 on saving throws.

Virtue. Subject gains 1 temporary hp.

1st –LEVEL SHAMAN SPELLS

Alarm. Wards an area for 2 hours/level.

Bane. Enemies suffer –1 attack, -1 on saves against fear.

Bless. Allies gain +1 on attack and +1 on saves against fear.

Charm Person. Makes one person your friend.

Command. One subject obeys one-word command for 1 round.

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

Detect Animal or Plants. Detects species of animals or plants

Doom. One subject suffers –2 on attacks, damage, saves and checks.

Hypnotism. Fascinates 2d4 HD of creatures.

Identify. Determines single feature of a magic item.

Inflict Light Wounds. Touch, 1d8+1/level damage (max. +5)

Magic Weapon. Weapon gains +1 bonus.

Pass Without Trace. One subject/level leaves no tracks

Remove Fear. +4 on saves against fear for one subject +1/four levels.

Sanctuary. Opponents can't attack you, you can't attack.

Sleep. Put 2d4 HD of creatures into comatose slumber.

Summon Nature's Ally I. Call's creature to fight.

2nd –LEVEL SHAMAN SPELLS

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

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

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

Calm Emotion. Calms 1d6 subjects/level, negating emotion effects.

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

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

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

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

Enthrall. Captivates all within 100 ft. + 10 ft./level.

Gentle Repose. Preserves one corpse.

Invisibility. Subject is invisible for 10 min./level or until it attacks.

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

Remove Paralysis. Frees one or more creatures from paralysis, *hold*, or *slow*.

See Invisibility. Reveals invisible creatures or objects.

Speak with Animals. You can communicate with natural animals.

Summon Nature's Ally II. Calls creature to fight.

Tongues. Speak/Understand any language

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

Zone of Truth. Subjects within range cannot lie.

3rd-LEVEL SHAMAN SPELLS

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

Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.

Contagion. Infects subject with chosen disease.

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

Magic Circle against Chaos/Evil/Good/Law. As *protection* spells, but 10-ft. radius and 10 min./level.

Neutralize Poison. Detoxifies venom in or on subject.

Poison. Touch deals 1d10 Con damage, repeats in 1 min.

Remove Blindness/Deafness. Cures normal or magical conditions.

Remove Disease. Cures all diseases affecting subject.
Snare. Creates a magical booby trap.
Speak with Plants. You can talk to normal plants and plant creatures.
Suggestion. Compels subject to follow a stated course of action.

4th-LEVEL SHAMAN SPELLS

Cure Serious Wounds. Cures 3d8+1/level damage (max +15)
Discern Lies. Reveals deliberate falsehoods.
Divination. Provides useful advice for specific proposed actions.
Emotion. Arouses strong emotion in a subject.
Fear. Subjects within cone flee for 1 round/level.
Freedom of Movement. Subject moves normally despite impediments.
Giant Vermin. Turn insects into giant vermin.
Imbue with Spell Ability. Transfer spells to subject.
Locate Creature. Indicates direction to familiar creature.
Minor Creation. Creates one cloth or wood object.
Repel Vermin. Insects stay 10 ft. away.
Restoration. Restores level and ability score drains.
Screaming. Spies on subject from a distance.
Tongues. Speak any language

5th-LEVEL SHAMAN SPELLS

Atonement. Removes burden of misdeed from subject.
Cure Critical Wounds. Cures 4d8+1/level damage (max +20)
Dispel Magic. Cancels magical spells and effects.
Dream. Sends message to anyone sleeping.
Greater Command. As *command* but affects one subject/level.
Hallow. Designates location as holy.
Insect Plague. Insect horde limits vision, inflicts damage, and weak creatures flee.
Magic Jar. Enables possession of another creature.
Mark of Justice. Designates action that will trigger a *curse* on subject.
Nightmare. Sends vision dealing 1d10 damage, fatigue.
Tree Stride. Step from one tree to another far away.

6th-LEVEL SHAMAN SPELLS

Antilife Shell. 10-ft. field hedges out living creatures.
Eyebite. *Charm, fear, sicken, or sleep* one subject.
Etherealness. Travel to Ethereal Plane with companions.
Find the Path. Show the most direct way to a location.
Greater Dispelling. As *dispel magic*, but +20 on check.
Healing Circle. Cures 1d8+1/level damage in all directions
Mass Suggestion. As *suggestion*, plus one/level subjects.
Mislead. Turns you invisible and creates illusory double.
Project Image. Illusory double can talk and cast spells.
Transport via Plants. Move instantly from one plant to another of the same species.

7th-LEVEL SHAMAN SPELLS

Control Weather. Changes weather in local area.
Creeping Doom. Carpet of insects attacks at your command.
Finger of Death. Kills one subject.
Greater Screaming. As *screaming* but faster and longer.
Greater Restoration. As *restoration*, plus restores all levels and ability scores.
Heal. Cures all damage, diseases, and mental conditions.
Insanity. Subject suffers continuous *confusion*.
Repulsion. Creatures can't approach you.

Resurrection. Fully restores dead subject.
Wind Walk. You and your allies turn vaporous and travel fast.

8th-LEVEL SHAMAN SPELLS

Animal Shapes. One ally/level *polymorphs* into chosen animal.
Antimagic Field. Negates magic within 10 ft.
Discern Location. Exact location of creature or object.
Earthquake. Intense tremor shakes 5-ft./level radius.
Fire Storm. Deals 1d6 fire damage/level.
Holy Aura. +4 AC, +4 resistance, and SR 25 against evil spells.
Horrid Wilting. Deals 1d8 damage/level within 30 ft.
Unholy Aura. +4 AC, +4 resistance, and SR 25 against good spells.
Whirlwind. Cyclone inflicts damage and can pick up creatures.
Word of Recall. Teleports you back to a designated place.

9th-LEVEL SHAMAN SPELLS

Astral Projection. Projects you and companions into Astral Plane.
Energy Drain. Subject gains 2d4 negative levels.
Foresight. "Sixth Sense" warns of impending danger.
Mass Heal. As *heal*, but with several subjects.
Miracle. Requests a deity's intercession (in this case a Great Totem, treat as demigod, bound by Totem's strictures.)
Refuge. Alters item to transport its possessor to you.
Shapechange. Transforms you into any creature and change forms once per round.
Storm of Vengeance. Storm rains acid, lightning and hail

The Shaman class was developed based on presentations of this class for 2nd ed. AD&D, but made to fit the 3rd edition (d20) presentation of the cleric. Comments may be sent to Tamerlain@aol.com.

This is the second of a four class/prestige class series based on "folk magic." The first was the "Witch" class also found on Eric Noah's site.