

[The inspiration for this class was taken from the Dnd Gazetteer "The Atruaghin Clans" by William W. Connors. Additional information is from other game materials, mythical and metaphysical stories, in-culture interpretations of totemic symbolism, historical data, anthropological and sociological sources, and Professor Morton's classes -- DC.]

SHAMAN

Shaman, or medicine men, are a sub-class of clerics. Like clerics, shaman receive their spells and abilities from supernatural figures through worship. Medicine men, however, usually venerate a wide pantheon of divinities, spirits, and/or non-anthropomorphic entities. This diversity grants shaman a rich and varied assortment of spells and abilities, although it does limit them with regard to both higher level spells as well as spell-casting on other worlds or planes. Shaman tend to the faithful, protecting and strengthening them, in much the same way as traditional clerics do. Like druids, medicine men are also very closely tied to and associated with nature. In fact, medicine men and druids may be seen as different versions of the same sub-class; they are the same idea pursued by different cultures. Where druids operate in societies with specialized professions, shaman are seen in cultures with simpler, broader classes. It is the unique and colorful traditions from which the shaman emerge that gives them abilities and requirements setting them apart from other character classes.

Shaman are usually found in simple, tribal societies. The archetypical model for shamanic culture is that of the Native Peoples of North America. Shamans, however, are also found in an amazingly wide variety of cultures as well, from the Siberian taiga to the Serengeti veldt and from the islands of Indonesia to the jungles of the Amazon. Each of these tribal societies subsist by a combination of hunting, small-scale farming, and animal husbandry. Rarely do such cultures have any weapon more complex than the bow or more than minor metalworking skills. As a social system increases in size, complexity, and specialization, medicine men are gradually superseded by clerics, druids, mages and other "traditional", more compartmentalized character classes. As tribal spell casters, shaman fill a variety of roles, many of which are segregated in more specialized, technologically-advanced cultures.

The spells available to shaman are very much like those useable by clerics and druids. There are, in addition, several spells which are unique to this character class. Shaman spells serve a number of different purposes, much like the class itself. Like witches, shaman are often misunderstood and therefore persecuted by more conservative and specialized members of other character classes, especially clerics.

Shaman may be of any alignment, although the overwhelming majority are good (60%). A minority of shaman are neutral (30%) and there are rumors of evil shaman (10%). While evil shaman do exist, they are rare, both hated and hunted by their brethren. Non-good shaman sometimes dwell apart from other humans as hermits. The prime requisite for a shaman is wisdom, which must be 13 or greater. In addition, due to their rigorous lifestyle, shaman require at least a 13 constitution. If both of these statistics are 16 or greater, the shaman gains a +10% to earned experience. Shaman share the same experience table as druids (up to 12th level). Their spell progression is indicated on table I, below.

Shaman roll an eight-sided die for hit points. Shaman fight and make saving throws as clerics of equal level. Like druids, shaman may only employ implements which are natural and do not contain metal, thus only cloth or leather armor is permitted. Weapons are similarly restricted to; bow (short only), club, dagger, hand axe, javelin, sling, spear and staff.

Shaman begin with only one weapon skill and one non-weapon skill. They gain additional proficiencies just as a druid does. Because of their great knowledge of herbs and plant lore, shaman also begin with the herbalist proficiency. In addition, a shaman's familiarity with natural cures, toxins and diseases, grant them a base 50% chance of curing any natural illness, disease, or animal/plant toxin using natural medicines. This chance increases each level, as shown in table I, below. For shaman, the healing skill only costs one additional proficiency slot.

At first level, all shaman are able to identify edible plants and animals from their native region. They can also recognize fresh (drinkable) water. Both of these abilities function much like the similar druidic abilities.

Shaman are very much aware of and in tune with the spiritual world. In addition to protecting their people from physical dangers and misfortune, medicine men also guard against the super-natural. All shaman have a special bond with one species of animal. This animal represents a totemic spirit that guides and protects the shaman, chosen at 1st level by the shaman's player. As the shaman advances in level, this spirit guide shares certain abilities with the medicine man, in a manner similar to a witch's familiar. Because of this bond, the shaman must never harm any animals of the same type as his spirit guide without severe consequences. The least misfortune would be revocation of all totemic abilities. More likely, the offending shaman would lose his spells as well. This restriction would only be lifted once the shaman completes some great vision quest in atonement. To help offset this, the shaman gains his/her charisma reaction with animals matching his totem spirit and these animals will further react one category better than normal.

The abilities a spirit guide grants a medicine man reflect the totem's significance as a cultural symbol. Thus, the Lizard (associated with dreaming and visions) grants very different abilities than the Beaver (associated with productivity). Below are 36 traditional (North American) totems plus 4 more from other cultural environments. For the sake of simplicity, certain totems were grouped together and not every possible totem animal was researched. Likewise, a few post-contact animals (Horse and Cat) are included as these animals were absorbed by historical practitioners of shamanism. The DM is encouraged to add additional animal totems to those given below (see Notes on Totems).

At first level, fourth, seventh, tenth and fifteenth the special advantages given below are gained, in order. Abilities in *italics* imitate the spells of the same names and function continuously at the medicine man's current level. Skills and abilities, such as tracking, cure disease, or escape bonds, function as per the appropriate class, using the shaman's level.

Ant/Bee	x2 encumbrance	very productive	"teamwork" prayer	sleep one hour	motivate horde
Badger	<i>medicine herbalism</i>	+2 vs mental	+1 to hit	function at -6	intimidate
Bat	blind fighting	+3 vs fear	hear noise	dark sight	6" glide
Bear	excellent smell	+1 damage	+1 AC	function at -6	<i>dream</i>
Beaver	very productive	"teamwork" prayer	6" swim	master craftsman	ignore distraction
Buffalo	abundance	x2 encumbrance	<i>prayer</i>	prophecy	<i>pacify</i>
Butterfly	artistic	safe transformation	<i>pass w/out trace</i>	<i>idea</i>	control transforms
Cat	night vision	hear noise	move silently	hide	-2/die from falls
Cougar/Puma	tracking	night vision	+3 vs fear	x2 followers	paralyzing roar
Coyote/Fox	surprise	alertness	+3"	hide like an elf	subjective reality
Deer/Antelope	alertness	+3"	+1 dodge	empathy	<i>sanctuary</i>
Dolphin	6" swim	hold breath	+3 vs emotions	<i>free action</i> in water	rhythm of world
Eagle	distance vision	+2 w/missiles	-2/die from falls	perspective	12" glide
Frog	singing	cure disease	call rain	leap	call lightning
Grouse	dancing	+1 saves	+3 vs disorientation	+1" ALL move	healing dance
Hawk	distance vision	+2 w/missiles	-2/die from falls	carrying cry	12" glide
Horse	endurance	x2 encumbrance	+3"	+1 to hit	air walking
Hummingbird	optimist	+3"	+1 initiative	+3 vs mental	quickness
Lizard	dreaming	alert sleeping	dream visions	regeneration	<i>dream</i>
Lynx/Bobcat	night vision	hear noise	surprise	keep secrets	hypnotic eyes
Moose/Elk	endurance	+2 vs mental	x2 encumbrance	+1 CON	18+ STR
Mouse	observation	alertness	+3 vs disorientation	improvise	detect hidden
Orca	6" swim	hold breath	+1 damage	+1 AC	1d6 slap
Otter/Seal	6" swim	+3 vs emotions	+1 dodge	+3 vs mental	serendipity
Owl	night vision	hear noise	-2/die from falls	<i>detect lie</i>	<i>clairvoyance</i>
Rabbit	hear noise	leap	hide	+3"	<i>suggestion</i>
Raccoon	open locks	find traps	night vision	pick pockets	puzzle solving
Raven/Crow	see omens	+3 vs illusions	legend lore	druidic shapeshift	learn mage spells
Snake	escape bonds	+2 vs poison	+1 initiative	immune to venom	mental escape
Spider	weaving	creative skill	balanced alignment	<i>free act</i> vs entangles	pattern recognition
Squirrel	balance	climb	+3 vs paralysis	locate resources	legend lore
Sturgeon/Salmon	6" swim	<i>free action</i> in water	direction sense	<i>water breathing</i>	sea knowledge
Turtle	x2 healing	+2 saves	+2 AC	slow aging	<i>moment</i>
Weasel/Ferret	escape bonds	hide	+1 initiative	sense motive	quickness
Whale	6" swim	hold breath	singing	+1 STR	1d6 slap
Wolf/Dog	excellent smell	endurance	alertness	resist betrayal	learn
Elephant	x2 encumbrance	sexual prowess	eidetic memory	+2 WIS checks	<i>true sight</i>
Giraffe	observation	+10% react/loyalty	true friend	empathy	+1 CHR
Lion	<i>resist fear</i>	+10% react/loyalty	x2 followers	+1 to hit	<i>command</i>
Monkey	climb	pick pockets	brachiation	quick learning	<i>genius</i>

A more complete description of each of these totemic abilities appears at the end of this article.

At 5th level, a shaman may actually change shape once per day, assuming the form and abilities of her totem animal. In all other respects this power functions identically to the similar druidic ability.

The spiritual awareness of shaman grant them advantages when dealing with ghosts, spirits and the like. For shaman, a spirit is defined as any non-corporeal entity which represents a dead creature or an abstract concept, including ghosts, poltergeists, haunts, banshees, specters, wraiths, ancestral spirits, ghost packs, boogie men, etc. At first level, shaman can sense spirits within a 60' radius. This act requires concentration and reveals only direction and a vague sense of distance; neither the power level nor alignment of the entity is uncovered. When directed at a living creature, this talent will reveal possession, *domination*, *magic jar*, and other spiritually binding effects, although not *charms*, *suggestions*, corporeally manifested entities, etc.

At 4th level, a shaman's spirit sensing abilities bloom, allowing the medicine man to see ghosts, spirits and other intangible, super-natural entities as wispy and ephemeral images. This spirit-sight extends to all creature on the ethereal plane as well. Thus a medicine man of this level could vaguely discern dimensional travelers approaching. Like the sensing ability, spirit-sight has a range of 60' although concentration is no longer required.

Upon attaining 6th level, shaman gain the ability to actually touch and do battle with ethereal or phasing spirits and creatures. The shaman may use any hand-held weapon or spell against such targets. If the ethereal opponent cannot normally strike from another plane, they are allowed to fight back against the shaman but at a -4 penalty and doing only 1/2 damage. Combat, however, must be initiated by the shaman.

A shaman may also use his ability to fight spirits in order to combat both mental and magic possession/domination, such as established using *magic jar*, *domination*, telepathic projection, etc, although NOT *charm person*, *hypnosis*, *love*, etc. The medicine man and controlling entity engage in a sort of spiritual "physical combat" as if both were physically present (although the entity is NOT truly present and thus does not get the benefit of its magical items but neither can it be assailed by the medicine man's allies). If the shaman is able to defeat the controlling being, the victim of the mental possession/domination is instantly freed, although the controlling being suffers no other ill effects. This combat, however, is not without risk. Any wounds the shaman receives are REAL and can therefore prove life-threatening. Moreover, as the spiritual combat takes place partially against the body of the controlled being, this victim suffers half-damage (round down) from any successful attacks by the shaman against the controller. Thus, sometimes this process is too dangerous to use with certain (low level) victims of possession.

At 10th level the power to actually become ethereal is gained. The shaman may bodily enter the ethereal plane along with whatever equipment she can carry. Small animals may be brought along provided they are light enough to be carried by the shaman using her natural strength. Beginning at 14th level, a shaman may bring sentient beings with her to the ethereal, provided either they are light enough for her to physically carry or they are of the same totem-type as the shaman. For example, a 14th level shaman with 8 strength and a bear totem could actually pick up a fox in one hand while using her spiritual bond to transport a warrior totem-brother (someone with the same totem animal) or even a cave bear she is touching to the ethereal. The ability to go ethereal may be used once per day, round trip.

Shaman enjoy a particularly close relationship with nature, animals, and spirits. At 3rd level and every other level thereafter, shaman may select the language of an animal to speak, such as canine, feline, ursine, equine, avian, cetacean, rodent, serpentine, amphibian, etc. Beginning at 6th level, a shaman is allowed to use her charisma reaction adjustment when dealing with animals, even if no common language is known. At 9th level, a shaman may raise negative reaction rolls with animals by one category, in addition to all other bonuses. By 12th level, the shaman becomes so attuned to nature and animals that wild animals will not harm her unless provoked or molested. The creatures will perceive the shaman, but will not wish to harm her. Trained or domesticated animals, part-animal monsters, or those beasts which the shaman has attacked are immune, as are those animals under magical control, mentally ill, ravenously hungry, etc.

Instead of creating magical items, shaman bless and purify them, as seen in the spell list below. Beginning at 9th level, shaman can manufacture magical potions much like druids or clerics, although usually with a much more limited scope. Shaman cannot employ magical scrolls (other than those useable by all classes). Likewise, shaman may only employ magic items useable by druids or by all classes.

Only humans may be shaman.

Proficiencies:	1/1 + 1/1 every 5 levels
Armor:	leather, padded, shield
Weapons:	see above (no oil or poison)
Hit Dice:	d8
Saves:	as a cleric
Combat:	as a cleric
Alignment:	any (see above)
Races:	Human
Attributes:	Wis 13 (16) Con 13 (16)

SHAMAN (CLERIC) TABLE I

	Experience		Hit Dice	Natural Cures	Spell Progression						
	1st	2nd			1st	2nd	3rd	4th	5th	6th	
1st	0	2000	1d8	50	1						
2nd	2001	4000	2d8	60	2						
3rd	4001	7500	3d8	70	2	1					
4th	7501	12,000	4d8	80	2	2					
5th	12,001	20,000	5d8	90	2	2	1				
6th	20,001	35,000	6d8	95	3	2	2				
7th	35,001	60,000	7d8	97	3	3	2	1			
8th	60,001	90,000	8d8	98	4	3	2	2			
9th	90,001	125,000	9d8	99	4	4	3	2			
10th	125,001	200,000	10d8	99	4	4	3	2	1		
11th	200,001	300,000	11d8	99	5	4	3	2	1		
12th	300,001	500,000	12d8	99	5	4	4	3	2		
13th	500,001	750,000	13d8	99	5	5	4	3	2	1	
14th	750,000	1,000,000	14d8	99	5	5	5	4	3	2	
15th	1,000,001	1,500,000	15d8	100	5	5	5	5	4	3	
16th	1,500,001+		16d8	100	5	5	5	5	5	5	4

SPELLS:

First Level

- 1) Animal Friendship (D-1)
- 2) *Bless* (C-1)
- 3) Ceremony
- 4) Combine (C-1)
- 5) Cure Light Wounds (C-1)
- 6) *Detect Evil* (C-1)
- 7) Detect Harmony
- 8) Detect Poison (D-1)
- 9) Detect Magic (D-1)
- 10) *Empathy*
- 11) Invisibility to Animals (D-1)
- 12) Light (C-1)
- 13) Medicine Herbs
- 14) Pass Without Trace (D-1)
- 15) Precipitation (D-1)
- 16) Predict Weather (D-1)
- 17) *Protection from Evil* (C-1)
- 18) Protection from Spirits
- 19) *Purify Food & Drink* (C-1)
- 20) *Remove Fear* (C-1)
- 21) Resist Cold (C-1)
- 22) Smoke Image
- 23) Speak with Animals (D-1)
- 24) Speak with Astral Traveler (C-1)

Second Level

- 1) Animal Spy
- 2) Augury (C-2)
- 3) Call Totem
- 4) Chant (C-2)
- 5) Detect Charm (C-2)
- 6) Detect Invisibility (M-2)
- 7) Dowsing
- 8) *Goodberry* (D-1)
- 9) Hold Person (C-2)
- 10) Hunting Paint
- 11) *Know Alignment* (C-2)
- 12) Locate Totem
- 13) Messenger (C-2)
- 14) Mystic Transfer (C-2)
- 15) Produce Flame (D-2)
- 16) Resist Fire (C-2)
- 17) Slow Poison (D-2)
- 18) Snake Charm (C-2)
- 19) Speak with Lesser Spirit
- 20) Totem's Gift
- 21) Tracking
- 22) Understand Curse
- 23) Ward Spirit
- 24) Weapon Blessing

Third Level

- 1) Animal Charm
- 2) Astral Window (C-3)
- 3) Bind Totem
- 4) Call Lightning (D-3)
- 5) Cloudburst (D-3)
- 6) *Cure Blindness* (C-3)
- 7) *Cure Deafness* (C-3)
- 8) Cure Disease (D-3)
- 9) Death's Door (C-3)
- 10) Dispel Magic (C-3)
- 11) Dream Message
- 12) Fire Bow
- 13) Fire Vision
- 14) Hold Animal (D-3)
- 15) Invisibility to Spirits
- 16) Nature's Eyes
- 17) Neutralize Poison (D-3)
- 18) Plant Growth (D-3)
- 19) Prayer (C-3)
- 20) *Remove Curse* (C-3)
- 21) Speak with Dead (C-3)
- 22) Strength (M-2)
- 23) Totem's Shape
- 24) *Water Breathing* (D-3)

Fifth Level

- 1) Animal Link
- 2) Atonement (C-5)
- 3) Cure Critical Wounds (D-5)
- 4) Commune (C-5)
- 5) Commune with Nature (D-5)
- 6) Confusion (M-4)
- 7) Dispel Evil (C-5)
- 8) Dream Voyage
- 9) Eye of the Eagle
- 10) Fire Gate
- 11) Hold Monster (M-5)
- 12) Invisibility (M-2)
- 13) Speak with Greater Spirit
- 14) Totem Magic
- 15) Totem Summoning
- 16) True Seeing (C-5)

Fourth Level

- 1) Animal Summoning I (D-4)
- 2) Contact Spirit
- 3) Cure Serious Wounds (D-4)
- 4) Divination (C-4)
- 5) Dream Walk
- 6) Emotion (I-4)
- 7) Exorcise (C-4)
- 8) Focus (C-4)
- 9) Imbue with Spell Ability (C-4)
- 10) Join with Astral Traveler (C-4)
- 11) Lesser Animalism
- 12) Perfect Perception
- 13) Repel Insects (D-4)
- 14) Speak with Plants (D-4)
- 15) Thunder Drum
- 16) *Tongues* (C-4)
- 17) Totem's Form
- 18) Uplift (C-4)
- 19) War Paint
- 20) Water Gate

Sixth Level

- 1) Animalism
- 2) Astral Spell (C-7)
- 3) Creeping Doom (D-7)
- 4) Control Weather (D-7)
- 5) Heal (C-6)
- 6) Infusion
- 7) Legend Lore (M-6)
- 8) Polymorph Self (M-4)
- 9) Quest (C-5)
- 10) Raise Dead (C-5)
- 11) Restore Spirit
- 12) Speak with Monsters (C-6)
- 13) Totem's Ally
- 14) Weather Summoning (D-6)
- 15) Wind Walk (C-7)
- 16) Wrath of the Heavens

Please notes that ONLY those spells marked in *italics* are reversible for shaman. While other spell-casters might be allowed certain reversed forms, such as *cause light wounds*, *cause disease*, or *harm*, such versions are not in keeping with the teachings and philosophies of shaman of any alignment.

FIRST LEVEL SPELLS:

Ceremony -- as per the cleric and druid spells of the same name, although the following ceremonies are possible: *marriage, birth, coming-of-age* (vision quest), *last rites, investiture, holy symbol, consecrate area*.

In addition, shaman have the ceremonies *detect totem* and *reveal totem*.

Detect totem may be cast by a 3rd level or higher level shaman and allows him to ask a given spirit whether or not it is the totemic spirit guide of given individual. To cast this *ceremony*, the individual and a specific living animal representative of the totem spirit must be present during the entire casting.

Reveal totem may be cast by a 5th level or higher level shaman and allows him to determine the totemic spirit guide associated with a given individual without requiring that individual to perform a vision quest. Normally all youngsters in the tribe go on such a quest to learn of their spirit guide when they reach the age of fifteen and enter adulthood. The *reveal totem ceremony* is normally ONLY performed so that a shaman may learn an individual's totem spirit – usually because the individual is from another culture and does not know the nature of her spirit guide or is too young to have undertaken the ritual YET. *Reveal totem* would not be used to replace a vision quest except in extreme circumstances and the information would not normally be shared with the young.

In order to *detect* or *reveal* a subject's totem, the shaman enters into a deep trance. The meditation and contemplation required for this trance take at least one to four hours to complete and usually require many unique herbs and/or smoke, sweat, and fire. As soon as the shaman enters the trance state, he must look upon the subject and call upon the spirits to reveal the subject's inner nature to him. When this process is complete, the caster either (in the case of *detect totem*) is told by the representative animal spirit if it is the individual's guide or (in the case of *reveal totem*) sees the subject not as a human, but as a wild animal.

Normally this spell functions flawlessly, although if the subject is unwilling then the spell may yield inconclusive results (DM's option). Magic which conceals information from divination may wreck havoc with this spell, but such an act, would be viewed as serious treachery and punished accordingly.

Detect Harmony -- Ran: 6", Dur: 1 rnd/lvl, Area: one object/creature per rnd, Cast: 6 seg. This spell functions much like the druidic spell *detect balance*. This spell, however, will also reveal if the target is extra-planar in origin and if it is disrupting the natural harmony of the current locale. *Detect harmony* also reveals insanity, diabolical possession and similar disorders.

Empathy -- Ran: 0, Dur: 1 turn, Area: 1" wide path 3" long, Cast: 1 rnd. This spell allows the caster to sense the basic needs, drives, and/or emotions of any unshielded mind (hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love, joy, and so on) The spell gives no result for creatures protected against detection, psionic creatures with defenses, or emotionless creatures (such a slimes, oozes, jellies, golems, skeletons, zombies, etc).

The reverse of this spells, *mask emotions*, conceals the emotions of the protected creature for one turn.

The material component is the caster's holy symbol.

Medicine Herbs -- Ran: touch, Dur: day/level, Area: special, Cast: 3 rnds. Enchants a pouch of herbs to enhance their curative properties. When applied by a shaman, these herbs will heal d4 points of damage per use without any chance of failure or subsequent risk of reopening (although *medicine herbs* cannot be applied to any wound which has already received healing, whether by magic or bandaging). In addition, *medicine herbs* are twice as effective against damage caused by poison or disease, restoring 2d4, instead. *Medicine herbs* used by a non-shaman, however, will behave normally, i.e. heal d3 hit point damage with a successful proficiency check.

Protection from Spirits -- Ran: touch, Dur: 2 rnds/lvl, Area: person touched, Cast: 1 rnd. This spell prevents contact between the protected individual and any spirit, including "touch" attacks. Spells, missiles and special attacks by a spirit against a protected target are at -2 to hit and +2 on saves (c.f. *protection from evil*).

Smoke Image -- Ran: touch, Dur: rnd/lvl, Area: cubic foot/lvl, Cast: 1 rnd. Allows a shaman to shape smoke from a fire into a given shape. The smoke will maintain any qualities it has in this new shape. If attacked, a smoke image will break apart. From distances beyond 100 feet, the smoke shapes can easily be mistaken for what they imitate.

SECOND LEVEL SPELLS:

Animal Spy -- Ran: 1", Dur: turn/2 lvls, Area: one animal, Cast: 5 segs. Only a normal (real-world) animal or a giant version of a normal animal species may become an *animal spy*. This spell enables the caster to share the animal's senses -- see through the animal's eyes, hear with its ears, smell with its nose, and so on. The animal is completely unaware of the spell's effect, unless the shaman warns the beast before casting. *Animal spy* grants no control over the creature. However, most casters will use it on a trained animal or one befriended via the *animal friendship* spell.

For the duration of the spell, the caster remains in a trance, unable to move or use human senses. This consequence can prove dangerous; for instance, characters attacked while using the spell cannot feel injuries to their bodies. However, at the start of any round, the caster may choose to return the animal's senses to the creature and resume control of the shaman's own body. This decision ends the spell immediately. The spell also ends if the animal travels more than 100 feet away per level of the caster (1/4 mile per level if the animal is the shaman's totem).

A saving throw against this spell is only allowed to creatures already mystically linked to some being, such as wizard's familiars, animals already under the effect of another *animal spy* spell, etc

Call Totem -- Ran: special, Dur: special, Area: mile/level, Cast: 2 rnds. This spell enables a shaman to mentally command his own or another person's totem animal to come to him. In order to cast the spell, the shaman must know the totem animal of the subject and then touch him on the forehead. At that instant, the animal (if within range) will feel an overwhelming compulsion to seek out the shaman. This compulsion will last for one hour per level of the caster. If cast on another individual, the animal receives a saving throw versus magic at -2 to ignore the *call*.

If the animal reaches the shaman before the spell's time limit is exceeded, the caster may command the animal to perform one service. The complexity of the task must be within the creature's normal intellectual limits, but may involve any level of difficulty on the part of the creature (even self-sacrifice if the shaman's own totem). For example, a squirrel could be ordered to gnaw through a rope or fetch a small object. The animal may even be commanded to attack a creature which it would normally flee, but the animal could not be asked to open a locked chest.

Dowsing -- Ran: 6"+1"/lvl, Dur: 1 rnd/lvl, Area: special, Cast: 2 rnds. Dowsing functions much like *locate object* but will reveal even general categories of information, such as searching for water, food or "a good place to sleep". *Dowsing* cannot locate living creatures and requires three rounds to cast. The material component of this spell is a Y-shaped branch which will lead the shaman to the object(s) sought.

Hunting Paint -- Ran: 0, Dur: 1 day, Area: one recipient/level, Cast: 1 rnd. This spell can be cast over any manner of pigment, paints or dye. It instantly transforms them into magical paints that can be applied to the face and body of a character prior to entering combat or engaging in a hunt. The effect of these pigments is up to the shaman (see below) but must be declared at the time of casting. The paints allow the wearer a +2 bonus to all attack roll, damage rolls, saving throws or to Armor Class.

Hunting paints are keyed to a specific hunt or battle and their magic only applies during that time. The caster must state the purpose of the paints as decorates the recipient of the spell. If the recipient is not hunting or fighting the battle named, the paints will have no effect. Note that simply stating an upcoming battle is not sufficient; the fight must be specific such as "our upcoming war with the Sioux" or "today's hunt."

It is not possible to mix the effects of this spell with either another *hunting paint* spell or a *war paint* spell. The application of the paints to the recipient takes 2 rounds per person and must be done by the shaman who created them. *Hunting paint* can be prematurely negated if the sacred marks are erased or distorted (due to immersion in water, use of magical oil, certain shapeshifting, etc)

Locate Totem -- Ran: 0, Dur: 1 hour, Area: special, Cast: 1 rnd. This spell can only be cast on someone whose totem spirit is known to the shaman. Once cast, it reveals the distance and direction to the nearest example of an individual's totem spirit. For the next hour, the shaman will know whether he is closing on, moving away from or remaining equidistant from the nearest totem animal of the subject. In order to invoke the spell, the shaman must touch the subject on the forehead and focus his thoughts on the type of animal to be found (successful roll to hit in combat).

Speak with Lesser Spirit -- Ran: 0, Dur: turn/lvl, Area: 6" radius, Cast: 3 rnds. This spell allows the caster to become aware of and converse with any spirits in the area of effect. Unwilling or hostile spirits are allowed a saving throw versus death magic, those which fail must converse with the shaman for the duration of the spell, so long as the shaman or her allies does not attack the spirit. Language is not a factor for this spell as communication is via a limited form of telepathy (cf. Genies).

Speak with lesser spirit also allows the caster to commune with local animistic spirits, such as those within trees, streams, rocks, grass, etc. Such spirits have very limited awareness and intellect; they only have knowledge of that which deals with their area. Thus a stream could answer questions about what has crossed it or what is farther downstream, but not about what the tides in the ocean are like or what goes on the a nearby town. The shaman may ask such local spirits one question per level of experience.

Totem's Gift -- Ran: touch, Dur: trn/lvl, Area: one creature, Cast: 1 rnd. This spell requires the shaman to know the recipient's totem animal. By casting this spell, the medicine man puts the recipient in communion with her spirit guide, such that the target gains totemic abilities from this exchange, just as a shaman. The highest level of *totem's gift* gained is equal to the shaman or recipient's level, whichever is LOWER. Basically, a given medicine man cannot give insight into totemic abilities beyond his own level, nor can a lower level recipient understand the totemic insights beyond her current level of experience no matter how experienced the shaman casting the spell.

Tracking -- Ran: 0, Dur: turn + turn/lvl, Area: caster, Cast: 1 rnd. This spell detects psychic impressions left by creatures moving through an area. The shaman first takes an object closely related to the creature; a lock of hair, a bit of dung, or a blood spoor, and attunes to the quarry's psychic pattern by casting the spell on the object. After this, any psychic trace of the same pattern glows in the vision of the caster. The fresher the psychic "tracks" the brighter the glow.

These impressions are visible up to two days per level of the shaman. The spell cannot detect the passage of creatures under the influence of *pass without trace* or psionically shielded in any way.

Understand Curse -- Ran: 1", Dur: special, Area: 1 object or creature, Cast: 1 turn. This spell can be cast upon any creature or object that is suffering from any harmful magical affect or the unwelcome attentions of a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this.

Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what manner of being it is (a spirit, a mortal wizard, a demi-god, and so on); whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the curse or spell (whether it's a curse or *cause blindness* spell, a spirit's attempts to drive a creature mad, and so on).

Note that the spell does not reveal the nature of a spirit (though a local shaman may recognize the name, particularly if it is an ancestor or other spirit venerated by the people), nor the race of any mortal agent.

Ward Spirit -- Ran: special, Dur: special, Area: special, Cast: 6 rnds. This spell has two different manifestations; it can be used to drive off a spirit which is present at the time of casting or it can be used to protect an area from future intrusion by spirits. When used to drive off a spirit which is already present, the shaman gains the ability to turn the spirit as if a cleric of the same level. For spirits which are not listed on the clerical turn table, use another creature with comparable hit dice. Turned spirits will immediately flee the shaman's presence. Such spirits will automatically flee every time they encounter the shaman for the following 24 hours after the spell is cast. Up to one spirit per two levels of the shaman may be turned by this spell.

When used to protect an area, *ward spirit* guards an area of up to 10 square feet per level of the caster, as if a *protection from spirits* had been cast. Powerful spirits may be able to "break into" such an area -- a spirit with more hit dice than the shaman may make a save vs magic to do so. Only one attempt is allowed and if failed, the spell lasts for one hour per level of the shaman. If the save is made, the spell's duration is cut by one hour and all spirits of the given type may freely enter the warded region.

Weapon Blessing -- Ran: touch, Dur: special, Area: one weapon, Cast: 6 rnds. This spell allows the caster to purify and sanctify a single weapon (or arrow) so that it acts as a magic weapon with regard to striking creatures only hit by magical weapons. Such blessed weapons gain no bonus to hit or damage but will harm beings requiring even +5 weapons to harm. The spell ends once the weapon successfully hits a target (any target) or the duration expires (see below):

Shaman's Level	Spell Duration
1 - 4	1 day
5 - 6	1 week
7 - 8	1 month
9 - 12	1 year
13-15	10 years
16	100 years

THIRD LEVEL SPELLS:

Animal Charm -- Ran: 3", Dur: special, Area: 3" cube, Cast: 5 segs. Similar to the spell *snake charm* this spell allows the caster to charm any animal, including avians, reptiles, and even insects. See *snake charm* for all other parameters of this spell.

Bind Totem -- Ran: 6", Dur: perm, Area: one totem, Cast: 1 turn. This spell enables the shaman to bind an animal to an individual who has it as her totem. Once the spell takes effect, the animal will follow the subject of the spell and obey his verbal commands to the best of its ability. Obviously, the less intelligent the creature, the less sophisticated its commands can be. The recipient of the totem animal AND the shaman must each have at least twice as many levels as the animal has hit dice, else the spell automatically fails (the recipient and/or caster lack sufficient spiritual strength to maintain a connection with so fierce a beast). Only one totem animal may be bound to an individual at any given time; casting the spell a second time releases the first animal. Both the subject and the totem animals must be within range when the spell is cast. A saving throw versus magic applies for the animal.

Dream Message -- Ran: 0, Dur: special, Area: special, Cast: 1 turn. This spell allows the shaman's spirit to leave his body and enter the dreams of another individual on the same world as the shaman. The target can be anyone known to the shaman or anyone whom the shaman has heard of. There is no saving throw against this spell and the chance of success is the same for scrying (c.f. *crystal ball*), although magic which protects against spirits will likewise guard against this spell. If the target is awake at the time of casting, the shaman may wait up to eight hours for the target to sleep.

Once the shaman has entered the target's dream, she may leave a message of any length which the target will clearly recall upon awakening. Often a shaman will speak at length to the target. The only limits upon the shaman are how long she can sleep, since the spell ends the moment she awakens. The dreamer cannot willingly wake from the dream unless the shaman releases him. Particularly cruel or even evil shaman have been known to use this spell to induce horrible nightmares. Doing so prevents any benefit from sleep (no recovered hit points or spells) and leaves the target exhausted. Against this manifestation of *dream message*, the target is allowed a saving throw versus magic to resist the effects.

Normally, a *dream message* can only be sent to a single individual and only one-way communication (from the shaman to the target) is possible. At tenth level, however, a shaman may actually send a *dream message* to multiple targets or may freely converse with a single dreamer. At fifteenth level, a shaman may do both, effectively allowing several dreamers to all meet together in a common dreamscape. The shaman may send a dream to one additional target for every three levels above seventh.

Fire Bow -- Ran: 0, Dur: special, Area: one bow, Cast: 4 seg. By casting this spell upon a wooden bow, the shaman gives it the ability to shoot magical flaming arrows. One arrow per level of the caster can be fired and normal rate of fire rules are in effect.

When the archer using the enchanted bow draws back on the string, a spectral arrow composed of flame will form, ready to fire. If a normal attack roll is made, the arrow has struck its mark and the target must take 1d8 points of damage (plus any additional bonuses for skill). If the arrow is fired at a flammable target with the intention of setting it alight, there is a non-cumulative 10% chance per point of damage inflicted that combustion will occur. The arrows conjured by a *firebow* can affect monsters that are only hit by magical weapons.

Fire Vision -- Ran: 1", Dur: rnd/lvl, Area: special, Cast: 2 hrs. Very similar to the druid spell, *reflecting pool* (q.v.), *fire vision* allows the shaman to gaze into the flames of a large fire and see targets, similar to a mage employing a crystal ball (q.v.). Rare, aromatic herbs and a consistent, leaping flame larger than the caster's head are the spell material components.

Invisibility to Spirits -- Ran: touch, Dur: turn/lvl, Area: one target, Cast: 1 turn. This spell renders the target undetectable to all spirits. If the recipient attacks a spirit, the invisibility is broken with regard to that particular spirit; the recipient remains invisible with regard to other spirits. Attacking a non-spirit does not break this spell.

Nature's Eyes -- Ran: 0, Dur: hr + hr/3 lvs, Area: 3" radius/lvl, Cast: 1 rnd. This spell attunes the caster to the natural world and links the caster, at will, to the senses of creatures of animal intelligence or less in the area of effect. If too few creatures live in the area (such as true deserts, underground complexes, and areas haunted by the undead), then this spell confers no real benefit. If, however, the surrounding region teems with animal life, the caster is instantly aware of intruders in the area of effect and their approximate positions, provided that living creatures in the area can detect them. Although the caster cannot normally be surprised while employing *nature's eyes*, no information other than that previously listed can be determined by the spell. The spell lasts for one hour plus one hour per three levels of the caster (round down). The material component of the spell are a pair of leaves or nuts, held in the casters hands.

Totem's Shape -- Ran: touch, Dur: turn/lvl, Area: one creature, Cast: 3 rnds. This spell allows the shaman to transform another person's outward appearance to that of the individual's totem animal. No physical abilities are gained, but other creatures will interact with the recipient as if she were the appropriate type of animal. In addition, the recipient gains the ability to speak with animals of her totem type. Under no circumstances may the recipient attack, defend, move, or use the enhanced senses of the animal form. Unfortunately, the recipient also loses the use of her hands, speech, and other human-only abilities. The recipient gains no insight into animal instincts but does retain her intellect and memories, thus allowing her to read and understand human language. The medicine man may prematurely end this spell at any time although the recipient may not. There is no save against this spell but the shaman must know the recipient's totem.

FOURTH LEVEL SPELLS:

Contact Spirit -- Ran: 0, Dur: special, Area: special, Cast: 1 turn. By means of this spell, the shaman is to call up one or more related spirits, such as spirits of his family, tribe, ancestors, etc. These entities can then be questioned for their knowledge and wisdom in matters before the shaman, similar to a mage's *contact other plane*. The spirit will automatically know everything it did in life plus additional information based on its interests. This additional information will reflect what the spirit has learned in the afterlife. The spirit of a chief will have knowledge of his tribe and descendants. The spirit of a shaman will have knowledge of her faith and her god's will, etc. Assume a 90% chance to know common facts, 75% chance to know uncommon facts, 50% to know any other pertinent information. The reaction of the spirit will be the same as the spirit had to the shaman in life (DM's judgment and/or reaction roll needed). It's worth noting that spirits do not normally like being disturbed for trivial matters – although they will not directly lie, an irritated spirit may leave without comment, answer cryptically or evasively, or bestow some minor curse which a shaman cannot lift...!

Thus, if Black Robe used this spell to speak with his dearly-departed grandfather, chief Kicking Bird, the two could discuss the shaman's up-coming wedding, advice for a happy marriage, the history of his bride's bloodline (if of a tribe known during the chief's life), grandpa's recipe for roast dog, what the neighboring tribes are up to, where his magic spear is hidden, if the children of this union have some great destiny (DMs should be VERY vague with the future as the spirits are mostly guessing based on what they knew in life and learned in the afterlife), etc. But nearly any of these matters would probably greatly irritate the spirit of Dancing Horse, a romantic rival for the bride's affections from a rival tribe.

The material component is some item particularly associated with the spirit(s) called and is not consumed in the casting. This spell is usually cast in a sweat lodge with the use of various aromatic herbs, sacred fungi, and/or essential oils and often takes hours or days of preparation in addition to the casting.

Dream Walk -- Ran: touch, Dur: turn/lvl, Area: special, Cast: 1 turn. By means of this spell, the shaman is able to explore the world in his sleep. After casting this spell, the shaman retires to sleep. The caster's spirit then rises from his body to walk the waking world.

The shaman's dream-form is completely invisible, detectable only via true sight and the like. Likewise, the dream-form is intangible, able to pass through nearly any object. The shaman can watch the world, but cannot in any way affect it. In this state, the shaman should be treated as a lesser spirit and is vulnerable to the same magics as a weak lesser spirit (*ward spirit*, *speak with lesser spirit*, *protection for spirits*, cannot enter or perceive events in a region with a *protection* spell of any sort, etc).

The dream form can travel at a rate of 36" per round or speed away at a rate of 3 miles per round to a very well-known location. At the end of the spell or at the desire of the shaman, the dream-form will instantly "snap" back to the location of the shaman's body. If, however, prior to the end of the spell, the shaman's body is moved or disturbed, the shaman must make a saving throw versus death magic or "lose" his connection to his body. A shaman in such a state takes on all the characteristics of a lesser spirit until he can find someone to reunite him with his former body (c.f. *restore spirit*).

Lesser Animalism -- Ran: 0, Dur: 2 rnd/lvl, Area: caster, Cast: 2 rnds. By this spell, the shaman can temporarily take on a single set of selected properties of any normal (non-monsterous) animal within his home territory or with which he is familiar.

Combat abilities: the shaman gains the THAC0 and damage of the selected creature. The shaman must use the same combat routine as the selected creature (for example, butt or claw/claw/bite). If the shaman's own THAC0 is superior to that of the animal form, the shaman may use his own combat table. Special attacks, such as poison, paralysis, rear claws or hugs are not granted.

Speed: the shaman gains the speed and movement of the selected creature. This includes swimming, jumping, burrowing, soaring, etc. True flight is not possible, but soaring is. For every full movement, the shaman loses 1" of altitude under normal conditions (if a hawk's flight was chosen (33" flight) then for 330 feet traveled the shaman would lose 10 feet of altitude).

Senses: the shaman gains the unique sensory abilities of the selected creature (for example, the long-distance vision of an eagle or the thermographic vision of a pit viper). Unless otherwise noted, this gives the shaman a +3 versus surprise checks.

The shaman must select the animal and the set of properties when the spell is cast and can't change while the spell is in effect. The shaman may cast multiple times to allow for two or even all three abilities of a single creature. However, the same animal must be used each time; no mixing of abilities from different beasts. The shaman's appearance does not change while the spell is in effect. The selected creature must be native to the region where the shaman is casting the spell, but doesn't have to be physically present during the casting. Alternately, if the shaman is very familiar with a given species from his native region, this creature's capabilities can be used but then a living example of the animal must be physically present and located no more than 100 feet away from the caster.

Perfect Perception -- Ran: 10", Dur: 1 rnd/lvl, Area: caster, Cast: 1 rnd. Upon casting this spell, the shaman can then hear all sounds and see all objects within 100 feet. The smallest insect crawling on a leaf is seen in perfect detail; the sound of a fox's footfall can be heard clearly; with close concentration, the shaman can even hear the trees creak as they grow, or see each speck of dust on the breeze.

While many solitary shaman cast this spell simply to enjoy the beauty of nature, it has innumerable practical benefits. Unless magically moving with no sound at all, no one can sneak up on the shaman (move silently fails as the thief's heartbeat gives him away). Tiny spy holes, minute clues, and traces are immediately obvious; a character with tracking proficiency, for example, can see all tracks with perfect clarity (though proficiency checks might still be required to recognize WHAT is being tracked). Spotting needles in haystacks becomes a simple task.

The spell, however, has important limitations. First, it cannot be used to see through illusions. Second, it does not allow the caster to see through solid objects, people, leaves, even blades of grass may obstruct vision (basically, if an object is within view, the caster can see it). Finally, it does not magnify sights or sounds more than 100 feet away.

The material component is an eagle, hawk, or vulture's feather, which is not consumed when the spell is cast.

Thunder Drum -- Ran: 12", Dur: 1 rnd, Area: 36", Cast: 3 rnds. When this spell is cast, it bestows upon any single percussion instrument (usually some manner of drum) the ability to unleash a deafening cacophony when played by the caster. Curiously, those within 10' of the caster are not affected by the roar of the drum -- whether they are friends or enemies of the caster.

Beyond the 10 foot "safety zone", the effects of the drum are quite fearful. All creatures are instantly overcome with panic and must flee in absolute terror for 2-12 rounds. Those beings with fewer hit dice than the shaman save vs wands at -4. Those creatures with the same number of hit dice as the caster save at par while those beings with more hit dice than the caster save with a +4 bonus. Regardless of level, all creatures (outside the "safety zone") hearing the beating of the *thunder drums* suffer a number of points of damage equal to the level of the caster.

Totem's Form -- Ran: touch, Dur: day/lvl, Area: one creature, Cast: 3 rnds. This spell allows the shaman to completely transform another person into that individual's totem animal, much like the druidic power to *shapeshift*. In addition, the recipient gains the ability to speak with animals of her totem type. The medicine man may prematurely end this spell at any time although the recipient may not. There is no save against this spell but the shaman must know the recipient's totem.

War Paint -- Ran: 0, Dur: 1 day, Area: one recipient/level, Cast: 2 rnds. This spell functions just as the earlier spell *hunting paint* but at doubled effectiveness. Thus, the caster can create a set of pigments that will reduce armor class by 4 or provide a +4 bonus to attack, damage or saving rolls. These effects cannot be combined with other magical auras or the spell fails.

Water Gate -- Ran: 0, Dur: inst, Area: special, Cast: 6 segs. While casting this spell, the shaman must physically stand touching a large body of water, such as a stream, creek, river, pond, lake, ocean, or sea. At the completion of the casting, the shaman can then enter that body of water and emerge one round later at any point desired where those waters naturally flow, so long as it is the same body of water (see below). In the case of a lake or other body without tides or currents, the caster may exit at any location. Shaman of 12th level or higher may ignore tides and currents while traveling via this spell. When emerging, the caster will only be slightly damp, not soaked.

For instance, a shaman in Minneapolis casts this spell and steps into the Upper Mississippi River to emerge the following round at the river's edge of the French Quarter in New Orleans, Louisiana. The shaman, however, would have to walk back to Minneapolis as the river does not naturally travel north, unless of 12th level or higher, in which case two-way travel is possible. Regardless of level, the caster could not emerge in the Gulf of Mexico, as that is, by its very name, a different body of water with its own spirit. Similarly, a shaman could use this spell to travel the Pacific Ocean between Japan and California, but unless 12th or higher level, would need to wait for an el niño year in order to return! Finally, this spell is commonly used by shaman to travel great distances with the tides found in some rivers with ocean mouths, traveling down the waterway to the edge of the sea at low tide and returning when the tide is high.

The shaman may not bring along anything more than he could normally swim with. For this reason, only extremely strong shaman are allowed to bring along other small individuals and then only if the shaman could carry the individual while swimming normally (breast or free-style; rescue stroke doesn't count!).

FIFTH LEVEL SPELLS:

Animal Link -- Ran: 3", Dur: 2 trns/lvl, Area: one animal, Cast: 5 segs. This spell functions much like the lower level spell, *animal spy* (q.v.). Using *animal link*, however, the shaman can mentally communicate with the target animal (which will react to the shaman's telepathic commands based on its relationship with the shaman – trained or magically *charmed* animals will obey while others may need to be coerced or could simply refuse. DMs will need to roll reaction and/or do roleplay in such cases). Furthermore, the shaman in no ways loses access to his own senses; when being accessed, the animal's senses are simply overlaid on the shaman's own. Thus, the shaman is distracted (and therefore easier to surprise) but can fully feel his body at all times. Similarly, the shaman can choose to temporarily suppress the animal's sensory input without ending the spell. Because of the superior mental link, the caster could read a book or map, listen in on a conversation, or (in the case of a linked parrot) have a conversation (assuming the animal agrees to the caster's mental commands!). Finally, the range of the spell once cast allows the animal and shaman to be separated by up to a mile per level of the caster (ten miles per level, if the shaman links to his totem animal).

In all other respects, *animal link* conforms to the same advantages and limitations as *animal spy*.

Dream Voyage -- Ran: 0, Dur: special, Area: special, Cast: 1 turn. By means of this spell, the shaman (and possibly others) can travel from one area of the world to another by dreaming. This spell takes one turn to cast, after which the shaman retires to sleep. The shaman conjures a mental image of where she desires to travel to as she fades off to sleep.

Together, the player and DM create a dream-scenario which symbolically represents the various obstacles to the desired journey and important current events in the shaman's life. For instance, a long, arduous journey across frozen mountains may be symbolized as sneaking through the caverns of a family of large, hungry ice trolls. Likewise, if the shaman is concerned about her daughter's upcoming marriage, she too may appear in the dream as a captive of the trolls in need of rescue. The dream represents a mini-adventure for the shaman, although clever plans and puzzle-solving should be stressed over combat. The longer and more difficult the journey, the more involved and complex the dream. A good rule-of-thumb is for at least one obstacle plus one more per factor of 10 miles (1 mile=1, 10 miles=2, 100 miles=3, 1000 miles=4, etc). Each obstacle should represent a one or two hour scenario.

As this is a dream, damage does not translate to the real world, although if the shaman "dies" in the dream, the spell ends without effect. The same thing happens if the shaman is awakened prior to the end of the dream. If the shaman successfully completes her dream, she wakes up near the desired location. Obviously, the better the shaman know the destination, the more likely the spell will succeed. Treat the chance of success the same as for scrying, but even if successful, the shaman will still appear 1-100 yards away from her target. Successful dreams which do not lead to the desired location are adventures waiting to happen for the DM. 8-)

Beginning at 12th level, a shaman may bring others along on a *dream voyage*. Each "passenger" will drag along at least one obstacle from his or her own life. Bringing along animals is usually very difficult as their obstacles are usually being eaten by large, powerful packs of predators -- the dumber the animal, the more unreasonable the scenario. Totem animals, familiars and similar creatures, however, have a minimal effect on the dreamscape. No more than one passenger per two levels of the shaman can accompany the shaman and only sleeping passengers can be brought.

Eye of the Eagle -- Ran: touch, Dur: 1 day, Area: one target, Cast: 1 seg. This spell can be cast upon any individual only at the moment of sunrise. Once in place, the enchantment makes it impossible for the character to miss his target when using traditional missile weapons under the sky until sunset of the day it was cast. Factors such as range apply only as they limit the weapon itself, not the archer, for no roll to hit the target is required, so long as the desired shot is possible. Intentional shooting at a target which cannot be hit (due to range, visibility, intervening factors, etc) cause the spell to prematurely end.

Fire Gate -- Ran: 0, Dur: 6 turns, Area: one bonfire, Cast: 6 rnds. In order to use this spell, the shaman must build a special fire out of various sacred woods, powders and herbs. This takes one hour, but produces a special magical fire that will burn for one hour per level of the shaman. Once this fire is created, this spell can be cast upon it at any time until it burns out.

When the spell is cast, it allows the shaman to walk into the fire and be instantly transported to any other man-made fire that he knows of. Because of the requirement that the shaman know the location of the fire he wishes to be transported to, all of the tribes try to maintain some manner of campfire at all times in the event that a shaman should wish to visit them.

As long as the duration has not expired, the shaman may travel back and forth between his original sacred fire and the known fire elsewhere. The shaman may not bring along anything more than he could normally carry. For this reason, only extremely strong shaman are allowed to bring along other individuals and then only if the shaman could carry the individual in his arms.

Speak with Greater Spirit -- Ran: 3", Dur: turn/lvl, Area: 6" radius, Cast: 6 rnds. Similar to the second level spell, *Speak with Lesser Spirit*, saving throws by unwilling spirits to avoid the effects are at -3.

Once cast, this spell allows the shaman to contact and speak with non-local spirits, such as the wind, sun, moon, forest, ocean, etc. The information gained can therefore regard a much larger area, even an entire region of the world. Larger and more powerful spirits will be more intelligent and informed, but also more prone to terse answers ("yes", "no", "maybe", "get lost", "I don't know", etc). The shaman may need to ply the spirit with praise, promises and offerings to gain complete answers.

Deities may be contacted by use of this spell, although such entities are under no compulsion to respond. Only shaman in good standing with their gods will have any hope of divine response to this spell. If such a powerful entity does choose to respond (roll reaction) to *Speak with Greater Spirit*, it will behave as if communicating via a *Commune* spell (c.f.).

Totem Magic -- Ran: 24", Dur: turn/lvl, Area: special, Cast: 1 turn. In order to cast this spell, a shaman must capture the totem animal of his intended subject. This can be done with or without the knowledge or permission of the victim. Once captured, this spell is woven over the animal.

From that point on, until the end of the spell's duration, anything that affects the animal will also affect the spell's subject (and vice versa). Thus, if the animal were given a sleeping potion, the subject would also fall asleep (appropriate saving throws still apply). This extends all the way to the point of death, with the demise of the animal also bringing on the death of the subject, although if a saving throw versus death is made only a coma lasting 1-6 turns results.

When the spell is first cast, its victim is allowed a saving throw versus spell to avoid the effects and negate the spell. If that fails, he is wholly subject to the shaman's treatment of the totem animal.

Totem Summoning -- Ran: special, Dur: turn/lvl, Area: special, Cast: 1 rnd. This spell summons not living animals, but rather their spiritual counterparts. A shaman may only safely summon his own totem's animal spirits; others are not likely to help a mortal unless it is to their own benefit in some way (such as protecting another mortal who is their totemic protégé, saving living animals of their type, etc). The spirits will perform some service, much like those living animals performed when summoned by *Animal Summoning* (q.v.) up to one mile distant from the caster's location.

A shaman may summon a number of totem spirits whose combined hit dice are equal to or less than twice his level. The stats for totem spirits are based on the real-world creature, but with two additional hit dice, one additional point of AC, a minimum of at least a 1 hit point attack, the ability to strike as a magical weapon, and suffer half damage from non-magical weapons used against themselves. Furthermore, for each hit die the real-world animal has less than four, the spirit version gets one indicative totemic ability, reflective of their nature.

For instance, humming bird spirits do little damage (1 hp) but always strike first, get multiple attacks each round, and blind an opponent on an 18 or greater in addition to AC 1, 48" a flight, 2+1 HD, etc. Turtle spirits bite for d3, are immune to non-magical weapons, and take only half damage from attacks in addition to AC 4, 6" and 6" swim, 3 HD, etc. Wolf spirits cannot be *Charmed* or otherwise have their natural twisted plus have AC 6, 18", 4 HD, d4+1 bite, etc.

Players should help the DM to work out specific totems she wants to summon.

SIXTH LEVEL SPELLS:

Animalism -- Ran: 0, Dur: 2 rnd/lvl, Area: caster, Cast: 2 rnds. Similar to *Lesser Animalism* (q.v.), this spell lets a shaman call upon the powers of a given animal. Unlike *Lesser Animalism*, all the properties of a given animal are gained while *Animalism* is in effect, although only one power at a time may be used (no swimming AND biting like a shark at the same time, sorry). The shaman may not cast this spell twice to have the abilities of two different animals; the second spell ends the first.

Infusion -- Ran: 0, Dur: perm, Area: special, Cast: 2 turns. This spell is the most powerful of the shaman's ritual magics. It is used only in the most holy and sacred services when creating shrines or similar areas of absolute faith. As such, this spell is not used except after the completion of a great quest or in order to call upon the power of the gods before a pivotal battle or event with far-reaching consequences. Using the spell under less-dire or more selfish circumstances will probably result in the loss of spells to the shaman until some sort of penance is performed.

When used in game play, it has the effect of drawing down the blessing of the gods and spirits for the caster and his companion (up to one person per level of the shaman) so that each one of them will automatically make their next saving throw. Once that has happened, the spell fades out for that person, but continues to remain in effect for every other enchanted character. Thus, it is possible for the spell to linger indefinitely until each and every person that it was cast upon has been forced to make a saving throw for some reason.

Restore Spirit -- Ran: touch, Dur: perm, Area: one spirit, Cast: 1 rnd. This spell allows a shaman to restore a spirit to its original body. The spirit must be nearby for the spell to function, within 10' per level of the caster. This spell is mostly used to aid beings displaced from their body due to *possession*, *magic jar* or *dream walk*, but can also be used to "trap" dangerous spirits in their earthly remains. For instance, the caster could touch the body of a shaman whose spirit was lost during a *dream walk* and thereby restore her. Likewise a wraith or specter could be bound into its original body. At best, such a spirit could animate the corpse as a regular or juju zombie, although ashes could rise as a *dust devil* (q.v). *Restore spirit* can only be used to restore a creature to its original body (unless the spirit is already capable of possessing other bodies). There is no saving throw against this spell.

Totem's Ally -- Ran: special, Dur: turn/lvl, Area: special, Cast: 1 rnd. Much like *totem summoning* (q.v.), this spell brings assistance based on the caster's totem. The difference is that *totem's ally* summons a mortal being that shares the same totem as the caster. The being is always called from the world the shaman is on.

The caster may choose to call a specific ally, with a chance of success equal to a scrying attempt on the same individual. If the medicine man has a token given to him by the specific ally in the spirit of guardianship, assistance, friendship, or love, then success is automatic.

If the shaman opts for a random ally, then the DM will supply an NPC of 150% to 01% of the caster's current level and ability (roll 00% + ten times d6-1 to determine power level, rounding down, but adding equipment, magic, or background to compensate). Such randomly summoned individuals will be preferentially called from nearby areas, although, again, this is not a requirement.

Example: Black Robe is about to be eaten by trolls, so he calls his buddy, Kalavor Talgris the werebear and fellow bear-totem. Normally no roll would be needed since Kalavor gave Black Robe a token of their friendship, but the trolls ate it, so the shaman must roll the same chance to succeed as scrying his good friend.

Unfortunately, Kalavor is off-world (or suddenly hates Black Robe and chooses to roll a save to resist the spell), and does not appear. Desperate now, Black Robe calls for a random ally. Rolling 31% and 2 on the d6, the 12th level shaman will gain a random ally of 41% of his level ($31 + [2-1] * 10 = 41$) or 4th level with some added magic or usefulness. The DM then rolls a random 4th lvl NPC and determines cleric (treat all clerics and most druids as shaman – treat most paladins as totemic warriors) and rules that Brandy Foxwalker, 4th lvl shaman appears with her flaming spear and pouch full of *goodberries* and *medicine herbs*!

Totem's ally can be used to summon allies on another's behalf. In such a case, the caster must touch the other individual during the casting, the chance of success is half normal, and the level of a random ally is half (round down, thus 75% to 0% [no ally!]).

Example: Squattingbeaver knows of no hero who shares his beaver totem, but is adventuring with Jyolli who has the cat as her totem. Aware of a number of other heroes with the same totem, Squattingbeaver tells Jyolli to stand still and let him use her as a material component in his spell. Chanting and spreading paints on Jyolli's body, the shaman calls for Jyolli's friend, Thera, who 'Beaver has only met once but whose scarf he has. His odds of success are 27% (average of 85+25%, divided by two). Thera would be allowed to resist the spell, but would know her friend, Jyolli, was in mortal danger (but only if this were true...!).

Unwilling allies are always allowed a saving throw versus magic with a +2 bonus to avoid the summoning (random allies are always considered "willing"). If the caster and target do not share a totem, the save is at a further +4 bonus. If a given world has no examples of a specific animal, then it will have no totemic versions of that animal, and therefore no allies to call upon (other than heroes foreign to that world).

Example: Kyron is Black Robe's apprentice and son-in-law to Kalavor. Kyron is being threatened by three dozen goblins, but knows of no powerful heroes who share his totem of the buffalo. Instead, Kyron wants to call on an ally of the bear-totem. Unfortunately, even though Kyron has a friendship bracelet given to him by Kalavor, Kyron would be unable to call the werebear unless someone with the totem spirit of a bear were physically present at the time of casting. Assuming there was such a party member, then the chance of success would be 50% at best and unless the person summoned (Kalavor or Black Robe) cared about the fellow bear totem individual, a save at +6 would be in order.

This spell is particularly fun if the DM has a large supply of NPCs with pre-defined totems. Alternately, the DM could keep track of all PCs (alive or dead) and use them as potential allies for this spell, changing cosmetic details in the case of deceased PCs while possibly giving PCs from different games a chance to cameo on a current one (if the character's player happens to be present). As a final note, this spell could also be used as the springboard for a short solo adventure, but it is unlikely a given individual would be randomly summoned more than once or twice in her life.

Wrath of the Heavens -- Ran: 24", Dur: 1 turn, Area: special, Cast: 3 seg. This spell draws the direct attention of the Great Spirit and any and all other divine beings involved with current events. This spell is only used when there is some great threat to the people, invoking the legendary justice of the gods. Because of this, the shaman must be careful it is used only in the most perilous and important of situations. Abuse of this power would be severely punished by the gods (and DM alike)!

The spell can have many manifestations, determined by the DM at the time of casting. It is certain to inflict a huge amount of damage on its target(s). As a rule, the damage done is equal to 2d8 per level of the caster. The allocation of the damage, where applicable, is wholly up to the shaman.

Thus a 15th level shaman who calls down the *wrath of the gods* on a band of 40 goblins (who massacred the whole tribe) might be rewarded with a great stroke of fiery lightning from the heavens that inflicts 30d8 of damage. If the roll was, say, 160 hit points he could opt to inflict 4 hit points on each goblin, 80 hit points on both of the goblin leaders, etc.

The same shaman could call upon all the animals of the wild to attack marauders. In such a case, 6 hit dice of creatures per level of the caster respond. So, 45 wolves, 18 grizzly bears, 22 mountain lions, or any other combination of 90 hit dice arrive and attack. Animals summoned will always have at least 4 hit points per die.

Similarly, a hurricane, earthquake, flood, or meteor shower could strike the area, a horde of angry spirits might attack, a vile plague could fall upon only the guilty, etc.

These are but a few examples of the spell. Players are encouraged to be creative with this magic. It represents the anger and displeasure of the gods and therefore should have grand and glorious results. Make it spectacular and deadly.

Notes on shamans:

In general, the spells of shaman are more subtle and reality-conforming than those of any other class, including druids. Shaman work along with and in reverence of nature as well as the spirits of earth and sky to do their magic; medicine men do not force their will upon the world. Druids have a few spells which might somewhat contradict or defy the natural order as observed in the wild, but their magics generally are still more within the bounds of the natural world than those of clerics. Clerical prayers, in turn, are certainly more likely to be seen as functions of the world than the reality-defying spells of mages and other "cerebral" spell-casters. This "hierarchy of reality" should be kept in mind when developing new shaman spells.

Because the traditions of shamanism are largely oral, there is not the breadth of spells available as with many other character classes. This is understandable, given the shaman's tradition is not as specialized as many other societies. At the same time, spells such as *contact spirit* allow medicine men to speak with and learn spells from friendly mentors, thus allowing for a wider array of spells that would be normally expected of a non-literate culture. Shaman are free to develop and adapt new spells, but must always keep in mind their relationship to the natural world.

Since a shaman's spells are granted by a combination of gods and spirits, the shaman enjoys certain, unique benefits and limitations. On his home world or any Prime Material world where his pantheon is venerated, a shaman may cast any spell up to 6th level. On a Prime Material world where his deities are not worshipped, but where the spirits of nature are strong (a world host to a diverse, thriving ecosystem), the shaman may call upon spells up to 5th level, which are then granted by these powerful, local, nature spirits. On a Prime Material world with only limited spirits (merely some plant or animal life, including the Domains of Dread), a medicine man may invoke spells up to 4th level. A world without any life (Spelljamming asteroid or other location devoid of life) offers no supernatural agents, thus only 1st and 2nd level spell are available (those powered by the medicine man's own faith). A shaman on the border ethereal receives the same spells as he would, were he on the plane the ethereal touches. In the deep ethereal, the astral, or any of the outer planes where the shaman's Power(s) are not present, the shaman is limited to spells up to 2nd level.

The model for the shaman class is of a spiritual "generalist", someone who venerates and interacts with a diverse panorama of supernatural agents. This is in fairly sharp contrast to a traditional cleric, someone who is a "specialist" in the devotions and mysteries of a single deity. Between these two poles also lie the shukenja and druid, respectively. It is possible, however, for a given tribe to contain both shaman and clerics; usually such a society is in transition between social structures of low and high specialization. Indeed, a single shaman may feel a particularly strong calling to worship a unique deity exclusively, such as Raven or Coyote or White Cow Buffalo Woman. This resulting cleric would lose access to all shaman-specific spells and totemic abilities, but instead would gain the spells and abilities commonly associated with clerics (see the DM for specifics of clerics for each god). Generally, if such a cleric has a positive effect on a society, this trend will continue, until all of the priestly roles are filled by specialists (clerics and druids) rather than shaman. In contrast, a cleric who does not prove a distinct advantage to his people is unlike to gain many followers and thus his new faith will likely die with him. All societies adapt to those institutions which serve them best.

Please note, this work is meant to be used in a medieval fantasy role-playing setting. It is not meant to make social, political, or archeological claims about the inherent strengths or weaknesses of any real or fictional culture. If anyone takes offense to the ideas presented, then that is a failure on the author's part; I have great respect for this belief-system and its practitioners and am trying to make these concepts accessible to a wider audience. This is an attempt to weave the real-world philosophies of shamanism into the warp of the Dungeons and Dragons milieu in order to offer players another human tradition distinct from the perennial Euro-centric options.

Notes on totems:

Each of the abilities presented is based, as much as possible, on the actual symbolism and beliefs accorded each totem by shamanic cultures as recorded in anthropological and/or metaphysical accounts. Because these traditions are interpretive as well as span multiple societies, there may be some conflict and/or contradictions regarding specific totems.

Likewise, this is by no means meant as an exhaustive list of spirit guides; players and DMs are encouraged to research additional native totems and/or correct those found here (for example, the symbolism of the owl is vastly different around the world and thus may require modification for individual campaign settings). A partial list of additional totem animals ideas includes alligator, armadillo, boar*, crab, duck/swan, gorilla*, grasshopper, rhino*, robin, scorpion, shark*, tiger*, turkey, vulture, and wolverine.

Any abilities which match the name of skills reflect a free proficiency in the given skill with additional focus (+1 to rolls) each level. For instance, Badger grants insight into the healing properties of roots and plants, thus a 6th level shaman with the badger as her totem would make all herbalism checks adding six to her roll. Likewise, Puma grants shaman the skill to track as a ranger of the same level, while Raccoon totem teaches medicine men to open locks (or anything else!) as a thief of equal level.

Any abilities which match the name of class-based talents reflect an ability similar to a member of said character class of the same level. Thus, a 4th level shaman with the spirit guide of Frog gains the same ability to cure disease as a paladin of 4th level. Likewise, Otter and Seal grant 15th level medicine men the same luck as jesters. Certain totemic talents match non-skill-related abilities found in Skills and Powers, such as eidetic memory.

Any abilities which match the name of spells reflect use of the spell at will (subject to DM restrictions). Thus the Bear spirit rewards 15th level medicine men with the power to *dream* each night. The Badger spirit reveals to the shaman how to treat all herbs as *medicine herbs*. Likewise, a 15th level medicine man with the Deer totem has a continually functioning *sanctuary* effect (which, like the spell, is broken when the shaman attacks).

In order to avoid confusion, below is a list of all the skills, talents, and spells from the totemic list:

SKILLS: alertness, blind fighting, climb (walls/objects as a thief), direction sense, endurance, escape bonds (as thief), find traps (as a thief), hear noise (as a thief), herbalism (includes both limited plant lore and foreign environments), hide (in shadows/terrain as thief), leap (as an acrobat), move silently (as thief), observation, open locks (as a thief), pick pockets (as thief), singing, tracking (as ranger), weaving

TALENTS: artistic, cure disease (and immunity as a paladin), druidic shapeshift (x1/day), eidetic memory, legend lore (as bard), locate resources (as bushi, but with any item and may "check with" animals, follow hunches, etc), master craftsman (exceptional talent in all crafts), motivate horde (as barbarian), problem solving (as riddlemaster), serendipity (as jester)

SPELLS: call lightning, clairvoyance, command (vs lower level ONLY), detect lie, dream (as per UA, healing and insight only), idea, genius, moment, pacify, pass without trace, prayer (shaman's rolls only), resist fear (always on and recast each round), sanctuary, suggestion, true sight, water breathing

OTHER ABILITIES:

x2 healing -- heal at double normal rate each day

+1 dodge -- grants +1 to AC and saves when dexterity/dodging applies

+1" ALL move -- includes running, swimming, flight (by polymorph or even spell), etc

+2 vs mental -- applies any time wisdom can adjust a saving throw, including MAC

+2 w/missiles -- bonus to hit only

+3 vs disorientation -- applies to any saving throw versus confusion, chaos, maze, etc

+3 vs emotions -- applies to any saving throw versus fear, hopelessness, discord, etc

+3" -- applies to normal movement (land) only

12" or 6" glide -- not flight, but gliding with ultimate loss of vertical height

18+ STR -- if the shaman has 18 strength, then 18/50 is gained, otherwise 18 is gained

1d6 slap -- open-hand attack

6" swim -- underwater move and basic familiarity with underwater combat (reduced penalties)

abundance -- any attempt to find, grow, harvest food or supplies at triple effectiveness, including magic spells and items

air walking -- levitation-like ability, can defy gravity and walk on air

alert sleeping -- may awake from sleep (even magical) at will, fully "alert" while sleeping

balance -- will not fall or lose balance without amazing forces at work, always lands on his feet

balanced alignment -- items and spells which have alignment-based results always treat shaman as "nicest"

brachiation -- full move by swinging from vines if dense enough tree cover

call rain -- as *weather summoning* but rain only

carrying cry -- any friend/ally who could possibly hear a call for help will and vice-versa (~10 miles)

control transforms -- if turned to stone then instead gain benefits of *statue* or if lycanthropy contracted then same alignment

creative skill -- natural gift with any creative art (painting, sculpting, pottery, etc) attempted

dancing -- skill with dancing as well as enhanced stamina (will not die from dancing with a Korred)

dark sight -- may "see" in dark (all shapes somewhat indistinct, similar to human in limited moonlight)

detect hidden -- as per *detect invisibility*, but magically obscured items not revealed
 distance vision -- x100 visual range
 dream visions -- DM should regularly give hints (like *idea* or *genius*) and prophecies in dreams
 dreaming -- may control any and all dream encounters, including those wrought by magic (never any nightmares)
 empathy -- as psionic discipline, but always on
 excellent smell -- gains clues to situations based on smell (disguised foes, monsters like troglodytes, etc)
 function at -6 -- continue to fight, cast spells, and otherwise act until below -6 hit points (although bleeding applies)
 healing dance -- regain 1/hp turn while dancing, without any disadvantages (*Otto's irresistible dance* cause no penalties)
 hold breath -- hold breath for minutes equal to constitution, 1/3 if engaged in strenuous activity
 hypnotic eyes -- mesmerize anyone with half level or less who fails save vs magic
 ignore distraction -- allows immunity to any spell or effects which would obviously prevent shaman from completing goal
 improvise -- talent to notice details and put together spontaneous plans, weapons, escapes -- think MacGuyver
 intimidate -- dissuade anyone with half level or less who fails save vs magic
 keep secrets -- neither *charm* nor ESP will reveal truths which are kept hidden
 learn -- may learn any skill from any culture without a teacher in 1/4 the time
 learn mage spells -- study to gain list of mage spells with min/max for intelligence (all spells), cast at +1 level -- example:
 13 intelligence gives 6 to 9 spells OF ALL LEVELS. Casting *sleep* counts as 2nd level spell, *teleport* as 6th
 mental escape -- second saving throw versus charm/hold/control one round after initial (failed) roll
 night vision -- see as an animal in darkness, usually able to spot other creatures within 6"
 optimist -- may put a "positive spin" on anything, such as *suggestion* to kill ally: "excuse me, I'm supposed to kill you, shall we go to the inn and drink ourselves to death now? No, really, let's not fight, let's go get drunk. C'mon..."
 paralyzing roar -- roar causes paralysis in anyone with half level or less who fails save vs magic
 pattern recognition -- like *pattern weave* but will work on abstract facts and data as well
 perspective -- DM should explain the "big picture" of events to the shaman
 prophesy -- DM should regularly give hints of plots, themes, storylines, and events
 quick learning -- learn any skill in 1/4 time
 quickness -- always win first strike, then roll for initiative
 regeneration -- slowly regrow lost limbs/organs over time -- a limb should take about as long as regaining x10 hit points
 resist betrayal -- allows new saving throw versus any effect which would betray friends and/or allies
 rhythm of world -- sense any disturbances in the natural world (like *commune with nature*) and ignore harmful song-magic
 safe transformation -- no polymorph or transmutation can cause death, shock, undue discomfort, etc
 sea knowledge -- as per mariner, but with an additional roll each day, week, month, year, decade, century, etc via questioning
 see omens -- DM should give hints of major plots on occasion
 sense motive -- similar to *ESP* but only reveals motive and only via observation and intuition (psi defenses are useless)
 sexual prowess -- peak lifetime performance at all times for both genders
 sleep one hour -- require only one hour of sleep per day to restore physical exhaustion and spells
 slow aging -- biological aging half normal from 10th level forward
 subjective reality -- similar to *solipsism* although there is no visual illusion -- shaman can ignore gravity momentarily if she runs off a cliff but fails to realize it. The coyote can be caught in his own tricks!
 surprise -- -3 penalty to opponents' surprise rolls
 "teamwork" *prayer* -- benefits of a prayer, but only with one other individual and only if working together
 very productive -- produce twice normal workload

All members of a shaman's tribe have a personal totem or spirit guide, discovered through a visionary quest. Although medicine men have a *ceremony* to learn an individual's totem, it is very rare for a shaman to simply reveal this information instead of having an individual seek out her spirit guide for herself. The act of searching for one's totem opens up the individual to the bond between the human and animal guide. Because of this worldview, a medicine man will initially assume everyone he meets to be aware of her own spirit guide; only after extended contact with other cultures will a shaman realize that most other beings do not have such a helper. For an adventuring shaman, a *ceremony* may be used in order to educate those unfortunate allies whose culture did not adequately prepare them through visionary rituals.

If two people share a common spirit guide, they also share a common bond as totem brothers. This bond is held as sacred as ties of blood and family to most shamanic cultures. In addition, such individuals can often share spiritual insight and "medicine" through such a bond. This is true even if one of the totem brothers holds a radically different belief system.

Assuming an individual has completed a vision quest and discovered her totem, that individual has a slight advantage when dealing with animals of her totem's species. Such animals will react one category more favorably (i.e. "neutral" would become "uncertain but positive"). If a person harms or kills an animal of her totem, she will suffer for it. She has, in essence harmed an aspect of her own soul. The individual should suffer from the penalties of a hostile *prayer* until the animal heals naturally or a full month passes. If the animal died, then the individual should also be penalized equal to any associated experience points from the encounter (i.e. subtract experience for the encounter instead of award it).

For individuals who have not completed a personal shamanic vision quest, these benefits and penalties do not apply, even if the individual's spirit animal is known.