

Spirits



Requires The Dungeons and Dragons® Player's Handbook For Use.

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She heard the voices no one else heard. Her granny had said, that she would hear them.

That was a lifetime ago, when she had comforted her, lying wrapped in their blanket, the oldest and the youngest of the family together.

Her mother had never understood her granny. She could not hear the voices.

But last year, granny died and somehow, Mara had forgotten about the voices. Till they woke her up one night.

She had cried in fear and nothing could ease the horror of the whispers, that did not stop, even when a candle was lit. She had only stopped to cry, when her mother hit her in the face.

But the voices did not stop. They returned, frequently first, constantly later on. Then she had started to see shadows gliding through the tents, warming their wispy bodies around the fire or just looking over someone's shoulder.

The fear had ebbed away, apathy had come instead and she tried to ignore them. But sometimes she reacted on them, answered questions, only she could hear.

The other children avoided her.

But somehow, it did not matter any more, since her granny had come back last night.

Living in our world but sensing, seeing and hearing the spiritworld, the shaman is a bridge between the worlds, someone the people come to, to ask for help, to learn the knowledge of their ancestors and receive healing. But a shaman can be more. He can be a lightning rod for the anger of the spirits, a translator for their wishes, a banisher of the spirits, that harm.

Not all shamans are 'servants' of a tribe using their knowledge for the good or the bad of their people. Some shamans are just persons who got the gift, that can be a curse, who have the second sight and communicate with the spirits, dealing with them for their own good. Even others are somehow bound to spirits, that help them or may harm them. One shaman may not recognise another, but they all have a believe in common, the believe, that there are spirits in the world.

Spirits and Ghosts

Some people return as ghosts, frightful undead beings, to hunt the living, other stay as spirits, because they are bound or wish to help their family and friends. In addition, there are spirits of the world, of rivers, mountains, animals. Other spirits are the fathers or mothers of a race, a tribe, the great wolf, the white buffalo, the father-hero. How does this fit? Why do some become ghosts, other spirits? Why are the spirits of the dead more similar to the spirits of the world than to ghosts?

Spirits are ideas that got believe and a place that anchors this believe and grants energy. When the first person saw the mighty mountain range and heard the howling winds, he believed, that there had to be some power, that was making the wind, breathing and snoring. An idea was born. When he told his family of the breath of the mountain, they thought, that this made sense and started to believe. And the more people believed in the mountain-man, the more energy he could muster and draw from the believe and his anchor of believe, the mountain itself. And a mountain is a mighty source of believe. The people, who lived close to the mountain envisioned the mountain-man as having this slow and powerful breath, a bringer of the cold and snow. Therefore, he could bring snow and cold. He became what his believers believed him to be. Spirits of the dead are a bit different, because they start not with the idea, but with the person. The spirit of the dead is its own idea and source of power, because the soul can empower the spirit. What it is lacking is an anchor, because the connection to the old anchor, the body, is severed. Some of these spirits are afraid to go on, some know, what awaits them or are cursed to nothingness or worse, or they simple want to attend to their family. They look for an anchor to keep them save, a shaman, who bonds with them or bonds them to something. In time, the idea of them becomes more than their personalities and changes them to some kind of ideal. In this way, ancestor spirits may be born. Therefore the true difference between a spirit and a ghost is, that the ghost draws his un-live from negative energy, like his own fear or hatred or some curse that binds them to un-live, that is, at the same time, their anchor, an anchor, they can not get rid of, while spirits draw their non-live from their own love, the love of others and some sort of desire. There are evil spirits, born from evil desires and evil believe, but they are not fuelled by negative energy. Therefore they can not be turned or rebuked, but they need to find an anchor to stay where they want to stay.

Some ghosts are able to become spirits with the help from some shamans who banish the curse upon them and remove the negative energy. Some shamans believe that all ghosts send to rest become spirits before they go on where ever they have to go.

Shaman

Priests and druids believe in divine forces, either deities, or nature itself. Some people believe in higher or lower forces, other believe in themselves. Shamans believe, that there are spirits everywhere. This is one believe, that all true shamans share, even if some do not believe *in* the spirits.

Maybe it is even more than believe. They can see the spirits, hear them, talk to them. Where only the most powerful priests are able to talk to their gods, and lesser believers may feel the divine presence by the miracles worked by the priests, shamans are constantly reminded of the spirit-world by the presences around them.

Shamans are often found in more primitive societies, because their faith puts them at odds with the more sublime faiths of clerics and druids. Often they are the older faiths.

Adventure: A shaman goes on adventure for any reason, he sees fit. Some are tribal shamans and try to support their tribes. Others are looking for riches or a new and more powerful spirits to serve. And others again are trying to help one of the spirits, that they befriended through the summoning. Some may try to get rid of the curse of seeing the dead, and still others do have a connection to the spirit-world but are not inclined to put their ability to any use than their own.

Characteristics: Shamans are masters of magic, but a kind of magic, that is unreliable and has to be bartered for again and again. They share the spells of clerics but depend for the casting on the spirits who can refuse them their gift, if they think it not necessary. On the other side: the spirits depend on the shaman for his faith keeps them in existence or from entering limbo.

Most often Shamans are charismatic but enigmatic personalities, that are estranged to their friends through their strange habits.

Alignment: As diverse as their reason to go on adventures are the characteristics of the shamans. Lawful shamans are more likely to attract more and

more powerful spirits, because their reputation of reliability will spread through the spirit-world.

Religion: Shamans do belief, that there are mightier spirits than the spirits they deal with. But these so called “gods” are too aloof and a relationship with a god can be even more demanding than that to a spirit. With spirits, the way to go is simple: keep them happy, and you will profit. With gods there are to many rules and obligations, that often do not make any sense.

On the other side, some believe-systems integrate the gods as some kind of spirit, that may be the father, mother or creator of the spirits or some spirit, that has risen above the other spirits through some deed sung in old legends.

Background: Anybody, who is able to put his faith into the spirits, can become a shaman. But because the way of the shaman is one of trust between the shaman and the spirits, there are no fixed strictures, that can be followed, to become one. There are those, who where born with the gift of the second sight. And then there are those, who where taught by an older shaman. This may involve some painful ritual, that opens the third eye (but sometimes closes the first and second). Most often, characters coming from tribal or primitive cultures are more likely to become shamans than clerics.

Other Classes: Some shamans try to impress and to bluff others to think of them as mysterious and powerful individuals. Others do not try such things, but are seen as such nonetheless. Apart from this, shamans tend to get on well with all characters, who do not question their believes, like clerics or druids. Some monks and wizards with their more ascetic and intellectual outlook tend to view shamans as imposters or charlatans, but wizards may acknowledge the spirit-lore. Especially Barbarians tend to show them respect.

On the other side, someone who constantly speaks with the thin air tends to be avoided or put away.

L	BAB	Fort	Ref	Wil	Abilities
v					
1	+0	+2	+0	+2	Bonus Feats: Second Sight, Spirit Talk, Select the Path, Ritual Bonus +3,
2	+1	+3	+0	+3	Bonus Feat
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	Bonus Feat
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	Bonus Feat
7	+5	+5	+2	+5	
8	+6/+1	+6	+2	+6	Bonus Feat
9	+6/+1	+6	+3	+6	
10	+7/+2	+7	+3	+7	Bonus Feat
11	+8/+3	+7	+3	+7	
12	+9/+4	+8	+4	+8	Bonus Feat
13	+9/+4	+8	+4	+8	
14	+10/+5	+9	+4	+9	Bonus Feat
15	+11/+6/+1	+9	+5	+9	
16	+12/+7/+2	+10	+5	+10	Bonus Feat
17	+12/+7/+2	+10	+5	+10	
18	+13/+8/+3	+11	+6	+11	Bonus Feat
19	+14/+9/+5	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	Bonus Feat

Game Rule Information

Shamans have the following game statistics:

Abilities: Charisma determines how powerful a spell a shaman can cast and how well he will get along with the spirits. Some methods of communicating with the spirits do rely on wisdom, others on intelligence. Few shamans employ more than one. Because the long nights of fasting and doing rituals are tiring, a good constitution is advisable.

Alignment: any.

Hit Die: d8

Good Saves: Willpower, Fortitude.

spirit feat, metamagic feats or feats, that are used to alter spells in any way (e.g. spell focus).

Class Skills

The shaman's class skills are Animal Empathy, Bluff, Climb, Concentration, Craft, Diplomacy, Gather Information, Heal, Hide, Intimidate, Knowledge (Spirits), Knowledge (Herbs), Knowledge (Nature), Knowledge (Magic), Perform, Profession, Sense Motive, Spirit-Ritual, Spellcraft, Spot, Survival.

Skill Points at 1st level: $(4 + \text{Int. modifier}) * 4$

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

Class Features

All of the following are class features of the shaman:

Weapon and Armor: A shaman may use all simple weapons as well as all light armor, but no shield. The spell-casting abilities of the shaman are not impeded by heavy armor or shields, but they seldom got the time or the cultural background to learn these abilities.

Bonus Feat on first level: The shaman receives the feats second sight and spirit talk as bonus feats on first level, but only, if he starts in this class on first level, not if he s multi-classing into the shaman-class.

Select the Path: The shaman receives an additional bonus feat on first level. He must choose the bonus feat from the following three:
Spirit Ritual, Spirit Deal or Spirit Binding.

With this selection, the shaman decides on his primary path to work with spirits. With this path, he receives the maximum bonus for his level-check. If he takes one of the other two feats, this bonus is reduced. For the second feat, he will receive half the bonus, for the third a quarter of the bonus only.

Ritual Bonus: The shaman receives a spirit ritual bonus of +3 on first level.

Ritual Level Bonus: The shaman receives a spirit ritual bonus of +1 per level. This bonus stacks with the +3 bonus from first level.

Note: The shaman uses the full ritual bonus for his primary spirit path, but only half the bonus with any other path.

Bonus Feats: Every even level, the Shaman receives a bonus feat that may be used to acquire a

Druid of the Middle Hillsites

The Druids of the Middle Hillsites fulfill the same role as other druids. Their order was established in the knowledge, that all godly might would end on Orfinlir and would leave the nature unprotected. When this time had come, many of the old orders filled the ranks of this newest druidic organization. Their outlook and rules are very similar to that of other druids.

Religion: Knowing full well, that the godly entity that was nature has left, these druids do not believe in nature as a godly force, but as something more philosophical. Nature is live and death, joy and suffering, all-encompassing, all-powerful, but fragile. And it is the duty of the druids, to teach others to understand these truths.

Game Rule Information

Shamans have the following game statistics:

Abilities: Charisma and Wisdom determine how powerful a spell a druid can cast and how well he will get along with the spirits. Some methods of communicating with the spirits do rely on wisdom, others on intelligence. Few druids employ more than one. Because the long nights of fasting and doing rituals are tiring, a good constitution is advisable.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Hit Die: d8

Good Saves: Willpower, Fortitude.

Class Skills

The shaman's class skills are The druid's class skills (and the key ability for each skill) are

Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (Spirits) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spirit-Ritual, Spot (Wis), Survival (Wis), and Swim (Str)

Skill Points at 1st level: (4+Int.modifier)*4

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

Class Features

All of the following are class features of the shaman:

Weapon and Armor: Druids are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Druids are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. (A druid may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. See the ironwood spell description) Druids are proficient with shields (except tower shields) but must use only wooden ones.

A druid who wears prohibited armor or carries a prohibited shield is unable to use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Bonus Feat on first level: The druid receives the feats second sight and spirit talk as bonus feats on first level, but only, if he starts in this class on first level, not if he s multi-classing into the shaman-class.

Select the Path: The druid receives an additional bonus feat on first level. He must choose the bonus feat from the following two:

Spirit Deal or Spirit Binding.

With this selection, the druid decides on his primary path to work with spirits. With this path, he

L	BAB	Fort	Ref	Wil	Abilities
1	+0	+2	+0	+2	Bonus Feats: Second Sight, Spirit Talk, Select the Path, Ritual Bonus +3, Spirit Familiar
2	+1	+3	+0	+3	Bonus Feat, Woodland Stride
3	+2	+3	+1	+3	Trackless Step
4	+3	+4	+1	+4	Bonus Feat, Resist Nature's Lure
5	+3	+4	+1	+4	Aspect of Nature (1/day)
6	+4	+5	+2	+5	Aspect of Nature (2/day)
7	+5	+5	+2	+5	Aspect of Nature (3/day)
8	+6/+1	+6	+2	+6	Aspect of Nature (two simultaneously), Bonus Feat
9	+6/+1	+6	+3	+6	Venom Immunity
10	+7/+2	+7	+3	+7	Aspect of Nature (4/day)
11	+8/+3	+7	+3	+7	Aspect of Nature (three simultaneously)
12	+9/+4	+8	+4	+8	Aspect of Nature (5/day), Bonus Feat
13	+9/+4	+8	+4	+8	A Thousand Faces
14	+10/+5	+9	+4	+9	Aspect of Nature (6/day)
15	+11/+6/+1	+9	+5	+9	Aspect of Nature (four simultaneously)
16	+12/+7/+2	+10	+5	+10	Aspect of Nature (7/day), Bonus Feat
17	+12/+7/+2	+10	+5	+10	Timeless Body
18	+13/+8/+3	+11	+6	+11	Aspect of Nature (8/day)
19	+14/+9/+5	+11	+6	+11	
20	+15/+10/+5	+12	+6	+12	Aspect of Nature (9/day), Bonus Feat

receives the maximum bonus for his level-check. If he takes one of the other two feats, this bonus is reduced. For the second feat, he will receive half the bonus.

Ritual Bonus: The druid receives a spirit ritual bonus of +3 on first level.

Ritual Level Bonus: The druid receives a spirit ritual bonus of +1 per level. This bonus stacks with the +3 bonus from first level.

Note: The druid uses the full ritual bonus for his primary spirit path, but only half the bonus with any other path.

Bonus Feats: Every fourth level, the druid receives a bonus feat that may be used to acquire a spirit feat, metamagic feats or feats, that are used to alter spells in any way (e.g. spell focus).

Bonus Languages: A druid's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race.

A druid also knows Druidic, a secret language known only to druids, which she learns upon becoming a 1st-level druid. Druidic is a free language for a druid; that is, she knows it in addition to her regular allotment of languages and it doesn't take up a language slot. Druids are forbidden to teach this language to nondruids.

Druidic has its own alphabet.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Spirit Familiar: The druid receives a spirit familiar as described for the feat. This familiar becomes the totem for the character. This spirit is in addition to any other spirit, the character may be entitled to.

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex): Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot

be tracked. She may choose to leave a trail if so desired.

Aspect Of Nature: Instead of taking animal form, a druid with this variant form of wild shape takes on one or more aspects of nature when she uses her wild shape ability.

At 5th level, a druid may take on one aspect from those described below. At 8th level, the druid can take on up to two aspects simultaneously. At 11th level, she can take up on to three aspects simultaneously, and at 15th level the limit increases to its maximum of four simultaneous aspects. (Some aspects can only be combined with certain other aspects, as indicated in their descriptions.) Each aspect taken on counts as one daily use of the druid's wild shape ability. Multiple versions of the same aspect don't stack. Taking on one or more aspects is a standard action (which does not provoke attacks of opportunity), and the effect lasts for 1 minute per druid level.

Some aspects, as noted in their descriptions, have a minimum druid level as a prerequisite.

A druid may take on one aspect per day for every daily use of wild shape she is entitled to. For instance, a 5th-level druid could normally use wild shape once per day, so she could assume an aspect once per day. A 10th-level druid could take on four aspects per day and can choose to take on two aspects simultaneously (which would use up two of the druid's daily uses).

Unless otherwise noted in an aspect's description, a druid who assumes an aspect of nature retains her own type and subtype(s), keeps her extraordinary, supernatural, or spell-like abilities, and retains her ability to communicate and cast spells. She is considered proficient with any natural attacks granted by the aspect.

Agility

The druid gains a +8 bonus to Dexterity but takes a -4 penalty to Strength. Prerequisite: Druid level 8th.

Aquatic

The druid grows gills, enabling her to breathe underwater (while retaining her ability to breathe air). Webbing between her fingers and her toes grants her a swim speed of 40 feet (or 30 feet if wearing medium or heavy armor or carrying a medium or heavy load) and a +8 bonus on her Swim checks.

Elemental Air

The druid's body becomes gaseous (as the gaseous form spell, except that she can fly at a speed of 100 feet with perfect maneuverability and doesn't lose her supernatural abilities while in this form). While in this form, the druid has immunity to poison, sleep, paralysis, and stunning, as well as any other immunities provided by the gaseous form spell. The druid cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for agility and endurance. Prerequisite: Druid level 16th.

Elemental Earth

The druid's body becomes stony and rocklike. While in this form, the druid has immunity to

poison, sleep, paralysis, and stunning. She gains a slam attack that deals bludgeoning damage equal to a morningstar of the druid's size (1d8 for Medium druids, 1d6 for Small druids). Her natural armor bonus becomes +8 (replacing any other natural armor bonus the druid has, though enhancement bonuses to natural armor still apply normally). She also gains damage reduction 10/magic. The druid cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for endurance and vigor. Prerequisite: Druid level 16th.

Elemental Fire

The druid's body bursts into flame. While in this form, the druid has immunity to fire, poison, sleep, paralysis, and stunning. In addition, any creature struck by the druid in melee (whether with a weapon, unarmed attack, or natural weapon) takes an extra 1d6 points of fire damage and must succeed on a Reflex save or catch fire for 1d4 rounds. The save DC is 10 + 1/2 druid level + druid's Con modifier. Creatures hitting the druid with natural weapons or unarmed attacks while this aspect is in effect take 1d6 points of fire damage and also catch fire unless they succeed on the Reflex save noted above. The druid also gains damage reduction 10/magic. The druid cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for agility and endurance. Prerequisite: Druid level 16th.

Elemental Water

The druid's body becomes semifluid. While in this form, the druid gains a +10 bonus on Escape Artist checks, resistance to fire 10, and immunity to poison, steep, paralysis, and stunning. She gains a swim speed of 90 feet and a +8 bonus on her Swim checks. Her touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are Large or smaller. The druid can dispel magical fire she touches as if she had cast greater dispel magic on it. She also gains damage reduction 10/magic. The druid cannot cast spells while this aspect is in effect. She can't combine this aspect with any other aspect except for endurance and vigor. Prerequisite: Druid level 16th.

Endurance

The druid gains a +4 bonus to Constitution. Prerequisite: Druid level 8th.

Flight

The druid grows wings (feathery or batlike, at her option) that enable her to fly at a speed of 40 feet with average maneuverability (or 30 feet if wearing medium or heavy armor or carrying a medium or heavy load).

Plant

The druid's body becomes plantlike. While in this form, the druid gains a +10 bonus on Hide checks made in areas of forest, overgrowth, or similar terrain. She gains immunity to poison, sleep, paralysis, and stunning. She gains a slam attack that deals bludgeoning damage equal to a light mace of

the druid's size (1d6 for Medium druids, 1d4 for Small druids). Her natural armor bonus becomes 4 (replacing any other natural armor bonus the druid has, though enhancement bonuses to natural armor still apply normally). She can't combine this aspect with any other aspect except for vigor. Prerequisite: Druid level 12th.

Poison

The druid gains a bite attack that deals bludgeoning, piercing, and slashing damage equal to a dagger of the druid's size (1d4 for a Medium druid, or 1d3 for a Small druid). In addition, the bite delivers a toxic venom (Fortitude save DC 10 + 1/2 druid's level + druid's Con modifier; initial and secondary damage 1d6 Con).

Scent

The druid gains the scent ability.

Speed

The druid gains a +30-foot enhancement bonus to her base land speed.

Tooth and Claw

The druid gains a primary bite attack (at her full base attack bonus) and two secondary claw attacks (at her base attack bonus -5 and adding only half her Strength bonus on damage rolls). The bite attack deals bludgeoning, piercing, and slashing damage equal to a short sword of the druid's size (1d6 for a Medium druid, or 1d4 for a Small druid), while the claws deal piercing and slashing damage equal to a dagger of the druid's size (1d4 for a Medium druid, or 1d3 for a Small druid).

Vigor

The druid gains a +8 bonus to Strength but takes a -4 penalty to Dexterity. Prerequisite: Druid level 8th.

Resist Nature's Lure (Ex): Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): At 13th level, a druid gains the ability to change her appearance at will, as if using the alter self spell, but only while in her normal form.

Timeless Body (Ex): After attaining 15th level, a druid no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place.

Bonuses still accrue, and the druid still dies of old age when her time is up.

Ex-Druids

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all druid abilities (including her spirit familiar, but not including weapon, armor, and shield proficiencies, and spirit-abilities). She cannot thereafter gain levels as a druid until she atones (see the atonement spell description).

Multi-classing Druids and Shamans

The Druids of the Middle Hillsites and Shamans can freely multi-class, their ritual-level-bonus

stacks, but not their first level bonus to ritual-level bonus.

If one of these classes multi-classes into one of the others, their paths do not stack, i.e. such a character has two primary paths.

Their levels, when used to calculate spirit effects, do not stack.

Skills

Knowledge [Spirits]

(Int; Trained Only)

Characters with this skill have a deeper understanding and knowledge of the spirit-world and its inhabitants.

Check

Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions). In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

Action

Usually none. In most cases, making a Knowledge check doesn't take an action-you simply know the answer or you don't.

Try Again

No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Synergy

1. If you have 5 or more ranks in Knowledge (nature), you get a +2 bonus on Knowledge (spirits) checks regarding nature-spirits.
2. If you have 5 or more ranks in Knowledge (planes), you get a +2 bonus on Knowledge (spirits) check.
3. If you have 5 or more ranks in Knowledge (spirits), you get a +1 bonus on spirit ritual level checks (not on spirit ritual skill checks).

Untrained

An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Perform

(Cha; Trained Only)

Some spirit-rituals are more akin to dance or song. Therefore it may be suite the game master to allow a shaman with the right background a synergy-bonus of +2 on the spirit ritual skill or spirit ritual level check if he got an according perform skill rank of 5. Only one type of spirit path can be modified with one perform skill, i.e. Perform (spirit

dance) skill will modify the spirit deal of a shaman, while the Perform (spirit song) modifies spirit bond.

Spirit-Ritual

(Wis, Trained Only)

This skill allows characters with the spirit ritual, spirit deal or spirit bonding feat to ask spirits for spells or abilities and bind spirits to their side. Normally, this works exactly like the shaman-ability, but only half or less of the skill is used as a bonus to rolls. This skill can be taken three times, once for each path possible, i.e Spirit Bonding, Spirit Deals and Spirit Ritual.

The mechanics are described with the respective feats.

Summoning

(Int, trained only, special)

This skill allows characters to summon one type of creature. A charakter can only take this skill, if he got the feats Basic Summoning and Summoning. Like the knowledge, craft or profession skill, a character can take this skill several times, each time with a different kind of speciality, i.e. with a different type of creature he is able to summon with this skill.

The general type of summoning (Demonology, Undead, Fairies, Elemental and Spirits) work all the same. The player throws a d20 vs. the CR of the creature to be summoned + some modification with a bonus of the characters summoning skill and his intelligence-bonus. A character can only try to summon creatures, that he got knowledge about and about the way how to summon them.

It takes one minute per CR of the creature to summon it as well as 10 gp of sacrifice per CR. A character can try to reduce time and the amount of sacrifice, by accepting a modification of +6 on the DC for each step of reduction.

Being able to summon a creature does not mean, that the character controls the creature.

For each summoning attempt per day, the DC to summon a creature is raised by 2.

Retry: A character can try to summon a creature as often as he likes, the components are destroyed.

Special: Each additional Summoning skill learned with a rank of at least 5 gives a synergy-bonus of +1 to all other summoning skills.

Demonology: DC 16 + CR

Spirits: DC 15 + CR

Elementals: DC 16 + CR

Undead: DC 15 + CR

Fey: DC 15 + 2*CR

Abjurations: DC of the summoned entity or 14 + 2* spell level.

Summoning Control

(Cha, trained only, special)

After summoning an entity, a character got to control it. This skill allows a character to try to control a creature that he summoned with the summoning skill. The character got to succeed vs. the same DC as before, although the CR is doubled. Once a creature is under control, it can be dismissed any time. Otherwise it will try to break the control once every eight hours with a cumulative modification of +1 on the DC.

Retry: No

Special: The character needs only take this skill once for all summoning skills.

Spirit Energy Usages (seu)

When a character takes the spirit bonding feat, he receives a pool of spirit energy usages (seu). Some abilities require the use of seu-points (or simply seu). The seu-pool equals the ritual level bonus of a shaman plus the charisma bonus or $\frac{1}{4}$ th his spirit-ritual-skill rounded down, per day.

To recharge the seu, the character got to rest for eight hours.

For these spirit-energy-uses, the character can create spirit-magic effects through his spirit, similar to turning-attempts of clerics and paladins.

For one spirit-energy-use (seu), the character can see through the eyes of his bond-spirit, i.e. he can spy through walls a spirit could phase through and can see ethereal, invisible and other things, a spirit

could see. This application of a seu will last for one minute per point of wisdom-bonus +1 (but at least one minute).

For one seu, the character can speak in tongues. The spirit translates everything from and to the character for ten minutes per wisdom-bonus +1 (min. ten minutes)

Every time, a character spends seu, his spirit takes 2 points of damage for each seu spend.

Seus spent in this way reduce the ritual-level bonus (or the ritual-skill-rank) according to the spend points and in this way reduce the ability of a character to cast spells by asking spirits for their help.

Feats

Basic Summoning

Summoning

Second Sight

Spirit Talk

Added Trust

Banish Spirit

Call forth Nature's Spirit

Curse the Soul

Extended Spell-List

Force Spell

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Spirit Energy: Attack

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Spirit Sending

Spirit Weapon

Spirit Familiar

Spirit Ritual

Spirit Summoning Focus

Spirit Teacher

Store Spirit Energy

Craft Fetish

Craft Spirittrap

Craft Spiritknife

Added Trust [Spirit]

The trust between a shaman and one spirit becomes stronger.

Prerequisite: Spirit Ritual.

Benefit: The shaman and one of his spirits are bound stronger together. This allows the shaman to draw spells from this spirit for one hit point of damage less. No spell will cost less than 1 hit point.

Special: This feat can be taken several times, either to improve one spirit once more or a different spirit⁶.

Additional Bond [Spirit-Bond]

The character can bond with additional spirits.

Prerequisite: Sprit Bonding

Benefit: The character is able to bond with more than one spirit. To bind additional spirits, both, the character, the old spirit and the new spirit got to be willing. The ritual to bind is the same as the one for the first spirit. The new spirit modifies the ability scores of the character in the same way as the first

spirit and adds one more time of game-master intervention per session.
With each spirit added, the character receives one more seu per day.
Once, the character has acquired this feat, he may bond with as many spirits as he wishes to.

Additional Spirit-Energy [Spirit-Bond]

The character can make more use of the energy of his spirits.

Prerequisite: Spirit Bonding

Benefit: The character receives four additional seu. These seu are not, like other seu, part of the ritual-level-bonus or the spirit-ritual skill, i.e. the character does not increase his ability to cast spells and when he uses seu to fuel abilities, these

Special: This feat can be taken more than once, the seu stack.

Banish Spirit [Spirit]

The shaman is able to banish a spirit.

Prerequisite: Must follow one of the shamanistic paths, ritual level bonus 10.

Benefit: The character is able to banish a spirit by spending 5 seu and succeeding at a ritual level check vs. DC 25 + CR of the spirit. The spirit can not be a nature spirit or be bound to a shaman. The spirit is sent away, never to return.

If banish spirit is tried on a bound spirit, the spirit will return to the side of the shaman it is bound to and may not leave her for one day.

Basic Summoning [General]

The character got a knack for summoning

Benefit: The character receives the skills Knowledge [demonology], Knowledge [undead], Knowledge [fairy summoning], Knowledge [abjuring], Knowledge [elemental summoning] and Knowledge [spirit summoning] as class skill for all classes, he possesses.

Bind Summoned Spirit [Spirit-Bond]

The character is able to bind a creature he summoned, instead of a spirit

Prerequisite: Spirit bonding, ritual-level bonus +9

Benefit: The shaman can bind a creature other than a spirit to his side, just like a spirit. She must be able to bind another creature to her side (either she lost her spirit or she got the additional bond feat). The bond will last for one day and one hour and the creature is bound just like a normal spirit, except, that it can attack on its own.

Call forth Nature's Spirit [Spirit]

The character is able to force the nature spirit to show itself.

Prerequisite: Spirit ritual or spirit deal, ritual-level bonus +8

Benefit: With a successful ritual-level check vs. DC 30, a shaman can force a nature spirit that hides in his home. A small ritual that takes one round per CR of the spirit and costs 5 gp per CR of the spirit must be conducted.

Nature spirits can appear even without this ritual, but sometimes they avoid the contact with shamans.

Spirits called in this way may be subject to spirit deals, and the shaman receives a bonus of +3 on his check.

In addition, nature spirits are very knowledgeable regarding their surrounding and their history, even if some facts may be distorted by their strange view. They will answer questions, but will lie often. Only by making a blood offering of one hp per CR of the spirit of his own blood, can the shaman force the spirit to answer one question truthfully, or by gaining the respect of the spirit.

Nature spirits are very strange creatures and should not be mistaken for the lesser spirit-like beings like fairies, where dryads are the most similar to them, because they are, like nature spirits, bound to one aspect of nature, in their case a tree. They are very powerful and being the essence of a grove, hill, wood, river or mountain gives a wholly different outlook. As a rule can be said, that the smaller the spirit, the more humanlike it will appear in its behaviour.

Craft Fetish [Item Creation]

The shaman can create fetish-objects by binding a spirit to an object.

Prerequisite: Second Sight, three levels in any spell-casting class

Benefit: The character can create a fetish-object.

The object must be worth at least 10* the hit points of the spirit and the character must spend XP equalling ten times the hit points. The fetish thus created grants its owner one time per day one spell of up to third level from one domain, the spirit would be able to grant. The spirit will only grant this spell, if the action of the shaman is true to the alignment of the spirit and if the character succeeds in a charisma-check vs. DC 11.

The spell cast on the level of the spirit.

The spell can be cast as a standard action.

2

Craft Spirittrap [Item Creation]

The shaman can create a trap to hold spirits.

Prerequisite: Spirit Ritual or Spirit Deal, spell-caster level 5

Benefit: A spirit trap can be anything, even a place not greater than 50 yards in diameter, but during the process of creating one, the shaman has to spend material worth at least 500 gp per hit die of the

spirit. In addition, he got to spend 1/25th of this money in XP. A spirit trap can only keep a spirit, that has less than or equal hit dice as the spirit trap was build for.

The spirit can roam the confines of the trap and act normally inside this trap, this may not seem much, if the trap is a stone, but may be useful if the trap is a place.

Craft Spiritknife [Item Creation]

The shaman can create a spiritknife, that is able to destroy a spirit.

Prerequisite: Spirit Ritual or Spirit Deal, spell-caster level 5

Benefit: The shaman can bind a spirit to one slashing weapon. An unwilling spirit may not have more than one hit die and is allowed a will-save vs DC 10 + ½ the shamans level. If the spirit is willing to enter the spiritknife, the number of hit dice is not limited, but the shaman has to assure the spirit, that he will be free after not more than two years. The spirits keep all powers they had before they were bound. The shaman has to spend 10 times the hit dice of the spirit in XP to bind the spirit. Any spirit hit by a spirit knife, takes 2d4 points of damage per hit die of the spirit bound within the weapon. Spirits currently possessing objects or people are invulnerable to this attack. The material from which the spiritknife is made, may not have been contaminated, purified or altered, though the creator of the knife may change the shape of the material. So, metals (extracted from ores) may not be used, but stone, bone and wood are acceptable.

Curse the Soul [Spirit]

The shaman curses an enemy to eternally wander the earth

Prerequisite: Spirit Talk., ritual-level bonus +15

Benefit: Using this feat costs 7 seu and 100 XP per CR of the creature cursed and shows no immediate effect, except when the cursed person is seen through true sight or similar magic or when the creature interacts with the spirits, in which case the spirits try to avoid him (no other modification is applied, except when a spirit attacks a group a creatures, this creature will be the last attacked). The creature can avoid this curse by succeeding at a will-save vs. DC 15+charisma-bonus of the shaman. The shaman can raise the DC by spending additional seu. Each seu adds another two to the DC.

The person is cursed to return as an unbound spirit, not able to rest, even if powerfull magic is used to protect the character on his death-bed. The creature will not come back as ghost or any other form of undead, nor can it be resurrected, raised or reincarnated.

The spirit can not harm the shaman, who cursed him, in any way and the shaman can send him away for up to ten days, before the spirit may return, without harm to either of them.

Only the shaman who cursed the creature or a shaman 10 levels higher or a very carefully worded wish can lift the curse.

Deal with Summoned Creature[Spirit]

The shaman is able to make deals with creatures, he summones himself.

Prerequisite: Spirit Deals, Summoning.

Benefit: The character is able to make deals with creatures, she herself has summoned that are not spirits. He can even make a deal when he did not achieve control of the creature. Most creatures will not grant spells, but may use some spell-like ability on behalf of the shaman. Otherwise information can be extracted in this way. Once a deal is struck, the deal-partner will keep to the word according to his own alignment, i.e. he will try to pervert the wording or will keep the spirit of the deal.

Defended by the Spirits [Spirit-Bond]

The bound spirit tries to protect from magic and other supernatural forces.

Prerequisite: Spirit bonding, , Spirit Armor, Protected by the Spirits, ritual-level bonus +13

Benefit: The shaman is protected from supernatural attacks. This ability can be activated as a free action even out of turn. It grants a saving throw of 12+ any remaining seu the shaman got against all incoming supernatural attacks, i.e. Spells, psionics, attacks from magical creatures etc. The DC of the attack is either the DC or set by the ability or the CR of the creature +5. If the save is successful, the attack will have no effect. The ability ends immediately after the save, regardless of success.

Activating this ability costs one seu.

Special: This protection superceds the protection granted by the Protected by the Spirits feat.

Extended Spell-List [Spirit]

Through intensive study and better understanding of the spirit world, the shaman receives access to one additional domain.

Prerequisite: Spirit Ritual or Spirit Deal, spell-caster level 3

Benefit: The benefit is linked to one spirit. The access stays only as long as the spirit and the domain may only be one, the spirit-type could grant.

Special: This feat can be taken several times, but only once per spirit.

Force Spell [Spirit]

A shaman can force a spirit to grant a spell.

Prerequisite: Spirit Ritual or Spirit Deal, spell-caster level 12.

Benefit: When a shaman succeeds with a spirit ritual check vs. DC 24 + spell level, he can force a spirit to grant him a spell of up to 5th level (provided the shaman is able to cast spells of that level). The spirit loses the hit points and can even be destroyed by this act. The DC of 27 is for bounded spirits. When ever a shaman tries to force a free spirit or a spirit belonging to another shaman, this DC is raised to 36 + 2 * spell-level.

Warning: This is a naughty, icky, bad act and the spirit world tends to hear about such acts. The shaman should really be sure about, what he does.

Greater Spirit Armor [Spirit-Bond]

The bound spirit grants the best possible armor.

Prerequisite: Spirit bonding, , Spirit Armor, Improved Spirit Armor, ritual-level bonus +11

Benefit: This feat works exactly like spirit armor and supersedes it. It grants a spirit-armor-bonus of +1 per shaman-level.

Heal Spirit [Spirit]

The character is able to heal a spirit.

Prerequisite: Spirit talk

Benefit: By spending one of his ritual-level-bonus points, the character can heal five points of damage to a spirit. This is a standard action.

To heal a spirit, the character and the spirit may not be further apart than 20 feet.

Improved Connection [Spirit]

Allows the Shaman to be further away from his spirits when casting a spell.

Prerequisite: Spirit Talk, Cha 13

Benefit: The shaman may add twenty times his charisma-bonus in yards to the distance, that he may be away from a spirit, through which he wants to cast a spell

Special: This feat can be taken multiple times to increase the overall distance. The bonus-distance stacks.

Improved Merge with Spirit [Spirit-Bond]

The merging of shaman and spirit becomes more efficient.

Prerequisite: Bound spirit, Spirit-Essence, Merge with spirit

Benefit: When the shaman and a spirit merge, the shaman receives additional benefits:

- The hit die of the shaman improve to d12, the hit points are raised accordingly.
- The shaman receives the the domain-abilities of two domains, the spirit could grant spirits from.

Improve Spirit Bond [Spirit-Bond]

The bond between a character and a spirit is strengthened.

Prerequisite: Spirit bonding

Benefit: The bond between the bond-spirit and the character is improved. Use the spirit-familiar-table from now on, to improve the familiar on the given levels. The Ability Score improvements may affect the character, too, if the improved ability scores are the one, the character shares with the spirit.

The downside of this deepened bonding is, that the shaman can not have more than one bound-spirit at any time.

Improved Duration [Spirit-Bond]

All of the spirit-bond abilities stay longer in affect.

Prerequisite: Spirit bonding,

Benefit: Add +1 to the duration of all spirit-bond abilities, either round, minute or whichever duration is given.

Improved Spirit Armor [Spirit-Bond]

The bound spirit grants better armor

Prerequisite: Spirit bonding, Spirit Armor, ritual-level bonus +8

Benefit: This feat works exactly like spirit armor and supersedes it. It grants a spirit-armor-bonus of +1 per 2 shaman-levels.

Improved Spirit Sense [Spirit]

The character can see through the eyes of a spirit, regardless of the distance the spirit may be from the character.

Prerequisite: Spirit talk

Benefit: The character can see and hear through the eyes and ears of a spirit, that is bound to him in any way (either spirit-bond, spirit deal or spirit ritual, even bond beyond death).

He got to spend one seu (or one point of ritual-level-bonus).

Merge with Spirit [Spirit-Bond]

The shaman lets the spirit merge with his body.

Prerequisite: Bound spirit, Spirit-Essence

Benefit: The character allows a bound-spirit to merge into his body. While spirit-essence transfers some energy into the body of the shaman, merge with spirit transfers the whole spirit into the body of the shaman. This merge will last for eight hours or till the spirit is expelled. Neither spirit nor shaman may end this merge earlier.

If the shaman is killed while merged with the spirit, both, spirit and shaman will be sent where the soul of the shaman would go, if the shaman succeeds at a Will-Save vs. DC 10+CR of the spirit. If the save

fails, the shaman will become a spirit, bound to the place where he died.

The benefit of the merge are manifold:

- The spirit can not be banished, captured or destroyed while merged.
- The shaman's creature-type changes to spirit.
- The shaman can use darkvision 60 ft. And true-seeing for one hour during the merge. He can activate and deactivate this visions as a free action any time during the merge.
- The shaman uses his own hit points to fuel spell-casting, if any.

A shaman can merge once a week.

Special: A character can take this feat several times, each time increase the number of times per week a character can merge with a spirit.

Mind Spirit Talk [Spirit]

The character is able to use telepathy with spirits.

Prerequisite: Spirit talk,

Benefit: While spirit talk normally has to be spoken aloud, the character is now able to use a kind of telepathy with other spirits or shamans who got this feat, too. Every shaman with this feat can hear someone else mind-spirit talking in his hearing range.

It takes a wisdom check vs. DC 15 to activate mind-spirit talk – or deactivate it. Either takes a full-round action to accomplish.

One hour in mind-spirit talk forces a will-check vs. DC 17 to avoid going insane from all the spirits constantly talking in the surrounding. This insanity will last up to one day after the mind-spirit talk has ended.

Protected by the Spirits [Spirit-Bond]

The bound spirit tries to protect from magic and other supernatural forces.

Prerequisite: Spirit bonding, , Spirit Armor, ritual-level bonus +9

Benefit: The shaman is protected from supernatural attacks. This ability can be activated as a free action even out of turn. It grants a saving throw of 5+ any remaining sau the shaman got against all incoming supernatural attacks, i.e. Spells, psionics, attacks from magical creatures etc. The DC of the attack is either the DC or set by the ability or the CR of the creature +10. If the save is successful, the attack will have no effect. The ability ends immediately after the save, regardless of success.

Activating this ability costs one sau.

Reduced Ritual [Spirit]

The shaman is well versed in doing his rituals.

Prerequisite: Spirit Ritual,

Benefit: A shaman, who has learned this feat, is able to reduce the time for sacrificing anything by half.

Ritual of Bond beyond Death [Spirit]

Spirits destined to leave the material plane can be bound.

Prerequisite: Spirit Talk, ritual level bonus 9

Benefit: The shaman can bind spirits, that would either destined to go to hell or heaven or that are cursed to the ultimate, eternal death. This ritual takes ten minutes to complete, although with the start of the ritual, the spirits will stop to dwindle or leave.

A shaman may not bind more than his level in spirits in this way. The spirits can not do anything else than talk to the shaman or be send away. They will not fuel any spells or spirit-bond-abilities, although they can lend their eyes and ears when send.

Spirits bond in this way will enter whatever afterlife the shaman enters and be free only than.

It is a rely bad idea to bond with an unwilling spirit because they can not be silenced. This means sleeplessness, DC-Modifications between 5 and 10 on all communication with spirits (for spells, too), per spirit and constant lack of concentration.

Ritual of Bond beyond Live [Spirit-Bond]

This Ritual bonds the soul of the shaman with the spirit.

Prerequisite: Spirit-Bond, ritual level bonus 11

Benefit: The shaman learns a ritual, to merge his soul with his bond-spirit. This is only possible, when the soul leaves the body either if the character is dying (-1 hit point) or when the soul leaves the body on any other way (like Trap the Soul).

Merging the soul with the spirit has the following advantages:

- the body will not decay for two days and thereafter only at half the speed.
- The character can see and act through his spirit, although the spirit got the control over their actions half the time.
- The soul will not leave for whatever realm it would normally be destined.

Whenever the condition to merge is met, the character can decide to either merge or stay on his own. The spirit can not deny the merging. Some shamans are known for reducing their health to a condition close to dying to merge with the spirit voluntarily for some time.

While merged, the spirit can still grant spells to the shaman, but no other spirit will be able to grant spells or abilities.

Ritual of Sending [Spirit]

This feat enables a shaman to send a ritually bound spirit somewhere else.

Prerequisite: Spirit Talk, ritual level bonus 9, Spirit Ritual or Spirit Deal

Benefit: The shaman can send a spirit bound to him by a ritual or a deal (not a bond-spirit) to any place he wants. This follows the same rules as described by the spirit bonding feat, i.e. The shaman takes damage and must spend a seu.

A spirit that is only bound by a deal is automatically drawn back to the place it belongs to, when the bond is severed.

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Ritual of Spirit Strength [Spirit]

The shaman can grant earned XP to one of his spirits.

Prerequisite: Spirit Talk, ritual level bonus 7

Benefit: The shaman learns a ritual, that allows him, to grant the spirit XPs, that the shaman has earned. The shaman loses these XP. This loss of XP may never reduce the shaman in level. Only one spirit at a time is affected.

If the spirit leaves or is destroyed half of the granted XP return to the character, half are lost.

Second Sight [General]

The Character is able to see spirits

Benefit: This feat is a mixed blessing. A character is able to see the spirits and the spirit world. The spirit world is populated by lots of spirits of people who died a violent or untimely death, without having the reason or curse to become ghosts, looking like it. In addition nature and magic spirits roam this world which leads in some places to large crowds. And all these spirits a character with this feat is able to see. He is able to interact with them, but not to talk to or hear them. In 95% of all Situations, the character will be able to part spirit from living being or undead.

This ability can not be switched of and is constantly active. The shaman is not able to see through walls.

Send for Attack [Spirit-Bond]

The character can send his bound spirit to attack enemies

Prerequisite: Spirit bonding, Spirit Sending, ritual-level bonus +8

Benefit: By spending one seu, the character can send a bound spirit to attack enemies.

While bond-spirits can not attack normally while bond, they will attack according to their abilities and mental nature, like non player characters. They try to avoid fighting to the death. While a spirit is fighting, it can not grant any other ability.

A spirit can either be send to attack corporal or incorporeal creatures, but not both, because the shaman got to either give it substance or not when sending.

Sending spirits is a free action and several spirits can be send in one go, although the character has to spend one seu for each spirit.

Spirit Armor [Spirit-Bond]

The bond-spirit becomes an armor for the shaman.

Prerequisite: Spirit bonding, ritual-level bonus +5

Benefit: By spending one seu, the shaman takes a spirit as his armor. The spirit grants an spirit-armor-bonus of +1 per 3 points of ritual-level bonus, started (+1 on second level, +2 on fourth, a.s.o).

The spirit-armor-bonus stacks with armor-bonuses.

It stays in effect even when the dexterity-bonus may not and it even works against touch attacks and incorporeal attacks.

The spirit-armor lasts for one minute per shaman-level.

Only one spirit can be used as spirit-armor at any time. This spirit can not grant any other abilities.

Spirit Bonding [Spirit]

The character binds a spirit to his side.

Prerequisite: Second Sight, Spirit Talk

Benefit: The character binds a spirit to himself. The spirit got to be willing and only one spirit can be bound to the character. Only when the spirit is banished or finds peace, can a new spirit be bound to the character.

The ritual to bind character and spirit together can be a simple mental handshake between spirit and character or an elaborate, daylong ceremony.

As soon as the bonding is completed, the character changes in the following ways:

- once per game session, the GM may influence the actions of the character on behalf of the spirit. This can go so far, that the spirit takes over the character entirely.
- Take the highest and the lowest ability score of the spirit and calculate the average of these and the according ability scores of the character. This change is permanent, even if the spirit leaves the character.

Example: The spirit Sendor got an intelligence of 18 and a strength of 6, these are his highest and lowest ability scores. Sina, a young shaman got an intelligence of 14 and a strength of 11. After the bonding her intelligence rises to 16 and strength is lowered to 9.

- The spirit must stay in the vicinity of the character, i.e. It may not go further away than 20 feet, but may be parted by a wall. If the distance is ever greater than 20 feet, both character and spirit take 1 point of damage immediately and one point of damage every 10 minutes thereafter till one of them is brought to zero hit point. In this case the bond is severed (or the spirit dies).
- The character receives a pool of spirit-energy usages (seu) that equals either his ritual-level-

bonus plus his charisma-bonus or 1/4th his spirit-ritual-skill-rank rounded down, per day.

Special: This feat entitles the character to take spirit-bonding feats.

Spirit Deals [Spirit]

You gained the ability to make deals with spirits that last just for a few minutes or a day.

Prerequisite: Second Sight, Spirit Talk

Benefit: While a spirit ritual bonding with a spirit may last for years, decades or even centuries, binding both shaman and spirit together for a long time, you are able to make lesser deals with spirits. You have to call the spirit first (even if you try to bind a nature spirit, who is connected to the site you are at). After Summoning, you will need to make a deal with the spirit. Depending on the power the spirit shall grant you and the situation you are in, you will be required to go on an errand, sacrifice something valuable or even give yourself over for a small servitude (even becoming possessed by the spirit). A spirit bound by a little deal will never grant more energy than one quarter of his hit points, except when the deal is on his behalf, when the energy may go up to his maximum hit points -1. To calculate the size of the service, calculate the deal-sum: take the level of the spell times two, add two per step the alignment of the spirit differs from

Intention	Modi.
The spell has nothing to do with the spirit and his intentions	0
The spell furthers one of the spirits intentions slightly	-2
The spell furthers the intentions of the spirit greatly	-10
The spell is cast on behalf of the spirit	-20
The shaman is known for helping spirits	-5
The shaman is known for harming and forcing spirits	+10
The shaman has hurt an allied spirit of the spirit or has helped an enemy spirit of the spirit	+10
The shaman is able to kill the spirit immediately	-5
The shaman got a bound spirit who intervenes on his behalf and is friendly to the spirit asked	-3
The shaman got a bound spirit, that is unfriendly to the spirit asked	+5
Offerings, animals	-2 per hit die
Offerings, humanoid (only evil spirits)	-4 per hit die
Offerings, non-living (up to a maximum of 5 points)	-1 per 40 gp worth
Offerings, own blood	-1 per 2 hit points

the alignment of the shaman, add a modifier depending on the spirits and the shamans intention and reduce this by the difference between the spirit ritual check of the shaman and the diplomacy check of the spirit. Add the shamans charisma-bonus to his ritual-level bonus.

Deal-Sum:

(Spell-Level * 2)
 + (2*Alignment-Difference)
 + Intention-Modifier
 + Spirit's Diplomacy-Check
 - Shaman's ritual level Check

If this calculation results in zero or less, the spell is granted. If the result is equal -5 or less, the spell can be "memorized", that is, the spell is granted for later use. The spell stays granted for one day per point of CR of the spirit or until it is used. One spell per shaman-level can be memorized in this way simultaneously. The maximum level of a spell granted depends on the level of the shaman (or the spirit-ritual-skill-rank) and the CR of the spirit. A shaman can only ask for spells of a level equalling his level-check divided by two and reduced by one (level-check/2-1. If Spirit Deals is the second path: level-check/4-1) (or skill-rank/4-1, but at least 0-level spells). A spirit can not grant spells of a level greater than his CR/2 -1.

A spirit takes the spell-level times three as damage that will heal with one hit point per 2 hit dice of the spirit per day.

A spirit deal takes the CR of the spirit in rounds or the time it takes to make the offering.

Spirit Diplomacy [Spirit]

The shaman is diplomatically skilled in talking with spirits.

Prerequisite: Spirit Deal

Benefit: The shaman receives a bonus of +4 on all diplomacy-check done during spirit deals.

Spirit Essence [Spirit-Bond]

The character fills himself with the essence of his spirit..

Prerequisite: Spirit Bond, ritual-level bonus +11

Benefit: The character takes in one of the characteristics of his spirit.

The character receives a bonus of 3 per seu spent on either an ability score, attack or damage, or +6 spirit-bonus on a skill or +10 movement for his wisdom-bonus +1 in rounds. More than one seu can be spend to either increase the bonus or receive several bonuses.

No more than level/ 4 seu of this ability can be active simultaneously.

Activating this ability takes a move equivalent action.

The bonuses gained must fit the spirit, therefore a spirit of a very weak human may not grant a strength bonus.

Spirit Energy: Attack [Spirit-Bond]

The character is filled with the spiritual fury .

Prerequisite: Spirit bonding

Benefit: The character receives a bonus of +1 per seu spent on attack and damage rolls for a number of rounds equalling his wisdom-bonus +1.

Spirit Energy: Heal [Spirit-Bond]

The energy of the spirit heals the character.

Prerequisite: Spirit bonding,

Benefit: By spending one seu, the character can heal himself the sum of the CR of his spirits in hit points.

Activating this ability requires a standard action.

Spirit Energy: Sustain [Spirit-Bond]

The energy of the spirit sustains the character.

Prerequisite: Spirit bonding,

Benefit: By spending one seu, the character can go without sleep, food and drink for two days. He will not regenerate seu without resting.

He even can overcome magical sleep2- and hunger-effects, by spending two seu.

Activating this ability requires a full round action.

Spirit Familiar [Spirit]

The shaman is diplomatically skilled in talking with spirits.

Prerequisite: Second Sight, ability to acquire a familiar.

Benefit: Instead of a normal familiar, the character acquires a spirit as a familiar. The spirit got between 1 and 3 HD and improves with the caster level as a normal spirit would do. The spirit may not move further than 20 feet away.

Class Level	Bonus HD	Ability Score 1	Ability Score 2	Bonus Seu	Special
1st–2nd	+0	+0	+0	1	Send 20“
3rd–5th	+2	+1	0	2	Send 40“
6th–8th	+4	+2	+1	3	Sprit Talk
9th–11th	+6	+3	+1	4	Deliver touch Spell Send 60“
12th–14th	+8	+4	+2	5	Send 80“
15th–17th	+10	+5	+2	6	Send 100“
18th–20th	+12	+6	+3	7	Send 120“

Spirit basic statistics: Use the base statistics for the creature of the type, but make the following changes.

Class Level: The character’s caster level. The caster’s class levels stack with levels of any other classes that are entitled to a familiar for the purpose of determining the companion’s abilities.

Bonus HD: Extra twelve-sided (d12) Hit Dic.

Remember that extra Hit Dice improve the spirits base attack and base save bonuses. I spirit familiar gains additional skill points and feats for bonus HD as normal for advancing a monster’s Hit Dice.

Ability Score I.: One of the ability scores of the spirit improve on a regular basis. This bonus can only be applied to one ability score.

Ability Score II.: One of the ability scores of the spirit improve on a regular basis. This bonus can only be applied to one ability score. This got to be a different ability score than that improved with ability score I.

Send: When gaining levels, the spirit familiar can be send further away than normal.

Spirit Talk: The character receives the spirit talk feat as bonus feat but with the restriction to his spirit familiar only. This entitles him nevertheless to take mind-spirit talk and other spirit feats.

Deliver Touch Spells (Su): If the master is 9th level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Spirit Ritual [Spirit]

You can bind spirits to your side.

Prerequisite: Second Sight, Spirit Talk

Benefit: The shaman is able to bind one or more spirits. This is a different bond than that established with the spirit bonding feat and is one of the three paths a shaman can decide on. A spirit bound in this way grants spells, similar to powers that grant spells to clerics and druids. To cast a spell, the character got to succeed at a ritual-level-check versus a DC set by the spell-level and other factors. Add the Characters Wisdom Bonus to the check. (using the spirit ritual skill works similar, but only one third of the skill is used)

The base-DC is 5+3* the spell level. The following modifications apply to the DC.

DC	Effect
+1	Per bound spirit
-2	For a small sacrifice, e.g. 1hp in blood, less than 10 gp
-4	Medium sacrifice, e.g. a small animal, an

DC	Effect
	item worth less than 50 gp.
-6	Great sacrifice, e.g. a big animal, item worth more than 50 gp
-5	The spell is intended to benefit the spirit, and the spirit knows about this.
+10	The spell is intended to harm the spirit, and the spirit knows about this.
+x	The shaman has harmed friendly spirits recently

Casting a spell requires a standard action, except when a sacrifice is undertaken, which raises the time required to one full round action up to one minute.

A shaman can only ask for spells of a level equalling his level-check divided by two and reduced by one (level-check/2-1. If Spirit Ritual is the second path: level-check/4-1) (or skill-rank/4-1, but at least 0-level spells). A spirit can not grant spells of a level greater than his CR/2. A spirit can only grant spells, that he got access to, which depends on the type of spirit.

A spirit takes the spell-level times two as damage that will heal with one hit point per 2 hit dice of the spirit per day.

If the spirit takes enough damage to bring him to zero hit points, he must succeed at a fortitude check vs. DC 12 + every time he was brought to one hit point. If the spirit fails this check the bond is broken and has to be established again.

To grant spells, several spirits bound to the shaman may work together, to pool their CR (for granting higher level spells) or to divide the damage amongst themselves.

This feat can be used to bind a spirit to a shaman (or character with the spirit-ritual skill). Binding a spirit takes a whole day, the spirit must be willing and the character got to spend 150 XP per CR of the spirit. In addition, he got to sacrifice something worth at least 200 gp per CR of the spirit.

A shaman can bind any number of spirits to his side, a character that uses the spirit-ritual skill only can only bind up to his skill rank/10 (but at least one).

If a character starts play as a first level shaman and takes spirit ritual as his first path, he is already bound to a spirit of a CR 2, in all other cases, the spirit must be bound in the above described way.

With spirit ritual check vs. DC 18 plus the CR of the spirit, the character can dismiss any one of his bound spirits.

Spirit Sending [Spirit-Bond]

The bound spirit can get further away from the character.

Prerequisite: Spirit bonding, ritual-level bonus +7

Benefit: The character can send his bound spirit further away than normal. When the spirit leaves the 20 feet radius of the shaman, they will not take damage. After this, damage is taken only every second day.

Communication can only be established again when the spirit returns into the 20 feet radius.

Sending the spirit costs one seu.

Spirit Summoning Focus [Spirit]

You have a knack for summoning spirits

Prerequisite: Spirit Ritual 8

Benefit: Somehow, your spirit rituals for summoning spirits are better than the ones of other.

You receive a bonus of +5 to summon a spirit.

Spirit Talk [Spirit]

The character is able to talk to spirits

Prerequisite: Second Sight

Benefit: The character is able to hear and talk to spirits.

Spirit Teacher [Spirit]

A spirit teaches a character to do something, the spirit knows.

Prerequisite: Second Sight, Spirit Talk

Benefit: A spirit bound to the character in any way (either spirit-bond, spirit deal or spirit ritual, even bond beyond death) can teach the character one class-ability, feat or skill, that he knew while living or still knows. The character must be of the level and must have the required prerequisites to use this ability as if he was a character of the class. For each three levels, the ability requires, one seu or ritual-level-bonus-point has to be spent. Even spells can be learned in this way.

To learn this ability takes ten minutes + 10 minutes per level of the ability.

The ability can be used for up to one hour per wisdom bonus+1. Afterwards the character would have to relearn the ability.

Spirit Weapon [Spirit-Bond]

The bound improves the weapon of the shaman.

Prerequisite: Spirit bonding, , ritual-level bonus +7

Benefit: The shaman sends a bond-spirit to empower one weapon or his body. By doing so, the spirit grants a spirit-bonus of +1 per 4 levels of the shaman to attack and damage to the weapon. The 8spirit-bonus allows to hit creatures only hit by magic as well as incorporeal creatures.

This bonus stacks with any other bonus a weapon may have.

To activate this ability, the shaman got to spend one seu.

The weapon will stay empowered for one minute per wisdom-bonus of the shaman +1, but at least for one minute.

A spirit that empowers a weapon can not grant any other abilities.

Store Spirit Energy [Spirit]

Instead of using spirit-energy directly, the shaman stores it in his body for later use.

Prerequisite: Spirit Ritual 10, Cha 13

Benefit: The shaman got to succeed in a ritual check vs. DC 25 to store spirit-energy in his body.

The spirit must give this energy freely. No more than Wis-Bonus + Con-Bonus + (shaman-level/4-1) in spell-levels can be stored in this way. He spells stay with the shaman until he uses them or dies.

Summoning [General]

The character is versed in summoning lore and may start to summon one specific type, given by his speciality chosen through the knowledge-skill and the kind of summoning he has chosen while taking this feat.

Prerequisite: Basic Summoning, one skill of the basic summoning skills with a rank of at least 2.

Benefit: The character receives the summoning-skill as a class skill. Upon gaining this feat, she has to decide, on which type of summoning she wants to specialize. She receives only the according summoning-skill as class skill and may only summon from this type of creature. She may take

additional summoning and demonology feats. The knowledge-skill, that is prerequisite to this feat must be the knowledge skill fitting to her type of summoning.

To be able to summon a creature, the character must succeed at an according knowledge-check vs. DC 10 + CR*2, to know the right ritual for the creature. The knowledge-skill DC for unique creatures is 20+3*CR of the creature. The player should note the rituals, he succeeded the knowledge-skill-checks for. In the end, a game master can overrule this knowledge-skill-check any time, either to grant the knowledge or deny it.

She takes one point of damage per challenge rating of the monster.

The types of summoning are:

- Demonology
- Undead
- Fairies
- Abjuration
- Elemental
- Spirit2

Special: The character may take this feat several times, each time with a different type of summoning.

Metamagic Feats:

The shaman may use all metamagic feats while casting spells and may apply them as he needs them. This will not increase the casting time.

Spells & Spirits

Shamans can only cast spells, when they receive energy from a spirit. The energy, a spirit grants is taken from his hit points, therefore it is possible to destroy a spirit. Although shamans tend not to force spirits to destroy themselves, because this will be noticed throughout the spirit-realm and it will become increasingly difficult to bond other spirits to make deals with with another spirit.

The mechanism, how spirits grant spells, is already explained with the according feats.

There are enough rules to calculate, if a spirit grants a spell, or not in this rules. But in the end, the GM has the last word, if a spirit wants to grant a spell. If a spell does not fit the agenda of the spirit or would destroy him, make you, as a GM can simply decide, not to grant the spell. On the other side, if the spell just fits perfectly, a spirit may grant it, even if the character failed his check or even got not the level to cast the spell.

A shaman casts spells on the level he got as a shaman, regardless from which path he does cast them. Characters with the spirit ritual skill cast spells on a level equalling their rank/4-1. While shamans are not restricted in how many spells they ask their spirits for – except by the hit points of the spirit – a character with the spirit ritual feat may only cast (skill-1)/4 spells per day

(i.e. Points, not ranks), although the restriction, that a spirit will not grant more spells, than his hit points allow still applies.

Spirits can only grant specific spells. All spirits grant spells from the shaman spell list as well as all orisons and cantrips. In addition, each spirit will grant spells from one domain per 2 CR. The domains available to each spirit depend on their type. The different types are nature spirits (this includes spirits of cultural objects) and spirits of the dead. Spirits only grant the spells from the domains, not the the domain-abilities.

Granted Domains:

Nature-spirits & Cultural-Object

One or more of Fire, Earth, Water, Air
Animal
Combat
Creation
Dark
Destruction
Divination
Fertility
Guardian
Kingship
Knowledge
Luck
Nature Ally

Ocean
Plant
Plant Change
Prosperity
Protection
Strength
Summon
Sun
Trickery
Ward
Weather

Spirit-of-a-Dead:

One of Good, Evil, Chaos, Law
Astral
Combat
Dark
Divination
Guardian
Healing
Healing Poison & Disease
Death
Knowledge
Music
Prosperity
Traveller
Vengeance
War
Ward

Shaman Spell List

1st-LEVEL SHAMAN SPELLS

Bane Enemies suffer -1 attack, -1 on saves against fear.
Bless Allies gain +1 attack and +1 on saves against fear.
Calm Animals Calms 2d4 +1/level HD of animals, beasts, and magical beasts.
Detect Animals or Plants Detects species of animals or plants.
Detect Snares and Pits Reveals natural or primitive traps.
Endure Elements Ignores 5 damage/round from one energy type.
Shield of Faith Aura grants +2 or higher deflection bonus

2nd-LEVEL SHAMAN SPELLS

Animal Messenge Sends a Tiny animal to a specific place.
Charm Person or Animal Makes one person or animal your friend.
Consecrate Fills area with positive energy, making undead weaker.
Desecrate Fills area with negative energy, making undead stronger
Hold Animal Holds one animal helpless; 1 round/level.

Resist Elements Ignores first 12 damage from one energy type each round.

Unholy Aura +4 AC, +4 resistance, and SR 25 against good spells.

3rd-LEVEL SHAMAN SPELLS

Bestow Curse -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action
Diminish Plants Reduces size or blights growth of normal plants.
Dominate Animal Subject animal obeys silent mental commands.
Prayer Allies gain +1 on most rolls, and enemies suffer -1.
Protection from Elements Absorb 12 damage/level from one kind of energy.
Remove Curse Frees object or person from curse.
Water Breathing Subjects can breathe underwater.

4th-LEVEL SHAMAN SPELLS

Dispel Magic Cancels magical spells and effects.
Freedom of Movement Subject moves normally despite impediments.
Repel Vermin Insects stay 10 ft. away.
Scrying Spies on subject from a distance.

5th-LEVEL SHAMAN SPELLS

Atonement Removes burden of misdeeds from subject.
Awaken Animal or tree gains human intellect.
Commune with Nature Learn about terrain for one mile/level.
Hallow Designates location as holy.
Unhallow Designates location as unholy.

6th-LEVEL SHAMAN SPELLS

Antilife Shell 10-ft. field hedges out living creatures.
Find the Path Shows most direct way to a location.
Greater Dispelling As dispel magic, but +20 on check.
Spellstaff Stores one spell in wooden quarterstaff.

7th-LEVEL SHAMAN SPELLS

Greater Scrying As scrying, but faster and longer.
True Seeing See all things as they really are.

8th-LEVEL SHAMAN SPELLS

Command Plants Plants animate and vegetation entangles.
Holy Aura +4 AC, +4 resistance, and SR 25 against evil spells

9th-LEVEL SHAMAN SPELLS

Antipathy Object or location affected by spell repels certain creatures.
Foresight "Sixth sense" warns of impending danger.
Sympathy Object or location attracts certain creatures.

Templates

Spirit

This template may be added to any creature, that has died and has not become undead or become subject to a spell, that would force the spirit directly to go, where it belongs.

These spirits are created as a psychic imprint of a persons emotions when he died. They may generate their own ides, but depend strongly on believe for their continued existence.

They die, when this believe ends or their energy-source is destroyed. Their energy-source most often is their body, but they can be bound to items or shamans, too.

All spirits are free willed beings and act true to their own schemes, desires and wishes.

Hit Die: increase to d12.

Add two hit dice to the hit dice already possessed.

Speed: The speed of the spirit depends on his form. If he is incorporeal, it has a fly-speed of his wisdom*20 without tiring with perfect maneuverability . In corporeal form the speed is merely their base-speed + 20 – regardless of which method of movement is employed. Only spirits with wings can fly in corporeal form.

Special Attacks: The spirit loses his body.

The spirit loses all spells or spell-like abilities it possessed, but not the knowledge of them. It can attack all incorporeal creatures anytime, but to attack corporeal creatures it has to become corporeal, which requires a wisdom-check vs. DC 15 as well as one third of their hit points. Becoming corporeal is a move-action. Becoming incorporeal again is a free action and can be done any time.

If a spirit becomes corporeal he can make a CR-Check vs. DC 30 to stay invisible.

Special Qualities: A Recondite Pawn retains all the special qualities of the base creatures and also gains the following:

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, weapons wrought from cold iron, or magic, with a 25% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently. Spirits are invisible to all creatures not using second sight or according spells.

Spirit: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunity to any effect that requires a Fortitude

save (unless the effect also works on objects or is harmless)

Darkvision with a range of 120 feet.

Saves: Same as the base creature + good will saves.

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

Shamans may have methods to get rid of spirits in other ways.

Not affected by raise dead or reincarnate: Spirits are neither dead, living or undead, they can not be turned, rebuked or commanded by clerics, nor can they be turned into living beings, unless they are send to the afterlive.

Telekinesis: By spending one hit point, a spirit may lift up to 1 pound of weight as long as he concentrates.

Abilities: No Constitution score. Uses its Charisma modifier for Concentration checks.

Skills: as original creature plus possibly feats, that people believing in that spirit believe it to have.

Feats: as original creature plus possibly feats, that people believing in that spirit believe it to have.

Climate/Terrain: Same as the base creature

Organization: Same as the base creature

Challenge Rating: Same as the base creature +1

Treasure: Same as the base creature

Alignment: As base creature

Advancement: Only through shamans

Note: To simulate nature spirits, take large creatures and add this template.

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