

Shaman (3.5e Class)

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The Shaman

Those few who would find it in them to become Shamans feel the pull of nature. Without regard for their own wellbeing do they follow their own path. Their crafts are the direct result of deity worship and their personal devotion, placing their bodies in the hands of the Gods who in turn empower them with divine magic. This knowledge of spells is not innate, nor does it come easy, and the investiture of spells is a process both rapturous and baleful. A gift of the gods, the trees, the water, the stone, the sun, the moon, beast and man are not to be treated lightly, and many have succumbed in their quest for this power. The ancient, primitive craft of shamanism rewards those who are true of character and commit themselves to the spiritual journey.

Adventure: Most Shamans are a reclusive breed, and therefore have little need to adventure. They do, however, live out a nomadic existence, as their spiritual journey often takes a lifetime. The most accomplished Shamans who stand the test of time and nature return to their tribes as an old man, to relegate their wisdom to the young. Before this time, however, Shamans travel the world high and low, and adventure on account of personal intuition. They may join a party that they feel allows them to commit to the Journey.

Characteristics: Even when in a party, shamans tend to distance themselves from other members in order to contemplate their life-long quandary in silence and isolation. When others talk and drink together, he observes the stars, the winds, and the movement of animals, the waves of the water, the sway of the grass, the weave of life

itself. Shamans, despite the augurious nature of their craft, are often powerful of build, as their craft requires them to be exceptionally healthy. This health, they say, is required for the Journey. When the party enters a conformation of civilized society, the shaman usually takes the rear in contemplative silence.

Alignment: At one side, the shaman's life is one of commitment, devotion and sacrifice. At the other, he requires the conviction to maintain personal standards, the intuition to read omens in all facets of nature and the inclination to follow his own personal Journey. They then must possess either ethical extreme in equal measure in order to gain his superhuman link with life itself.

Religion: Wise shamans know more than anybody else that life itself is one large journey, and they devote all of their life to what they call 'The Journey'. This Journey is to understand, but they know that understanding is much more than seeing. This Journey never ends, and it takes a lifetime for most shamans to understand this and what is truly important, to learn the ways of the Four Winds and to understand what is truly worth protecting. They do not value material wealth, but they do not look down upon taking what is rightfully theirs, if all expenses are incurred in favor of means that allow them to better pursue the Journey. The most important thing, however, that for all intents and purposes he regards life and nature as sacred. Although some Shamans make their journey at the behest of a deity, a devotion is not always necessary. Shamans can treat nature itself as a deity. Though no living creature can impart divine spells, nature itself, being such a massive formation of spiritual energy, can.

Background: In almost any case, a Shaman's background can be traced to a tribe or otherwise primitive society. Societies that bring forth shamans do not have a written alphabet.

Races: Iconic as they are to primitive societies, very few members of a race known to have a sophisticated civilization ever become shamans. Dwarves, Elves, Gnomes and Halflings very rarely become shamans. Humans and half-elves that hail from primitive lands however regularly become shamans. Shamans are however really prominent character choices between the creatures known for their savagery. Half-Orcs, Orcs, Ogres, Minotaurs, Trolls and other such creatures often become shamans.

Other Classes: If there is any class that Shamans are likely to get along with well, it's the Druid as they very often share the same personal conviction towards nature and things assorted. As they share the Barbarian's more primitive origins as well as their illiteracy, shamans are favorable towards them as well. To most other classes however, the shaman is reasonably straight-forward. They do not share the intellectual upbringing of Wizards, nor do they understand the need for deception and sophistry that marks the specialization of Rogues.

Role: The shaman is not very adept at combat, but depends on his great health in order to last the fight. He gladly protects those that are more frail, and is at the forefront not to deliver killing strokes, but to heal and support the front with buffing and calling

Game Rule Information

Shamans have the following game statistics:

Abilities: The most important abilities for a shaman are Wisdom and Constitution, as the former allows him to cast spells, and the latter gives him good health and allows him to cast them without suffering ill consequences.

Alignment: NG, N, NE

Starting Age: Complex

Starting Gold: 1d4 gp

Table: The Shaman

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day							
						0	1st	2nd	3rd	4th	5th	6th	7th
1st	+0	+2	+0	+2	Animal spirit guide, nature sense, wild empathy	3	2	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	3	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Woodland stride	5	4	1	—	—	—	—	—
4th	+3	+4	+1	+4	Staff Totem +1	6	5	2	—	—	—	—	—
5th	+3	+4	+1	+4	Shamanic Fortitude +1, trackless step	6	6	3	—	—	—	—	—
6th	+4	+5	+2	+5	Spirit guide companion	6	6	4	1	—	—	—	—
7th	+5	+5	+2	+5	Resist nature's lure	6	6	5	2	—	—	—	—
8th	+6/+1	+6	+2	+6	Staff Totem +2	6	6	6	3	—	—	—	—
9th	+6/+1	+6	+3	+6	Augment Summoning +1	6	6	6	4	1	—	—	—
10th	+7/+2	+7	+3	+7	Shamanic Fortitude +2	6	6	6	5	2	—	—	—
11th	+8/+3	+7	+3	+7	Spirit guide wild shape	6	6	6	6	3	—	—	—
12th	+9/+4	+8	+4	+8	Staff Totem +3	6	6	6	6	4	1	—	—
13th	+9/+4	+8	+4	+8	True Spirit Guide Companion	6	6	6	6	5	2	—	—
14th	+10/+5	+9	+4	+9	Augment Summoning +2	6	6	6	6	6	3	—	—
15th	+11/+6/+1	+9	+5	+9	Shamanic Fortitude +3	6	6	6	6	6	4	1	—
16th	+12/+7/+2	+10	+5	+10	Staff Totem +4	6	6	6	6	6	5	2	—
17th	+12/+7/+2	+10	+5	+10	Timeless body	6	6	6	6	6	6	3	—
18th	+13/+8/+3	+11	+6	+11	Shamanic Syphon	6	6	6	6	6	6	4	1
19th	+14/+9/+4	+11	+6	+11	Augment Summoning +3	6	6	6	6	6	6	5	2
20th	+15/+10/+5	+12	+6	+12	Shamanic Fortitude +4, Staff Totem +5	6	6	6	6	6	6	6	3

Class Skills (4 + Int modifier per level; ×4 at 1st level)

Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (geography, nature) Int, Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Int), Survival (Wis), Swim (Str) Tumble (Dex).

Class Features

All of the following are class features of the Shaman:

Weapon and Armor Proficiency: Shamans are proficient with all simple weapons, with their staff and with light armor. They are however not proficient with any form of shield.

Spells: A shaman casts spells which are drawn primarily from the shaman spell list. A shaman however need not prepare any spell in advance. Once a shaman has learned the spell, he may cast it without preparing it. To learn or cast a spell, a shaman must have a Wisdom score of at least 10 + the spell level. Also, to cast a spell without incurring physical harm, a shaman must have a Constitution score of at least 10 + the spell level. A shaman that does not have a sufficient Constitution score takes 1d6 backlash damage per spell level and must furthermore succeed in a Concentration check to see if the spell functions correctly at all. This damage cannot be prevented in any magical or nonmagical way. The Difficulty Class for a saving throw against a shaman's spell is 10 + the spell level + the shaman's wisdom modifier.

Like other spellcasters, a shaman may only cast only a certain number of spells of each level per day. His daily allotment is given on Table: The Shaman. In addition, he receives bonus spells per day if he has a high Wisdom score. He however cannot receive bonus spells of a level higher than 7th. A shaman may know any number of spells, although keeping track of too many will present its own predicaments and 'learning' shaman spells is a time consuming task. He does not need to prepare his spells and may call upon any spell he is imparted with as many times as he has spell slots of a sufficiently high level.

Spontaneous Casting: Like a druid, a shaman is able to spontaneously convert his spells to summon nature's ally spells.

Gaining Spells and the Shaman's Staff: Like a wizard carries her spellbook, so carries a shaman his staff. It is his staff through which he channels the rapturous and often dangerous divine energies required for his spells. A staff is considered as a simple weapon made out of wood, bone or any other material that occurs in nature. For a medium creature, a Shaman's Staff is considered to be a six to seven feet long, straight object with the same martial qualities as a quarterstaff. Through the hands of a shaman, and his spiritual devotion, his staff possesses powerful currents of divine energy.

The staff is the means by which the shaman inscribes the spells that he learns, and like a spellbook has pages, a staff has inches. Five feet of a staff belonging to a medium creature can be used to inscribe spells. A 1st level shaman is imparted with all 0-level spells and a number of 1st level spells equal to his Wisdom modifier, and need not inscribe those. Five feet in this case equals 60 inches of staff that can be utilized for the inscription of spells, where the inscription of a spell costs one inch per level of the spell. For shamans of other sizes, the units of staff that can be inscribed with spells is also always 60.

At every level that the shaman gets access to a new level of spells above 1st, he gains a free spell of that level, which he does not need to inscribe on his staff (at 3rd, 6th, 9th, 12th, 15th and 18th level respectively). One level after each of these levels, he may inscribe a second free spell of a level he can cast on his staff (at 4th, 7th, 10th, 13th and 16th level respectively). For any other spell that the shaman wants to gain, he will need to undergo a ritual called Spell Investiture.

The Ritual of Investiture: Spell investiture is a ritual in which the shaman makes himself receptive to a desired new spell. Shamanistic knowledge is gained through hardship. For the passing of the knowledge, certain preparations have to be made. The ritual of investiture is done in several steps.

1. To learn a spell, a shaman may choose to adopt the charge of a shaman of higher level, whose purpose is to guide the younger shaman on his path as he continues on his Journey. To begin the ritual, the shaman needs to build the equivalent of a sweat lodge, where he can isolate himself from all external influences. Incense is required to propagate the ritual, which costs 100 gp per bundle.
2. The shaman - and, if applicable, his charge - go into a meditative state of chanting and praying, during which they light the incense, and occasionally douse water over the flames to fill the sweat lodge with a pungent atmosphere. When this is done, the shaman can begin 'learning' the spell.
3. Learning the Spell: The process of learning the spell is represented by a series of Constitution checks against DC 15 + the spell's level. Every check that is made in this manner represents 8 hours of time. Only a number of successful checks equal to the level of the spell will allow the shaman in training to successfully learn that spell, and the process of learning the spell takes as much time as required for the shaman to make sufficient successful saves. These successful saves need not be consecutive and the shaman may fail any number of saves in between of making the required number of successful saves. Shamans can only meditate for spells 8 hours every day; further meditation does not entitle them to a second Constitution check, but meditation to replenish their spell slots may still occur normally.
4. When the shaman in learning is accompanied by a more experienced shaman to guide his mind on his spiritual journey, he gains a +2 on his Constitution checks to learn new spells.
5. Once the save is made, the shaman may inscribe the spell on his staff. He now knows the spell.

Animal Spirit Guide: A shaman has an unusual connection to a certain animal, usually from birth. It is this particular animal that, according to beliefs, guides him on his path on the Journey. The animal's spirit presses him on to respect nature, and keep its health intact. Shamans have a great understanding when it comes to the type of animal in question. They gain +4 on Handle Animal checks in regards to animals of their spirit guide type. Although they can not speak with the animals, they share a deep understanding. Creatures of his animal spirit guide's species are literally able to guide him, and they can 'converse' wordlessly, allowing the creature to give advice. They can exchange knowledge and skills, even senses. When encountering and communing with animals for advice or guidance, the shaman gets temporary abilities that depend on the animal. These abilities and bonuses last only one minute/level after they have communed with the animal.

Possible spirit guides:

- Ape: +8 to Climb checks.
- Badger: +8 to Search checks.
- Bat: Blindsight 60 ft.
- Cat: +8 to Listen checks.
- Bear: +8 to Intimidate checks.
- Bison: +4 to Strength checks made to bust down doors and break through walls.
- Boar: tenacity: able to continue fighting without impairment even after being reduced to 0 or less hit points.
- Cheetah: +20 to land speed
- Crocodile¹: +8 to Swim checks.
- Lizard: +8 to Hide checks.
- Shark¹: Keen Scent (Ex): Able to notice creatures by scent in a 180 ft. radius and detecting blood up to a mile away.
- Snake: +8 to Move Silently checks.
- Weasel: +8 to Bluff checks.
- Wolf: +8 to Survival checks, including tracking.
- Wolverine: +8 to Spot checks.

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

Wild Empathy: A shaman can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The shaman rolls 1d20 and adds his shaman level and his 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 shaman 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 shaman can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

If the shaman has levels in another class that grants him Wild Empathy, like a druid, then he adds the number of those levels to the roll as well.

Woodland Stride: Starting at 3rd level, a shaman may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his 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 him.

Staff Totem: As a shaman's power increases, so do the effects that are associated with his staff. It is called the Infinite Spirit, that which flows through him and from on grants him bonuses on certain actions corresponding with the bonus of the Staff Totem special feature. This bonus is +1 for every four levels. This Staff Totem bonus applies to the following:

- *Free Metamagic Levels:* The shaman gains a number of free metamagic levels equal to twice his Staff Totem bonus per day. Free metamagic levels are charges especially used in order to enhance spells as per metamagic. When the shaman casts a spell, he may choose to apply a metamagic feat of his choice to the spell, without having to give up a higher level spell slot: the shaman expends a number of free metamagic levels equal to the amount of levels by which the spell would normally increase when the Metamagic effect is applied to it, and may further cast the metamagically enhanced spell as normal. For example, if the shaman chooses to empower a spell, it costs 2 free metamagic levels. A shaman may use his free metamagic levels in conjunction with any metamagic feat that he knows.
- *Enhancement (Su):* The shaman's staff functions as a quarterstaff in battle and gains an enhancement bonus equal to the shaman's Staff Totem bonus.
- *Nature's Guard (Su):* The shaman's staff can be used for defense as well. When fighting defensively or using total defense, the Shaman gains an additional deflection bonus to AC equal to his Staff Totem bonus.
- *Staff Alignment:* Any creature that does not share the Shaman's moral alignment (good, neutral or evil), gains a number of negative levels equal to his Staff Totem bonus if it tries to hold the staff. These negative levels remain as long as the staff is on the creature's person and disappear only when the staff is discarded.
- *Skills:* Bluff, Diplomacy and Intimidate checks gain a bonus equal to the shaman's Staff Totem Bonus when he is dealing with fey and other sentient creatures of nature, provided of course that he is wielding the staff.

Shamanic Fortitude: This feature spells the shaman's superhuman toughness, and continued immersion in the Journey grants him a physique that learns to adapt more readily to the rigors of being a shaman. The bonus for Shamanic Fortitude becomes +1 at 5th level, and increases by 1 at each further level divisible by 5 (+4 at 20th). Shamanic Fortitude bonus applies to the following:

- **Bodily Health:** The shaman receives his Shamanic Fortitude bonus on Fortitude saves against poison, disease and death effects.
- **Investiture:** The shaman gains his Shamanic Fortitude bonus as a bonus to Constitution checks made to continue a taxing activity (like running or swimming) and to Constitution checks made to learn new spells.
- **Natural Armor:** The shaman gains a bonus to his natural armor equal to his Shamanic Fortitude bonus.

Trackless Step: Starting at 5th level, a shaman leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

Spirit Guide Companion: At 6th level, the Shaman's bond to his animal spirit guide deepens even more, at which point he may adopt an animal of his spirit guide's species as a permanent companion. This animal is usually very sturdy, and eventually gains abilities way above its norm. Below follows a list of creatures that can be adopted, tied to the shaman's spirit guide.

- Ape: Ape.
- Badger: Dire Badger.
- Bat: Dire Bat.
- Bear: Black Bear.
- Bison: Bison.
- Boar: Boar.
- Cheetah: Cheetah.

- Crocodile¹: Crocodile.
- Leopard: Leopard.
- Lizard: Monitor Lizard.
- Shark¹: Large Shark.
- Snake: Constrictor Snake or Large Viper.
- Weasel: Dire Weasel.
- Wolf: Dire Wolf.
- Wolverine: Wolverine.

1. Only in water dominant areas.

As the shaman's level progresses, so do the abilities of the creature in question. It becomes stronger and more acute, and seems unusually well trained for a creature. But, the shaman would not permit himself the audacity of calling himself its master. As described below.

Table: Shaman Spirit Guide Companion

Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
6th-7th	+0	+0	+0	1	Link, Share Spells
8th-10th	+2	+2	+1	2	Evasion
11th-13th	+4	+4	+2	3	Devotion
14th-16th	+6	+6	+3	4	Multiattack
17th-19th	+8	+8	+4	5	
20th	+10	+10	+5	6	Improved Evasion

Spirit Guide Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes.

Class Level: The character's shaman level. The shaman's class levels stack with levels of druid for the purpose of determining the companion's abilities and the alternative lists available to the character.

Bonus HD: Extra HD (d8), each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is 3/4 of the shaman's class level. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

Natural Armor Adj.: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Str/Dex Adj.: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the shaman might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The shaman selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): A shaman can handle his animal companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): At the shaman's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the

time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the shaman before the duration expires.

Additionally, the shaman may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on himself. A shaman and his animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Devotion (Ex): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Resist Nature's Lure: Starting at 7th level, a shaman gains a +4 bonus on saving throws against the spell-like abilities of fey.

Augment Summoning: Starting at 9th level, a shaman can cast summoning spells as if they were 1 level higher. At 14th, he can cast summoning spells as if they were 2 levels higher and at 19th, he can cast summoning spells as if they were 3 levels higher. For instance, a *summon nature's ally I* spell becomes a *summon nature's ally II* at 9th level, a *summon nature's ally III* at 14th and a *summon nature's ally IV* at 19th level. The shaman does not need to expend higher level spell slots for these summonings, however, and Augment Summoning eventually gives the shaman access to all nine levels of *summon nature's ally* spells. If he so desires, the shaman may still choose to cast a summoning spell at its usual level.

Spirit Guide Wild Shape: At 11th level, a shaman gains the ability to turn himself into the same species of animal as his spirit guide, and back again a number of times per day equal to his Wisdom modifier. This ability functions like the alternate form special ability, except as noted here. The effect lasts for 1 hour per shaman level, or until he changes back at will. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Any gear worn or carried by the shaman melds into the new form and becomes nonfunctional. When the shaman reverts to his true form, any objects previously melded into the new form reappear in the same location on his body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the shaman's feet.

A shaman loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping. The new form's HD equals the character's shaman level. The size of the wild shape depends on the largest size category in the spirit guide's base creature Advancement column. Spirit Guide Wild Shapes can be preternaturally tough and may for the purpose of attaining wild shape be advanced beyond the maximum HD represented in the base creature's statistics. For example, a 15th level shaman with a spirit guide whose base creature has Advancement 5-8 HD (Medium), 9-12 HD (Large) has 15 HD and is Large while in Wild shape.

True Spirit Guide Companion: At 13th level, a shaman's spirit guide companion becomes an incorporeal creature. It acquires the incorporeal subtype, gains a sacred bonus (or a profane bonus in the case of an evil

shaman) to AC equal to its natural armor and loses its Strength score. Its base Charisma score becomes equal to 10 plus the value in the natural armor column of Table: Shaman Spirit Guide Companion. It does extra damage with its natural weapons equal to its Charisma bonus. Unlike normal incorporeal creatures, a true spirit guide companion cannot fly unless the creature it is based on has a fly speed. It can however phase through objects normally. If the base creature has a fly speed, it is doubled, and its maneuverability becomes perfect.

Timeless Body: At 17th level, a shaman no longer takes penalties to his ability scores due to aging and cannot be magically aged. Any penalties that have already been incurred remain in place. Bonuses still accrue, and the shaman still dies when his time is due.

Shamanic Syphon : At 18th level, non magical damage dealt to the shaman is treated as nonlethal damage. The shaman automatically heals nonlethal damage at a rate of 1 damage point per 4 shaman levels per round. Certain attack forms, typically fire, bleeding and acid, deal lethal damage to the creature, which doesn't go away. A regenerating shaman that has been rendered unconscious through nonlethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to nonlethal damage. An attack that can cause instant death only threatens the shaman with death if it is delivered by weapons that deal it lethal damage.

Attack forms that don't deal hit point damage ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. A regenerating shaman can regrow lost portions of their bodies in 1d10 minutes and/or can reattach severed limbs or body parts, this may be done in 1d4 turns. Severed parts that are not reattached wither and die normally.

A shaman must have a Constitution score to have the regeneration ability.

SHAMAN SPELLS

0-LEVEL SHAMAN SPELLS

- SRD:Create Water: Creates 2 gallons/level of pure water.
- SRD:Cure Minor Wounds: Cures 1 point of damage.
- SRD:Detect Magic: Detects spells and magic items within 60 ft.
- SRD:Detect Poison: Detects poison in one creature or object.
- SRD:Guidance: +1 on one attack roll, saving throw, or skill check.
- SRD:Inflict Minor Wounds: Touch attack, 1 point of damage.
- SRD:Light: Object shines like a torch.
- SRD:Mending: Makes minor repairs on an object.
- SRD:Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
- SRD:Read Magic: Read scrolls and spellbooks.
- SRD:Resistance: Subject gains +1 on saving throws.
- SRD:Virtue: Subject gains 1 temporary hp.

1ST-LEVEL SHAMAN SPELLS

- SRD:Bane: Enemies take -1 on attack rolls and saves against fear.
- SRD:Bless: Allies gain +1 on attack rolls and saves against fear.
- SRD:Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
- SRD:Command: One subject obeys selected command for 1 round.
- SRD:Comprehend Languages: You understand all spoken and written languages.
- SRD:Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
- SRD:Deathwatch: Reveals how near death subjects within 30 ft. are.
- SRD:Detect Chaos: Reveals creatures, spells, or objects of selected alignment.
- SRD:Detect Evil: Reveals creatures, spells, or objects of selected alignment.

- SRD:Detect Good: Reveals creatures, spells, or objects of selected alignment.
- SRD:Detect Law: Reveals creatures, spells, or objects of selected alignment.
- SRD:Detect Undead: Reveals undead within 60 ft.
- SRD:Divine Favor: You gain +1 per three levels on attack and damage rolls.
- SRD:Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
- SRD:Endure Elements: Exist comfortably in hot or cold environments.
- SRD:Entropic Shield: Ranged attacks against you have 20% miss chance.
- SRD:Hide from Undead: Undead can't perceive one subject/level.
- SRD:Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
- SRD:Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.
- SRD:Magic Weapon: Weapon gains +1 bonus.
- SRD:Obscuring Mist: Fog surrounds you.
- SRD:Protection from Chaos: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- SRD:Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- SRD:Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- SRD:Protection from Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- SRD:Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
- SRD:Sanctuary: Opponents can't attack you, and you can't attack.
- SRD:Shield of Faith: Aura grants +2 or higher deflection bonus.

2ND-LEVEL SHAMAN SPELLS

- SRD:Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- SRD:Align Weapon: Weapon becomes good, evil, lawful, or chaotic.
- SRD:Bear's Endurance: Subject gains +4 to Con for 1 min./level.
- SRD:Bull's Strength: Subject gains +4 to Str for 1 min./level.
- SRD:Calm Emotions: Calms creatures, negating emotion effects.
- SRD:Command Undead: Grants control over an undead for one day/level
- SRD:Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
- SRD:Darkness: 20-ft. radius of supernatural shadow.
- SRD:Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
- SRD:Delay Poison: Stops poison from harming subject for 1 hour/level.
- SRD:Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
- SRD:Enthrall: Captivates all within 100 ft. + 10 ft./level.
- SRD:Find Traps: Notice traps as a rogue does.
- SRD:Gentle Repose: Preserves one corpse.
- SRD:Hold Person: Paralyzes one humanoid for 1 round/level.
- SRD:knock: opens doors, locks, magical doors, chests,etc
- SRD:Inflict Moderate Wounds: Touch attack, 2d8 damage +1/level (max +10).
- SRD:Make Whole: Repairs an object.
- SRD:Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
- SRD:Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
- SRD:Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
- SRD:Lesser Restoration: Dispels magical ability penalty or repairs 1d4 ability damage.
- SRD:Shatter: Sonic vibration damages objects or crystalline creatures.
- SRD:Sound Burst: Deals 1d8 sonic damage to subjects; may stun them.
- SRD:Spiritual Weapon: Magic weapon attacks on its own.
- SRD>Status: Monitors condition, position of allies.
- SRD:Undetectable Alignment: Conceals alignment for 24 hours.
- SRD:Zone of Truth: Subjects within range cannot lie.

3RD-LEVEL SHAMAN SPELLS

- SRD:Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.
- SRD:Blindness/Deafness: Makes subject blinded or deafened.
- SRD:Contagion: Infects subject with chosen disease.
- SRD>Create Food and Water: Feeds three humans (or one horse)/level.
- SRD:Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
- SRD:Daylight: 60-ft. radius of bright light.
- SRD:Deeper Darkness: Object sheds supernatural shadow in 60-ft. radius.
- SRD:Dispel Magic: Cancels spells and magical effects.
- SRD:Helping Hand: Ghostly hand leads subject to you.
- SRD:Halt Undead: renders immobile up to 3 undead
- SRD:Inflict Serious Wounds: Touch attack, 3d8 damage +1/level (max +15).
- SRD:Invisibility Purge: Dispers invisibility within 5 ft./level.
- SRD:Locate Object: Senses direction toward object (specific or type).
- SRD:Magic Circle against Chaos: As *protection* spells, but 10-ft. radius and 10 min./level.
- SRD:Magic Circle against Evil: As *protection* spells, but 10-ft. radius and 10 min./level.
- SRD:Magic Circle against Good: As *protection* spells, but 10-ft. radius and 10 min./level.
- SRD:Magic Circle against Law: As *protection* spells, but 10-ft. radius and 10 min./level.
- SRD:Magic Vestment: Armor or shield gains +1 enhancement per four levels.
- SRD:Meld into Stone: You and your gear merge with stone.
- SRD:Obscure Object: Masks object against scrying.
- SRD:Prayer: Allies +1 bonus on most rolls, enemies –1 penalty.
- SRD:Protection from Energy: Absorb 12 points/level of damage from one kind of energy.
- SRD:Remove Blindness/Deafness: Cures normal or magical conditions.
- SRD:Remove Curse: Frees object or person from curse.
- SRD:Remove Disease: Cures all diseases affecting subject.
- SRD:Searing Light: Ray deals 1d8/two levels damage, more against undead.
- SRD:Speak with Dead: Corpse answers one question/two levels.
- SRD:Stone Shape: Sculpts stone into any shape.
- SRD:Lesser Telepathic Bond: As *telepathic bond*, but you and one other creature.
- SRD:Water Breathing: Subjects can breathe underwater.
- SRD:Water Walk: Subject treads on water as if solid.
- SRD:Wind Wall: Deflects arrows, smaller creatures, and gases.

4TH-LEVEL SHAMAN SPELLS

- SRD:Air Walk: Subject treads on air as if solid (climb at 45-degree angle).
- SRD:Control Water: Raises or lowers bodies of water.
- SRD:Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
- SRD:Death Ward: Grants immunity to death spells and negative energy effects.
- SRD:Dimensional Anchor: Bars extradimensional movement.
- SRD:Discern Lies: Reveals deliberate falsehoods.
- SRD:Divine Power: You gain attack bonus, +6 to Str, and 1 hp/level.
- SRD:Dweomer of Transference: Convert spellcasting into psionic power points.
- SRD:Freedom of Movement: Subject moves normally despite impediments.
- SRD:Giant Vermin: Turns centipedes, scorpions, or spiders into giant vermin.
- SRD:Imbue with Spell Ability: Transfer spells to subject.
- SRD:Inflict Critical Wounds: Touch attack, 4d8 damage +1/level (max +20).
- SRD:Greater Magic Weapon: +1 bonus/four levels (max +5).
- SRD:Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
- SRD:Lesser Planar Ally^X: Exchange services with a 6 HD extraplanar creature.
- SRD:Poison: Touch deals 1d10 Con damage, repeats in 1 min.
- SRD:Repel Vermin: Insects, spiders, and other vermin stay 10 ft. away.

- SRD:Sending: Delivers short message anywhere, instantly.
- SRD:Spell Immunity: Subject is immune to one spell per four levels.
- SRD:Tongues: Speak any language.

5TH-LEVEL SHAMAN SPELLS

- SRD:Atonement^{FX}: Removes burden of misdeeds from subject.===
- SRD:Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
- SRD:Greater Command: As *command*, but affects one subject/level.
- SRD:Commune^X: Deity answers one yes-or-no question/level.
- SRD:Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.
- SRD:Dispel Chaos: +4 bonus against attacks.
- SRD:Dispel Evil: +4 bonus against attacks.
- SRD:Overland Flight: allows to fly at a speed of 40ft for 1 hour/level
- SRD:Dispel Law: +4 bonus against attacks.
- SRD:Disrupting Weapon: Melee weapon destroys undead.
- SRD:Flame Strike: Smite foes with divine fire (1d6/level damage).
- SRD:Mass Inflict Light Wounds: Deals 1d8 damage +1/level to many creatures.
- SRD:Insect Plague: Locust swarms attack creatures.
- SRD:Mark of Justice: Designates action that will trigger *curse* on subject.
- SRD:Permanency: Makes certain other spells permanent.
- SRD:Psychic Turmoil: Invisible field leeches psionic power points away.
- SRD:Righteous Might: Your size increases, and you gain combat bonuses.
- SRD:Slay Living: Touch attack kills subject.
- SRD:Spell Resistance: Subject gains SR 12 + level.
- SRD:Wall of Stone: Creates a stone wall that can be shaped.

6TH-LEVEL SHAMAN SPELLS

- SRD:Animate Objects: Objects attack your foes.
- SRD:Antilife Shell: 10-ft. field hedges out living creatures.
- SRD:Banishment: Banishes 2 HD/level of extraplanar creatures.
- SRD:Mass Bear's Endurance: As *bear's endurance*, affects one subject/ level.
- SRD:Blade Barrier: Wall of blades deals 1d6/level damage.
- SRD:Mass Bull's Strength: As *bull's strength*, affects one subject/level.
- SRD>Create Undead: Create ghouls, ghosts, mummies, or mohrgs.
- SRD:Mass Cure Moderate Wounds: Cures 2d8 damage +1/level for many creatures.
- SRD:Greater Dispel Magic: As *dispel magic*, but up to +20 on check.
- SRD:Mass Eagle's Splendor: As *eagle's splendor*, affects one subject/level.
- SRD:Find the Path: Shows most direct way to a location.
- SRD:Geas/Quest: As *lesser geas*, plus it affects any creature.
- SRD:Greater Glyph of Warding: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
- SRD:Harm: Deals 10 points/level damage to target.
- SRD:Heal: Cures 10 points/level of damage, all diseases and mental conditions.
- SRD:Heroes' Feast: Food for one creature/level cures and grants combat bonuses.
- SRD:Mass Inflict Moderate Wounds: Deals 2d8 damage +1/level to many creatures.
- SRD:Mass Owl's Wisdom: As *owl's wisdom*, affects one subject/level.
- SRD:Planar Ally^X: As *lesser planar ally*, but up to 12 HD.
- SRD:Wind Walk: You and your allies turn vaporous and travel fast.
- SRD:Word of Recall: Teleports you back to designated place.

7TH-LEVEL SHAMAN SPELLS

- SRD:Blasphemy: Kills, paralyzes, weakens, or dazes nonevil subjects.
- SRD:Control Weather: Changes weather in local area.
- SRD:Mass Cure Serious Wounds: Cures 3d8 damage +1/level for many creatures.
- SRD:Dictum: Kills, paralyzes, slows, or deafens nonlawful subjects.
- SRD:Ethereal Jaunt: You become ethereal for 1 round/level.
- SRD:Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
- SRD:Mass Inflict Serious Wounds: Deals 3d8 damage +1/level to many creatures.
- SRD:Greater Psychic Turmoil: As *psychic turmoil*, but you gain power points as temporary hp.
- SRD:Repulsion: Creatures can't approach you.
- SRD:Greater Restoration^X: As *restoration*, plus restores all levels and ability scores.
- SRD:Greater Scrying: As *scrying*, but faster and longer.
- SRD:Word of Chaos: Kills, *confuses*, stuns, or deafens nonchaotic subjects.

The Epic Shaman

Table: The Epic Shaman **Hit Die: d8**

Level	Special
21st	—
22nd	—
23rd	—
24th	Staff Totem +6
25th	Shamanic Fortitude +5
26th	Bonus Feat
27th	—
28th	Staff Totem +7
29th	—
30th	Shamanic Fortitude +6

Skill Points Per Level

4 + Int modifier per level).

Class Features

All of the following are class features of the Epic Shaman:

Spells: The shaman's caster level is equal to his or her class level. The shaman's number of spells per day does not increase after 20th level.

Spirit Guide Companion: The epic shaman's spirit guide companion continues to increase in power. At every three levels higher than 20th (23rd, 26th, 29th, and so on), the companion gains +2 bonus Hit Dice, its natural armor increases by 2, its Strength and Dexterity increase by 1, and it learns one additional bonus trick.

Bonus Feats: The epic shaman gains a bonus feat (selected from the list of epic shaman bonus feats) every six levels after 20th.

Epic Shaman Bonus Feat List

Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Fast Healing, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Perfect Health, Permanent Emanation, Spell Stowaway, Spell Opportunity.

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