

Chapter One: The Way of the Shaman

- Shaman Prestige Classes -

The **DMG** contains several prestige classes; more advanced classes characters can earn the opportunity to take. This section contains several prestige classes aimed toward shamans, but open to any character who meets their qualifications.

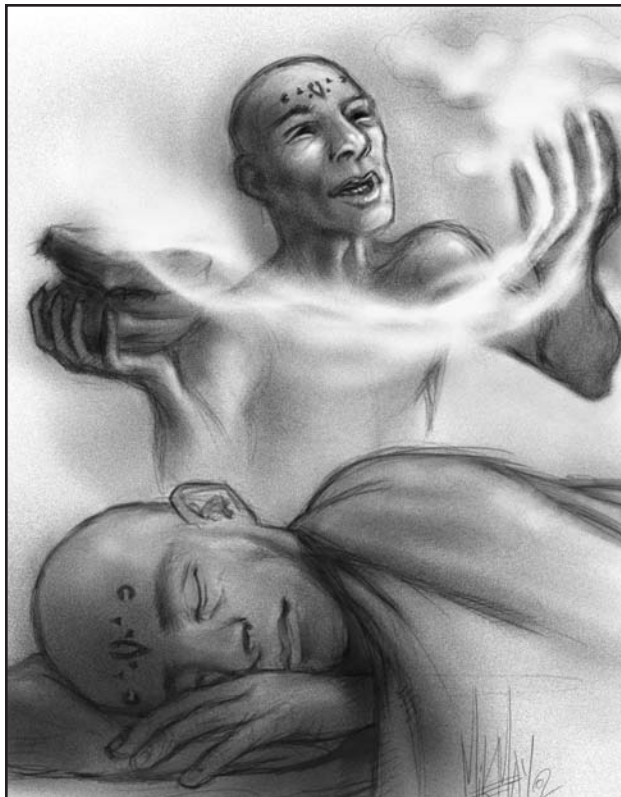
Characters must meet the requirements of a prestige class before being able to take the first level in that class. Once they have done so they can multiclass normally, except that prestige classes do not count toward the potential XP penalty for multiclassing (see the **DMG** for more information).

The Game Master is, as always, the final authority on whether or not a particular prestige class is available in the campaign and whether or not PCs can take it, or it is only reserved for NPCs.

- Dreamer -

Dreamers are those people with a particular understanding of the Dream World (see page 56) and its interactions with thought, consciousness, and reality. They learn to manipulate the stuff of dreams, using it to create effects even in the waking world, and to influence the thoughts and emotions of others. Dreamers also become sensitive to the flow of time, and are able to see the past and the future through dreams and visions.

Dreamers are usually spellcasters, since they most often have the skills and experience in dealing with other planes like the Dream World. However, every thinking creature visits the Dream World while sleeping, so anyone can potentially become a dreamer, given some time and understanding of how to control their dreams. The class is most common among shamans and clerics



of deities associated with dreams and illusions. Druids sometimes become dreamers, although their focus tends to be more on the physical, living world. Sorcerers and wizards often become dreamers, given their emphasis on the powers of the mind. Some monks find the inward focus of the dreamer illuminating, while others claim it distracts for the clarity and purity of thought required for a monk. Members of other classes rarely become dreamers, but it is known to happen.

Abbreviation: Dmr

Hit Die: d6

Requirements

To become a dreamer, a character must fulfill the following requirements:

Dreaming: 8 ranks

Special: The character must have visited other dreamscapes in the Dream World on at least three separate occasions (see page 56 for more on the Dream World).

Class Skills

The class skills of the dreamer (and the key ability for each skill) are Concentration (Con), Dreaming (Wis), Craft (Wis), Knowledge (Dream World), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Trance (Wis).

Skills Points at Each Level: 4 + Int modifier.

Class Features

The following are the class features of the dreamer:

Weapon and Armor Proficiency

Dreamers gain no proficiency with armor or weapons, since their class is not focused on martial pursuits.

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Table 1-4: The Dreamer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1	2	3	4	5
1	0	+0	0	+2	Spells, wakefulness	2	—	—	—	—
2	+1	+0	0	+3		3	—	—	—	—
3	+1	+1	+1	+3	Sleeping spells	3	2	—	—	—
4	+2	+1	+1	+4		4	3	—	—	—
5	+2	+1	+1	+4		3	3	2	—	—
6	+3	+2	+2	+5		4	4	3	—	—
7	+3	+2	+2	+5	Dream spells	5	4	3	2	—
8	+4	+2	+2	+6		5	4	4	3	—
9	+4	+3	+3	+6		5	5	4	3	2
10	+5	+3	+3	+7	Dreamwalk	5	5	4	4	3

Spells

Dreamers have the ability to prepare a small number of divine spells each day. These spells represent power drawn from the Dream World, either visions or dreamstuff brought into the waking world. A dreamer may prepare and cast any spell from the dreamer spell list, provided that he is high enough level to cast spells of that level. The difficulty class for a saving throw against a dreamer's spells is 10 + the spell's level + the dreamer's Wisdom modifier.

Dreamers prepare their spells by sleeping and working in the Dream World. A dreamer needs at least a full night's sleep to prepare his day's allotment of spells. The spells are prepared as the dreamer sleeps. When he awakens, they are ready to be cast.

Wakefulness

Dreamers are particularly adept at distinguishing dreams from reality. They add their Wisdom modifier (if positive) as a bonus on saving throws against illusion spells, *sleep*, and checks to wake up while they are sleeping (see **The Dream World**, page 56).

Sleeping Spells

Dreamers of 3rd level and above can choose to cast spells while they sleep and their minds visit the Dream World. The only spells a dreamer can cast that affect the Material World are divination spells (which function from the dreamer's sleeping body). Other spells cast in the dream world affect the dream world itself and its inhabitants, but nothing in the waking world. So, for example, a dreamer could cast *augury* or *scrying* relating to subjects in the Material World while sleeping, but spells like *doom* or *phantasmal killer* would only take effect in the Dream World.

Spells cast while dreaming count against the following day's allotment of spells, but do not need to be prepared ahead of time. Effectively the dreamer prepares and casts the spell while sleeping.

Dream Spells

Starting at 7th level, any spells a dreamer casts with the shadow descriptor have it changed to a new "dream" descriptor, indicating that the stuff of the spell comes from the Dream World rather than the Plane of Shadow. Dreamer spells at this level are capable of creating pseudo-real effects out of dreamstuff and bringing them into the physical world. The effects of the spells are the same.

Dreamwalk

At 10th level, a dreamer becomes so attuned to the stuff of dreams that she can *plane shift* to the Dream World and back again once per day as a spell-like ability. This works like the spell *plane shift* as cast by a 20th level sorcerer.

Dreamer Spell List

1st-level — *alarm, cause fear, charm person, doom, sleep*

2nd-level — *augury, blur, calm emotions, detect thoughts, locate object*

3rd-level — *charm monster, confusion, emotion, phantasmal killer, scrying*

4th-level — *break enchantment, divination, dream, nightmare, shadow conjuration*

5th-level — *feeblemind, greater shadow conjuration, legend lore, mind fog, shadow evocation*

- Chapter Two -

Skills and Feats

This chapter looks at some of the skills and feats important to shaman characters, as well as some new skills and feats suitable for shamans (and some unique to them).

- Shamanic Skills -

Shamans make use of various skills in their work, some of which are unique to their class. A few of the skills described here are also available to characters of other classes.

Dreaming (Wis/Trained Only)

Dreaming is the skill of understanding and controlling one's own dreams. Shamans place a high value on dreams and things learned in them. They understand that the Dream World (page 56) is as important in its way as the Middle World.

Check: Making a Dreaming check is standard action that provokes an attack of opportunity, much like casting a spell.

Table 2-1: Dreaming Table

DC	Task
5	Realize that you are asleep and dreaming
10	Wake up from a dream or nightmare
15	Change an aspect of your dreamscape
20	Change your dream-self's appearance
25	Move from one dreamscape to another
30	Change an aspect of another's dreamscape

Changing a dreamscape allows the dreamer to alter features of the setting like terrain, weather, lighting, and so forth, but it cannot be used to cause harm (although it can make an otherwise pleasant dream into a nightmare). When a dreamer attempts to change someone else's dreamscape, their victim can make a Wisdom or Dreaming check to resist the change; the dreamer must beat a DC of 30 or the check result, whichever is higher, to affect the dreamscape.

Skilled dreamers can change their appearance at will as if using an *alter self* spell with an unlimited duration. Imitating a specific individual's appearance requires a Disguise check, but a successful Dreaming check (DC 20) provides a +10 synergy bonus on the Disguise check.

Retries: You can make a Dreaming check once each round.

Special: A character with 5 or more ranks in Trance gains a +2 synergy bonus on Dreaming checks.

Knowledge (Spirit World) (Int)

This skill is essentially the same as Knowledge (the planes). However, it deals with an understanding of the Spirit World and its various planes, along with its inhabitants (see Chapters Four and Five for more information). Characters with this knowledge can identify particular types of spirits, the features of various planes, and related information. The Game Master can use the guidelines below when characters wish to recall a specific piece of information

Table 2-2: Knowledge Table

DC	Task
10	Common knowledge. Identify a particular type of spirit (elemental, undead, etc.) on sight. Recall the weaknesses or special abilities of a spirit. Recall what types of outsiders are found in which areas of the Spirit World.
15	Specialized knowledge. Identify a particular type of outsider (celestial, fiend, etc.) on sight. Recall the weaknesses or special abilities of an outsider. Recall the general allegiances and enmities of outsiders.
20	Esoteric knowledge. Identify a particular area of the Spirit World based on its environment. Identify the allegiances of various outsiders. Recall the political and social conflicts of outsiders and other spirits.

Perform (Cha)

Shamans make use of the Perform skill in a number of ways. Common types of Perform among shamans include chanting, dancing, drumming, flute, poetry, and storytelling. Like other characters, shamans are capable of one type of performance per skill rank.

Check: In addition to the uses of Perform described in the **Player's Handbook**, shamans use Perform as part of their rituals. A shaman with 5 or more ranks in Perform gains a +2 synergy bonus on Concentration, Heal, Spellcraft, and Spirit Empathy rolls after performing for at least a minute.

Chapter Two: Skills and Feats



Shamans also use Perform in conjunction with some magic items (see **Shamanic Magic Items**, page 46).

Spirit Empathy (Cha/Trained Only/Shaman Only)

Use this skill to convince a spirit not to attack or to allow you to pass through its domain unmolested, or to get a spirit to give you some information or even teach you a spell. (Note that spirits cannot increase the number of spells a shaman knows per level. They might, however, allow the shaman to choose a rare spell, or one that's not typically on the shaman spell list, as one of the shaman's known spells.)

Check: You can improve the attitude of a spirit (any creature of the elemental or outsider types or of the incorporeal subtype) with a successful check. To use the skill, you and the spirit must be able to see and speak with each other. This means you must be within 30 feet under normal conditions. Influencing a spirit in this way usually takes about a minute, but, like all uses of influence, it may take more or less time depending on the spirit and the conditions. This skill doesn't affect any beings other than the ones mentioned above.

Retry: Like with other influence skills, retries on the same spirit generally don't work (or don't work any better), whether you succeed or not. The Game Master may even decide that some spirits find persistence particularly annoying....

Trance (Wis/Trained Only)

You can go into a deep trance to focus your mind and control your body.

Check: By concentrating, you can go into a trance that allows you to block out the world around you. Unlike Concentration, which focuses on the ability to focus your mind and act, Trance allows you to focus on stillness and calm. To make a Trance check a character must be relaxed and motionless, as if sleeping.

Table 2-3: Trance Table

DC	Task
5	Sleep normally despite distractions
10	Sleep normally despite difficult distractions
10	Slow breathing down to half normal rate
10 + damage dealt	Ignore pain or injury
15	Body awareness
15	Slow breathing down to one-quarter normal rate
20	Heal at twice the normal rate
30	Feign death and delay poison

Chapter Five: Spirits and Monsters

Spirit Ogre Mage

Large Giant (Incorporeal)

Hit Dice: 5d12+15 (47 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft., fly 40 ft. (perfect)

AC: 14 (-1 size, +5 deflection); or 18 (-1 size, +5 natural, +4 chain shirt)

Attacks: Huge greatsword +7 melee; or Huge longbow +1 ranged

Damage: Huge greatsword 2d8+7; or Huge longbow 2d6

Face/Reach: 5 ft. by 5ft/10 ft

Special Attacks: Manifestation, materialization, spell-like abilities

Special Qualities: Incorporeal, regeneration 2, SR 18

Saves: Fort +7, Ref +1, Will +3

Abilities: Str 21, Dex 10, Con 17 Int 14, Wis 14, Cha 21

Skills: Concentration +6, Hide +8, Listen +13, Spellcraft +4, Search +8, Spot +13

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

A spirit ogre mage, while not one of the mightiest spirits, certainly believes itself to be. It's more than capable of killing and eating most mortals with the misfortune to cross its path, and spirit ogre magi are known for playing various sorts of games with mortals. They may take to watching over a particular area, charging a "toll" from all who pass, or forcing them to play in a contest of some sort. Spirit ogres can be reasoned with, and they usually keep to the letter of their agreements.

Combat

A spirit ogre mage tends to rely on its spell-like abilities, manifesting in order to use them (while remaining largely immune to counterattacks). It materializes only when it must do so (being somewhat cowardly), although it can be tricked into materializing by an appeal to its pride. Of course, tricking a spirit ogre can have its own consequences, since they can hold grudges for a *very* long time.

Spell-like Abilities: At will—*darkness* and *invisibility*; 1/day—*charm person*, *cone of cold*, *gaseous form*, *polymorph self*, and *sleep*. These abilities are as the spells cast by a 9th-level sorcerer (save DC 15 + spell level).

Flight (Su): Spirit ogre magi can fly even in materialized form.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magical weapons, or magic, with a 50% chance to ignore any damage from a corporeal creature. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Manifestation (Su): Can make itself visible to corporeal beings. While manifested it is still immune to physical attacks, as per Incorporeal.

Materialization (Su): Can become fully solid in order to attack or interact with corporeal creatures. It can become ethereal or material as a move-equivalent action on its initiative.

Regeneration (Ex): Spirit ogres take normal damage from fire and acid in their materialized form. They can reattach severed limbs by holding them to the stump for a minute.

