



SESHEYAN SHAMAN PRESTIGE CLASS:

Sesheyans have a long traditional belief in Mysticism and the Spirit world, over the millennia some have learned to develop the art of speaking to and calling forth the spirits of the ethereal plane, into the real world. Through these spirits they learn secrets long thought lost, have supernatural defenders to fight off their foes, and learn new lore..

The Sesheyan Shamanic tradition is one which is closely guarded by the race, they never share the knowledge of it's workings with those not of their species. And few if any in the Dragon Empire have ever seen the Shamans power in use, though those who do are never quite the same, having witnessed something beyond their ken.

Hit Die: d8

Requirements

To qualify to become a Sesheyan Shaman a character must fulfill all of the following criteria:

- **Abilities:** Must have a Wis 14+
- **Species:** Must be a Sesheyan
- **Skills:** Knowledge (Spirit Realms) 8 ranks, Diplomacy 4 ranks
- **Special:** This tradition is only ever passed on rarely, as such to become one, a Sesheyan must find and convince an old master to teach them.
- **Turning:** A character must be able to Turn/Rebuke Undead

Class Skills

The Shaman's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Scry (Int), Sense Motive (Wis), Speak Language (Int), Wilderness lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

- **Weapon and Armor Proficiency:** A Sesheyan Shaman receives no additional weapon or armor proficiencies
- **Summon Spirits(Su):** The Shaman is a powerful summoner, but only calls the spirits of the Ethereal plane. Whenever a summon monster spell is cast the Shaman must apply the Spirit template to the creature summoned.
- **Call Spirit(Sp):** At 2nd level a Shaman, can call on spirits of the dead and question them, just as *Speak with Dead* the spell at the Shamans caster level, the Shaman must have some piece of the deceased, a bone or some such present to call their spirit forth, but any spirit called suffers a -4 to their Will save to resist the Shamans questions.
- **Bonus Feat - Augment Summoning:** The Shaman receives the Augment Summoning feat for free, this reflects their growing ability to summon more powerful spirits.





- **Bonus Metamagic Feat:** At 3rd, 5th and 8th the Shaman receives a bonus Metamagic feat.
- **Dream Walk(Sp):** The shaman gains the ability once per day to enter a meditative state and enter someone's dreams to convey a message or sending, just as the *Dream* spell as if cast by the shaman at caster level.
- **Spirit Travel (Su):** At 10th the Shaman may 1/week make an *Ethereal Jaunt* as per the spell of the same name, allowing them to enter the Spirit realm.
- **Spells:** Beginning at 1st level, a Sesheyan Shaman gains the ability to cast a small number of divine spells. The Shaman's ability to cast these spells works exactly like a Druid's ability to cast spells (they are Wisdom-based and require a period of meditation to obtain each day).

A Sesheyan Shaman, must pick their spells from the following list: -

1st level – *Alarm, Cause Fear, Chill Touch, Cure light wounds, Endure Elements, Entangle, Feather Fall, Obscuring mist, Summon monster 1, Sleep, Unseen Servant;*

2nd level – *Animal messenger, Delay poison, Detect Thoughts, Fog Cloud, Heat Metal, Hold animal, Lesser Restoration, Resist Elements, Speak with animals, See Invisibility, Summon Monster II, Summon swarm;*

3rd level – *Call lightning, Contagion, Cure Moderate Wounds, Diminish plants, Neutralise Poison, Nondetection, Plant Growth, Poison, Protection from Elements, Remove Disease, Speak with plants, Summon monster III;*

4th level – *Arcane Eye, Bestow Curse, Cure Serious Wounds, Dispel Magic, Hallucinatory Terrain, Quench, Reincarnate, Remove Curse, Scrying, Solid Fog, Stoneskin, Commune with nature, Bestow Curse;*

The Sesheyan Shaman

Level	Attack	Fort	Ref	Will	Special	1	2	3	4
1 st	+0	+2	+0	+2	Summon Spirits	0	--	--	--
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2 nd	+1	+3	+0	+3	Call Spirit Augment summon	1	--	--	--
3 rd	+1	+3	+1	+3	Metamagic Feat	1	0	--	--
4 th	+2	+4	+1	+4	Dream Walk	1	1	--	--
5 th	+2	+4	+1	+4	Metamagic Feat	1	1	0	--
6 th	+3	+5	+2	+5	--	1	1	1	--
7 th	+3	+5	+2	+5	--	2	1	1	0
8 th	+4	+6	+2	+6	Metamagic Feat	2	1	1	1
9 th	+4	+6	+3	+6	--	2	2	1	1
10 th	+5	+7	+3	+7	Spirit Travel	2	2	2	1

Spirit Template.

Hit Dice goes up one dice (i.e d6 becomes d8)

Speed: As base creature

AC: remains the same, but any natural armor bonus applies only to ethereal creatures, they also gains a Deflection bonus equal to Wisdom bonus or +1 whichever is higher.

Attacks: all attacks of base creature, but physical attacks do not affect non ethereal creatures

Damage: As base +1d6 (Cold) damage, but cannot deal physical damage to non ethereal creatures

Special Attacks: Retains all those of the base creature, it also gains





Manifestation (su): All Spirits have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, spirits become visible but remain incorporeal (see page 6 MM). However, a manifested spirit can strike with its touch attack or a "Ghost Touch" weapon. A manifested spirit remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting spirit is on the Ethereal plane, its spells cannot affect targets on the Material plane, but they work normally against ethereal targets. When a spellcasting spirit manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested spirit's touch spells don't work on material targets.

Special Qualities: As base creature plus

Incorporeal: Can be harmed only by incorporeal creatures, +1 or better magic weapons, or magic, with a 50% 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.

Turn Resistance (Ex): A spirit has +4 turn resistance (see page 10 MM).

Immunities: 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.

Saves: As base creature

Abilities: As base creature, except spirit has no CON score, and its Wisdom score increases by +4.

Skills: Spirits receive a +8 racial bonus to Hide, Knowledge (any), Spot and Search checks. Otherwise as base creature.

Feats: As base creature.

Challenge Rating: As base creature +1

Alignment: Any

Advancement: Same as base creature

