



Kalte Shaman

The frozen realm of Kalte is home to many fierce creatures, from the highly territorial Ice Barbarians to the hulking menace of the mighty Kalkoth. Possibly more dangerous than either of these, but until now unknown to most of Magnamund are the Kaltese Shamans.

The Shamans of Kalte have only existed for around fifty years. The founding of the guild coincided with the discovery of a huge stone statue in an icy cave deep in the frozen wastes by a scouting party of Ice Barbarians. One of their number, a towering man called Iceth was overcome by visions upon seeing the statue, and in a fit of rage or madness, slew the rest of the scouting party.

His vision told him of one of the Ice Demons, the spirits from beyond the Vagadyn gate who avoided the traps set for the rest of his kin by the Ancients. While the imprisoned Ice Demons built Ikaya, this lone Ice Demon fled to the cave. There, far from the Vagadyn gate, and sorely weakened from his passage through it and subsequent escape, the demon found a statue, an ancient effigy in the form of the Ancients, and imbued with the magic of that race. Knowing that it would soon expire, the demon transferred its essence to the statue, where it remained ever since.

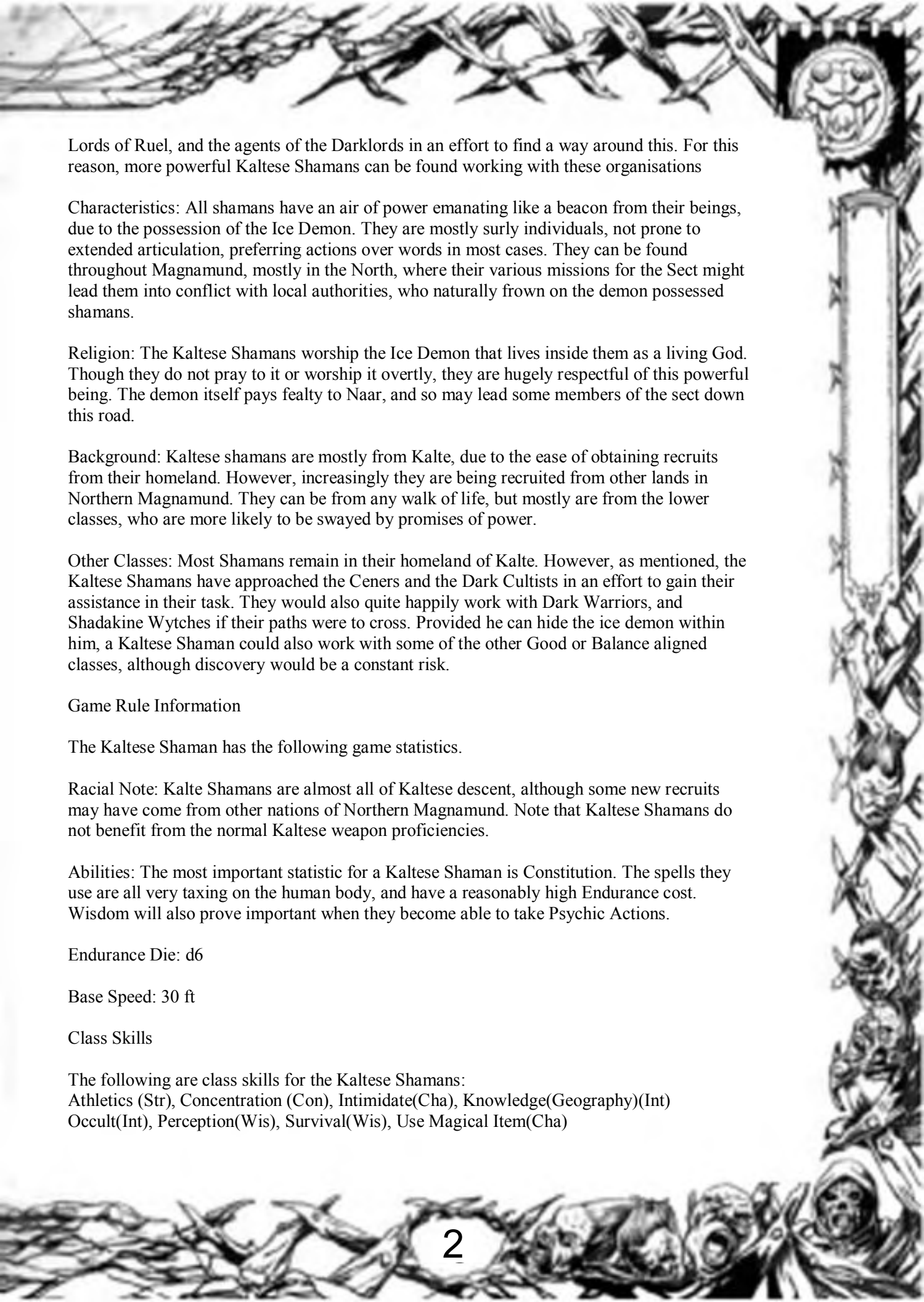
The demon promised great power to Iceth, provided the Ice Barbarian would allow the demon to possess his body. The ambitious Iceth agreed to this, but found that his mortal frame could only accommodate a tiny part of the essence of the demon. It was this essence that provided him with his new powers.

But this small taste of freedom was not enough. Under the suggestive influence of the demon, Iceth founded the sect of the Kaltese shamans, and since their founding, many more barbarians of Kalte have allowed the demon into their souls in exchange for this power. The demon hopes that all of his power will eventually be transferred in this way, finally granting it freedom from its timeless prison.

The lair of the sect was founded on the site where the statue was found, and its location kept a closely guarded secret. Only High Magister Iceth, who still rules the sect to this day, knows where it is located. All of the other members of the Sect can only return to the sect through the use of a magical talisman, which will transport them back to the sect when it is created.

Adventures: Kaltese Shamans almost always stay in the icy wastes of their homelands. This is because while in closer proximity to the source of their power, it is easier for the Ice Demon to grant them access to new powers. In addition, new Sect recruits are fairly vulnerable, having not yet learned to accept the powers of the Ice Demon, or to channel the powerful energies at their command.

However, in their search for new recruits, and their need to obtain resources not easily available in Kalte, some Shamans have travelled to other lands. Missions are undertaken to procure these resources, and these are becoming more common as the Sects members grow in power. Iceth has ordered that the sect make contact with others who may be sympathetic to their cause. The greatest drawback of the demon's plan is that it requires the full cooperation of the prospective recipient of his will. He has ordered the sect to contact both the Plague



Lords of Ruel, and the agents of the Darklords in an effort to find a way around this. For this reason, more powerful Kaltese Shamans can be found working with these organisations

Characteristics: All shamans have an air of power emanating like a beacon from their beings, due to the possession of the Ice Demon. They are mostly surly individuals, not prone to extended articulation, preferring actions over words in most cases. They can be found throughout Magnamund, mostly in the North, where their various missions for the Sect might lead them into conflict with local authorities, who naturally frown on the demon possessed shamans.

Religion: The Kaltese Shamans worship the Ice Demon that lives inside them as a living God. Though they do not pray to it or worship it overtly, they are hugely respectful of this powerful being. The demon itself pays fealty to Naar, and so may lead some members of the sect down this road.

Background: Kaltese shamans are mostly from Kalte, due to the ease of obtaining recruits from their homeland. However, increasingly they are being recruited from other lands in Northern Magnamund. They can be from any walk of life, but mostly are from the lower classes, who are more likely to be swayed by promises of power.

Other Classes: Most Shamans remain in their homeland of Kalte. However, as mentioned, the Kaltese Shamans have approached the Ceners and the Dark Cultists in an effort to gain their assistance in their task. They would also quite happily work with Dark Warriors, and Shadakine Wytches if their paths were to cross. Provided he can hide the ice demon within him, a Kaltese Shaman could also work with some of the other Good or Balance aligned classes, although discovery would be a constant risk.

Game Rule Information

The Kaltese Shaman has the following game statistics.

Racial Note: Kalte Shamans are almost all of Kaltese descent, although some new recruits may have come from other nations of Northern Magnamund. Note that Kaltese Shamans do not benefit from the normal Kaltese weapon proficiencies.

Abilities: The most important statistic for a Kaltese Shaman is Constitution. The spells they use are all very taxing on the human body, and have a reasonably high Endurance cost. Wisdom will also prove important when they become able to take Psychic Actions.

Endurance Die: d6

Base Speed: 30 ft

Class Skills

The following are class skills for the Kaltese Shamans:

Athletics (Str), Concentration (Con), Intimidate(Cha), Knowledge(Geography)(Int)
Occult(Int), Perception(Wis), Survival(Wis), Use Magical Item(Cha)

Skill Points at 1st Level: (2+Int Mod)*4

Skill Points at Each Additional Level: 2+Int Mod

Class Features

The following are class features for the Kaltese Shamans:

Armour and Weapon Profficiency: Kaltese Shamans are proficient with the dagger and the spear. They are also proficient in Padded Armour.

Demonic Possession(Su): Upon initiation in the Kaltese Sect, the prospective Shaman is possessed by a part of the essence of the Ice Demon. This mentally and physically fortifies him for his struggles to rise through the ranks of the Sect. This involves touching the statue of the Demon in the Shamans' lair, and opening his mind to the Demon. The effect of this is to give the shaman a +1 bonus to Con and a +2 bonus to Will saving throws.

In addition, the powers granted by the Ice Demon allow the Shaman great freedom to travel around the land of Kalte. He becomes totally immune to natural cold when this class feature is gained. Note that this does not include cold generated by the realm of the Darklords (anywhere with the Darklands Traits feature).

Aura Shroud(Su): The demon possessing the mind of a Kaltese shaman is hard to detect due to its strong mind protection. However, spells such as Sense Evil can detect the possession, but they have their DCs increased by 2*The shaman's character level + his Charisma score. If the check fails, the person who cast the spell becomes convinced that there is nothing amiss, and under usual circumstances, will not cast a detection spell on the shaman again.

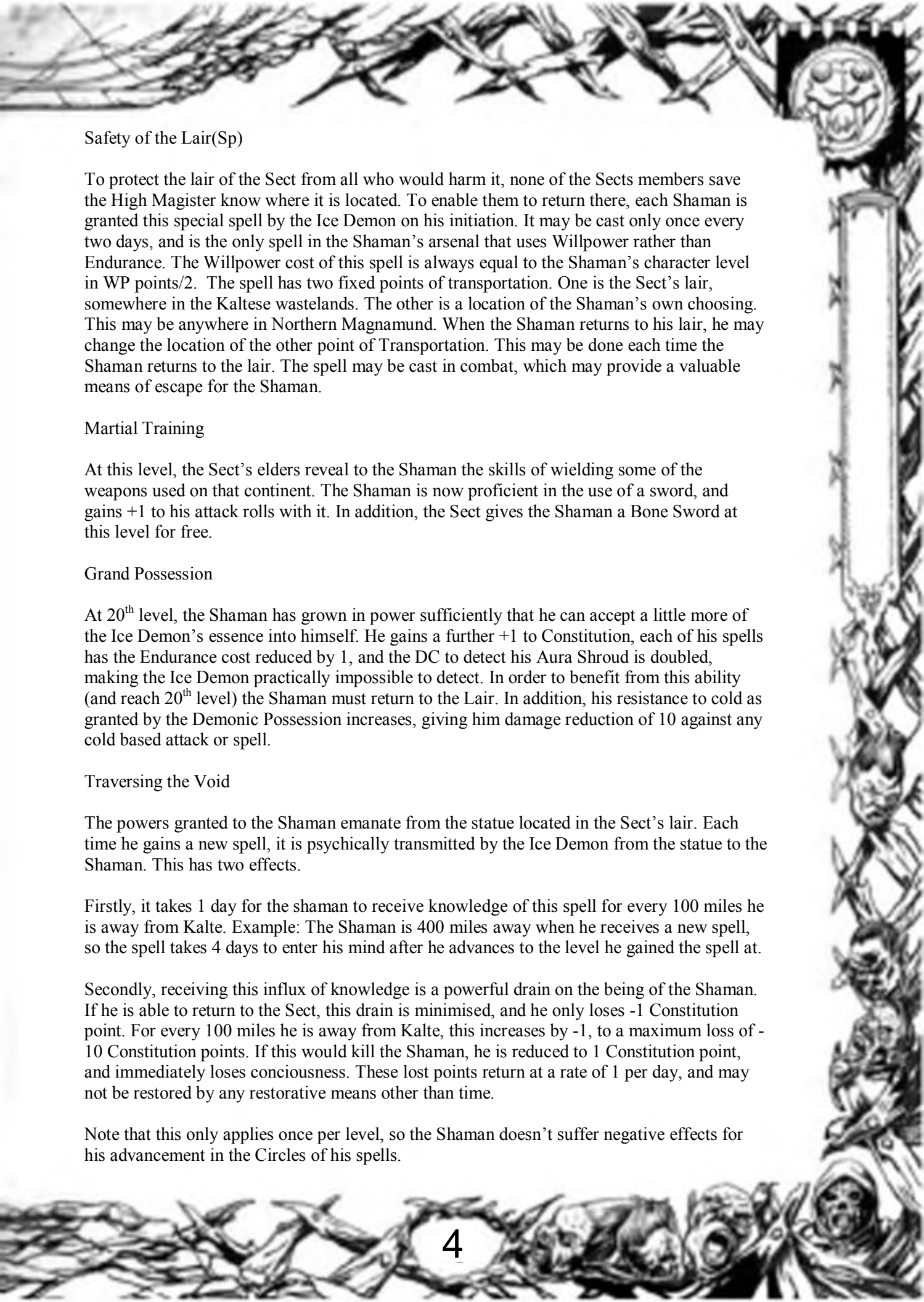
Magical Combat(Su): A Kaltese Shaman uses his class level as his base combat skill when attacking using his spells.

Shaman Spells(Sp): At each level that this class is gained, the Shaman chooses a new spell to add to his repertoire. This new spell is at Circle I. In addition, all previously learned spells automatically have 1 added to their Circle level.

Willpower: Kaltese shamans have an additional statistic called Willpower. It is not used to power their spells, which are powered by Endurance, but it is nevertheless an important statistic. It is used as a buffer against Psychic Assault, and later on, is used to power the shaman's developing Psychic Abilities. At 1st level, the Shaman's Willpower is equal to half his Wisdom score rounded down. At each subsequent level, it increases by 1+Wis Mod (Minimum of 1). It is refreshed by the Shaman's Charisma modifier each morning at dawn. This happens automatically every 24 hours. If the Shaman runs out of Willpower, he may not cast any spells (even those that do not have an Endurance cost). The Shaman loses his Magical Combat ability when his Willpower score reaches 0. In addition, the DC to bypass his Aura Shroud is reduced by -5.

Psychic Awareness

The presence of the Ice Demon as well as the increasing power of the shaman's own spirit mean that the powers of his mind awakens as he walks along his path to power. At 5th level, the Shaman can use the Raise a Shield Psychic Action. His abilities progress throughout his training, enabling him to eventually use the Focus and Attack actions. At level 14, he raises an Instinctive Shield in combat.



Safety of the Lair(Sp)

To protect the lair of the Sect from all who would harm it, none of the Sects members save the High Magister know where it is located. To enable them to return there, each Shaman is granted this special spell by the Ice Demon on his initiation. It may be cast only once every two days, and is the only spell in the Shaman's arsenal that uses Willpower rather than Endurance. The Willpower cost of this spell is always equal to the Shaman's character level in WP points/2. The spell has two fixed points of transportation. One is the Sect's lair, somewhere in the Kaltese wastelands. The other is a location of the Shaman's own choosing. This may be anywhere in Northern Magnamund. When the Shaman returns to his lair, he may change the location of the other point of Transportation. This may be done each time the Shaman returns to the lair. The spell may be cast in combat, which may provide a valuable means of escape for the Shaman.

Martial Training

At this level, the Sect's elders reveal to the Shaman the skills of wielding some of the weapons used on that continent. The Shaman is now proficient in the use of a sword, and gains +1 to his attack rolls with it. In addition, the Sect gives the Shaman a Bone Sword at this level for free.

Grand Possession

At 20th level, the Shaman has grown in power sufficiently that he can accept a little more of the Ice Demon's essence into himself. He gains a further +1 to Constitution, each of his spells has the Endurance cost reduced by 1, and the DC to detect his Aura Shroud is doubled, making the Ice Demon practically impossible to detect. In order to benefit from this ability (and reach 20th level) the Shaman must return to the Lair. In addition, his resistance to cold as granted by the Demonic Possession increases, giving him damage reduction of 10 against any cold based attack or spell.

Traversing the Void

The powers granted to the Shaman emanate from the statue located in the Sect's lair. Each time he gains a new spell, it is psychically transmitted by the Ice Demon from the statue to the Shaman. This has two effects.

Firstly, it takes 1 day for the shaman to receive knowledge of this spell for every 100 miles he is away from Kalte. Example: The Shaman is 400 miles away when he receives a new spell, so the spell takes 4 days to enter his mind after he advances to the level he gained the spell at.

Secondly, receiving this influx of knowledge is a powerful drain on the being of the Shaman. If he is able to return to the Sect, this drain is minimised, and he only loses -1 Constitution point. For every 100 miles he is away from Kalte, this increases by -1, to a maximum loss of -10 Constitution points. If this would kill the Shaman, he is reduced to 1 Constitution point, and immediately loses consciousness. These lost points return at a rate of 1 per day, and may not be restored by any restorative means other than time.

Note that this only applies once per level, so the Shaman doesn't suffer negative effects for his advancement in the Circles of his spells.

Ex Kaltese Shaman

There is no such thing as an ex Kaltese Shaman. If a Shaman tried to break his oath to the Ice Demon, he would die. Should the Shaman find some way to exorcise the Demon through very powerful magics or divine intervention, he would lose all his spells, and the Demonic Possession and Grand Possession class features.

Multiclassing into a Kaltese Shaman

The Kaltese Shamans are always on the hunt for new recruits. It is possible theoretically for any other class to multiclass into the Sect, but it is quite unlikely that many would choose to do so, seeing as adventurers have more insight than most others into what exactly demonic possession might entail.

The Kalte Shaman

Level	Base CS	Fort Save	Ref Save	Will Save	Base Magical CS	Base Magical Damage	Special
1 st	0	0	0	1	1	1d6	Demonic Possession, Aura Shroud, Magical Combat, Shaman Spells
2 nd	1	1	0	2	2	1d6	Counterspell
3 rd	1	2	1	2	3	1d6	Shaman Spells
4 th	2	2	1	3	4	1d8	
5 th	2	2	1	3	5	1d8	Psychic Awareness, Ice Magic
6 th	3	3	2	4	6/1	1d8	
7 th	3	3	2	4	7/2	1d8	Safety of the Lair, Shaman Spells
8 th	4	3	2	5	8/3	1d10	Psychic Awareness (Attack)
9 th	4	4	3	5	9/4	1d10	Shaman Spells
10 th	5	4	3	6	10/5	1d10	Psychic Awareness (Focus/1)
11 th	5	4	3	6	11/6/1	1d10	Martial Training, Shaman Spells
12 th	6/1	5	4	7	12/7/2	2d6	Psychic Awareness (Focus/2)
13 th	6/1	5	4	7	13/8/3	2d6	Shaman Spells
14 th	7/2	5	4	8	14/9/4	2d6	Psychic Awareness (Instinctive Shield)
15 th	7/2	6	5	8	15/10/5	2d6	Shaman Spells
16 th	8/3	6	5	9	16/11/6/1	2d8	
17 th	8/3	6	5	9	17/12/7/2	2d8	Shaman Spells
18 th	9/4	7	6	10	18/13/8/3	2d8	
19 th	9/4	7	6	10	19/14/9/4	2d8	
20 th	10/5	7	6	11	20/15/10/5	2d10	Grand Possession



Kaltese Shaman Spells

Kaltese Shamanism is an unusual form of magic, seeing as all spells are actually cast by the Ice Demon possessing the Shaman's mind. Any checks made to cast the spell are made to see if the Shaman can successfully channel the vast energy needed to cast these spells. For this reason, a Concentration check is needed to cast each of these spells. The DC for such a check is $10 + (5 \times \text{The Tier level of the spell})$.

The DC to resist any of the Shaman's spells is equal to the Shaman's Constitution score plus half his class level. This can make a high level Shaman's spells very difficult to resist, as the power channelled through him by the Ice Demon is great indeed.

A Kaltese Shaman may attempt to cast a spell even if this would reduce him to 0 or lower Endurance. This actually represents the essence of the Ice Demon channelling power, regardless of the well being of its host. However, if this would take the caster to -10 Endurance, the Ice Demon will stop the spell, leaving the Shaman stable at -9 Endurance.

If a natural 20 is rolled on the d20, the spell is successfully cast, and a portion of the Ice Demon's vast reserves of energy is channelled into the Shaman. He immediately regains 5 Endurance. Note that the Endurance cost of the spell is deducted after the 5 Endurance have been restored.

Counterspell

The Shaman may use Counterspell as the Brotherhood of the Crystal Star. Note however, that seeing as Counterspell is also cast by the Ice Demon, the Shaman will regain 5 Endurance if a natural 20 is rolled on the d20 to dispel, regardless of whether this is enough to dispel the spell or not.

Ice Mastery

At 8th level, the Shaman gains another small influx of power from the Ice Demon. He gains the Circle I ability of the Icy Mastery magic. This spell then advances along with the rest of his repertoire. Note that the Shaman must be in a frozen environment (which can be either natural or magical in nature) for these spells to be used.

Circle I – Hypothermia(3 Endurance)

The Shaman summons a freezing wind that engulfs one target within line of sight. This target is inflicted with a severe case of hypothermia. He is immediately stunned. In addition, he begins to take 1d6 lethal cold damage each round. At the start of each round after the one that the spell is cast, the target gets a Fortitude save to shrug off the effects of the spell. The loss also stops automatically if the caster is slain. The affected target immediately recovers from the stunned effect, and may act freely from now on. Cold resistance applies as per usual to this spell.

Circle II – Ice Beast(5 Endurance)

This spell gives the Shaman the power to transform into a Kalkoth. He gains all the abilities of the beast as listed on Page 275 of the LW RPG. This is a rather unstable spell at best. Should the Shaman in his Kalkoth form be reduced to 50% Endurance, he will immediately revert to his normal form, and be stunned for 1 round. This will also occur if the spell is dispelled for any reason (such as with Counterspell). The Shaman may voluntarily revert to his normal form at no penalty as a full round action. When in his Kalkoth form, he may not cast any spells at all. He retains his ability to use all of his Class Features, though he may not use any weaponry or armour in this form.

Circle III – Ice Storm(8 Endurance)

The caster calls forth the powers of a raging ice storm, that envelops an area 50 feet in diameter, centred on the caster. This storm lasts for a number of rounds equal to the caster's class level (rounding down), and anyone in the area takes 2d6 cold damage and 1d6 slashing damage from the hail of razor sharp ice shards that whirl around the area. A Reflex save negates the slashing damage, but not the cold damage. All senses (vision, smell, hearing) are reduced to 5 feet while a being is in the area of the storm. This includes the caster.

Hellfire

This power is a manifestation of the immense psychic energies of the Ice Demon within each shaman, and given form through the will of the Shaman himself. It can be very useful in melee combat, as the enemies of the caster find their willpower leached away. Note that neither of these spells are blocked by psychic shields of any kind.

Circle I(2 Endurance)

Hellfire at the 1st Circle has a radius of 10 feet from the Shaman. If the spell is successful, each enemy within this radius must make a Will save, or lose the Shaman's base magical damage in WP. Any enemy with no WP, or whose WP is already at 0 are unaffected by this Circle.

Circle II(5 Endurance)

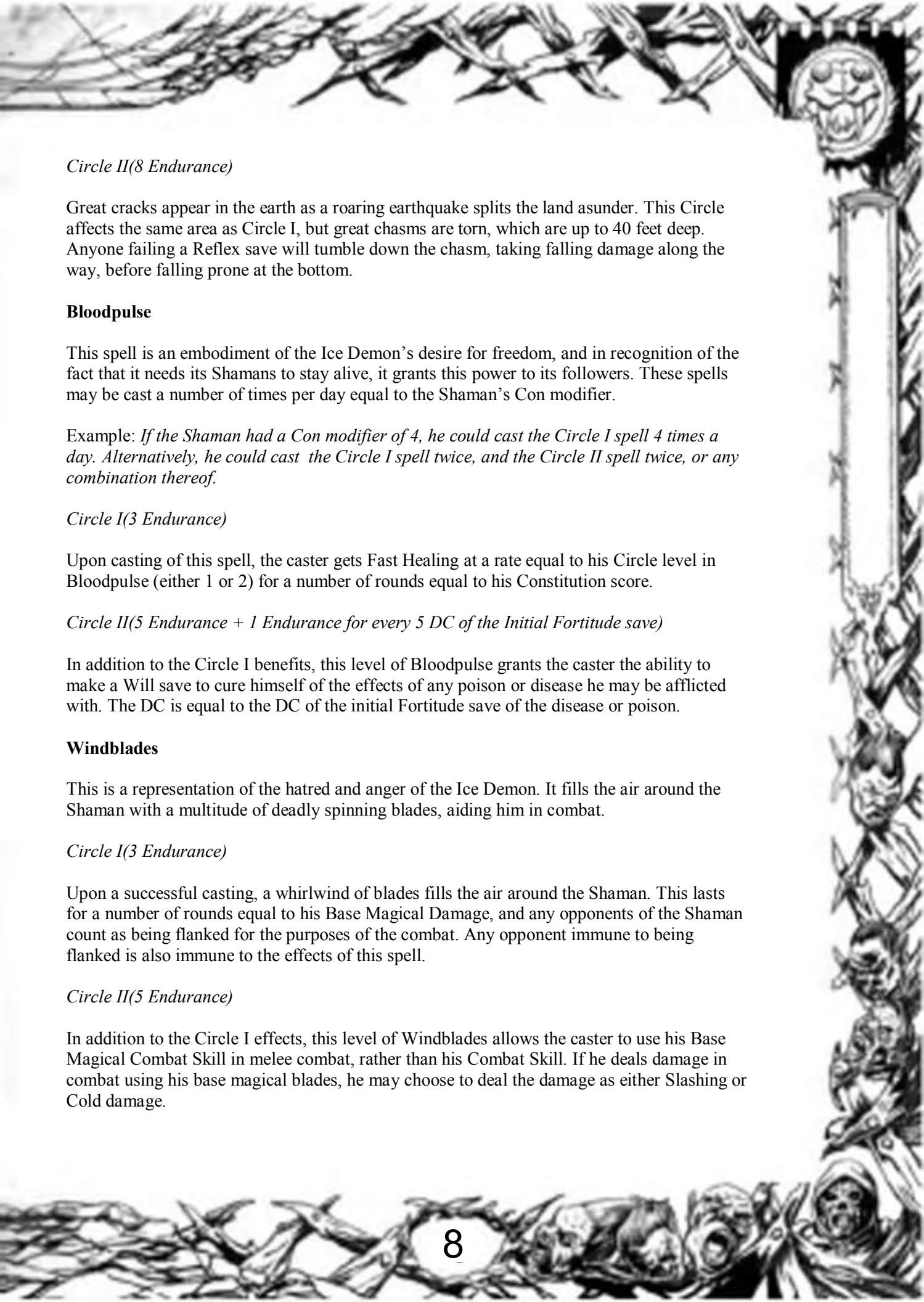
Hellfire's power increases, doubling the radius and imposing the Shaman's own Constitution modifier as a penalty to his opponents' Will saves. In addition, should an enemy who's WP score is already at 0, or would enter negative values after receiving this spell be affected, the additional damage is taken as Endurance damage instead.

Shockwave

This spell allows the Shaman power over the earth itself. At the lower levels, people will tumble and fall, and weak buildings and unsecured items may topple over. At higher levels, the earth is torn asunder, causing widespread damage.

Circle I(2 Endurance)

At this level, the Shaman calls forth a rumbling earthquake, which affects a radius of 100 ft around the Shaman. Any creature in the area must make a Reflex save or fall prone.



Circle II(8 Endurance)

Great cracks appear in the earth as a roaring earthquake splits the land asunder. This Circle affects the same area as Circle I, but great chasms are torn, which are up to 40 feet deep. Anyone failing a Reflex save will tumble down the chasm, taking falling damage along the way, before falling prone at the bottom.

Bloodpulse

This spell is an embodiment of the Ice Demon's desire for freedom, and in recognition of the fact that it needs its Shamans to stay alive, it grants this power to its followers. These spells may be cast a number of times per day equal to the Shaman's Con modifier.

Example: If the Shaman had a Con modifier of 4, he could cast the Circle I spell 4 times a day. Alternatively, he could cast the Circle I spell twice, and the Circle II spell twice, or any combination thereof.

Circle I(3 Endurance)

Upon casting of this spell, the caster gets Fast Healing at a rate equal to his Circle level in Bloodpulse (either 1 or 2) for a number of rounds equal to his Constitution score.

Circle II(5 Endurance + 1 Endurance for every 5 DC of the Initial Fortitude save)

In addition to the Circle I benefits, this level of Bloodpulse grants the caster the ability to make a Will save to cure himself of the effects of any poison or disease he may be afflicted with. The DC is equal to the DC of the initial Fortitude save of the disease or poison.

Windblades

This is a representation of the hatred and anger of the Ice Demon. It fills the air around the Shaman with a multitude of deadly spinning blades, aiding him in combat.

Circle I(3 Endurance)

Upon a successful casting, a whirlwind of blades fills the air around the Shaman. This lasts for a number of rounds equal to his Base Magical Damage, and any opponents of the Shaman count as being flanked for the purposes of the combat. Any opponent immune to being flanked is also immune to the effects of this spell.

Circle II(5 Endurance)

In addition to the Circle I effects, this level of Windblades allows the caster to use his Base Magical Combat Skill in melee combat, rather than his Combat Skill. If he deals damage in combat using his base magical blades, he may choose to deal the damage as either Slashing or Cold damage.



Spirit Strike

This spell is potentially one of the most deadly in the arsenal of the Shaman, allowing him to strike at an opponent while remaining out of harms way.

Circle I(3 Endurance)

This spell gives the Shaman the power to project an incorporeal image of himself at any enemy within 120 feet that he can see. The 'spirit self' arrives instantaneously at the target, and may make one attack on the target. The Shaman's Base Magical Combat skill is used rather than his Combat skill, but otherwise the attack takes place as if the Shaman was fighting as himself, with one exception. The 'spirit self' can not be harmed in any way while projecting, other than by people or creatures capable of attacking non-corporeal enemies. The Shaman's real body may be attacked normally, and counts as being helpless while projecting this attack. After one round, the spirit returns to the Shaman's body.

Circle II(6 Endurance)

The power of the Circle I spell increases, enabling the spirit self to make a number of actions equal to the Shaman's Con modifier. Line of site is still required for each move. The actions available are:

1. Move 120 ft.
2. Make one attack against an adjacent enemy.

Domination

This spell is the aspect of the Ice Demon's personality that allows it to completely dominate another being. Because the Demon essence in each Shaman is so weak, this can only affect a being for a short period of time, but often, this is enough.

Circle I(3 Endurance)

This spell, when cast on a creature that the caster can see, can force one creature to take one round's worth of actions decided by the Shaman. These actions can not be self-injuring, and may not harm allies directly. The definition of directly here is up to the GM, but if the dominated victim is aware that his actions will harm an ally, generally speaking it won't do it.

Any other actions are acceptable. A foe gets a Will save to resist this effect.

Circle II(5 Endurance)

This is a more powerful version of the Circle I spell, but is also more limiting in what can be achieved. The caster can give a two word command, which will affect as many people as his Con modifier that are within line of sight. The command must be achievable in two rounds, and once again, may not harm allies or the victim itself.

Each foe gets a Will save to resist the effect, but the DC is increased by 2.



The Horror

This spell is the dark hand of terror – an example of the power that a true Ice Demon can wield. Note that if a target is unable to move, then it suffers a -5 penalty to all checks in the turn that it would normally move.

Circle I(4 Endurance)

A flood of terror extends from the outstretched hand of the Shaman and travels along a 5 foot wide column for a distance of 200 feet. Anything caught in this beam must make a Will save or become *Panicked* for one turn. Enemies immune to psychological effects are immune to this spell.

Circle II(7 Endurance)

This has a similar effect to the Circle I spell, but if successful, it lasts for a number of turns equal to the Shaman's Charisma modifier (minimum of 2). In addition, rather than being a beam spell, it affects anyone the Shaman desires within 200 feet provided that he's aware of their presence (even invisible enemies can be affected if the Shaman is aware of them). Affected enemies are panicked for the duration of the spell, although affected enemies get a Will save each turn to shrug off the effects. Enemies immune to psychological effects are immune to this Circle as well.

Shadow Spirits

The Shaman who commands this power has some of the power of the spirit world at his command. He can use this power in a variety of ways.

Circle I(2 Endurance)

Shamans with this power can summon a small, formless spirit to act as their aid. This spirit can not affect anything in the corporeal world, and nothing from the corporeal world (not even magical weapons or abilities) can affect it. It can use all five senses to act as the senses of the Shaman. It appears next to the Shaman and can move at a rate of 200 feet per round. The Shaman can use any of its senses as if they were his own. In addition, any magical persons or items the spirit sees will glow a faint green colour. The person or item (if sentient) can hide its presence with a successful Will save. The spirit will stay in service to the Shaman for a period equal to his Con modifier in hours, after which, it will return to its own plane.

Circle II(6 Endurance)

Shamans with this power can call forth a number of Spirit Hounds to aid them in combat. A shaman can summon a number of hounds equal to his Con modifier, and they will remain in his service for his Con modifier in rounds, before returning to their own plane. Statistics for Spirit Hounds are detailed below.

Spirit Hound

Medium Animal (Incorporeal)

End Dice: 2d8+4 (15 Endurance)

Initiative: +2

Speed: 50ft

Armour Class: 13(+2 Dex, +1 Deflection Bonus), Flat Footed 11

Base Combat Skill: +1

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5ft

Special Attacks: -

Special Qualities: Darkvision, Pounce

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Environment: Ethereal planes, Daziarn plane, Wherever summoned.

Organisation: If encountered on other planes: Solitary, pair or pack(7-16)

If summoned: Varies depending on summoner's abilities.

Challenge Rating: 1

Advancement: If natural: 3ED (Medium), 4-6ED(Large)

If summoned: None.

You advance cautiously on the fur-clad wizard, your weapon poised and ready to strike. Suddenly, he utters a sharp incantation, and the hairs on the back of your neck begin to prickle. You whirl around to find three snarling dogs, materialising out of thin air. With ethereal snarls, they leap to the attack.

Spirit hounds normally reside on the Daziarn plane, and other planes of existence. They roam in packs, rather like the packs of wild dogs found in Aon. They may be summoned by the will of a powerful mage to fight by his side, but they never remain for very long in Aon. Should they be 'killed' on Aon, they simply return to the plane from whence they came.

New Equipment

Enchanted Bone Sword

The Bone Sword typically wielded by Ice Barbarians is also used by the Kaltese Shamans. However, this type of Bone Sword is an enchanted weapon. In addition to its normal damage, should the Bone Sword deal a critical hit, the wound caused will begin to bleed furiously. A target struck by a Bone Sword critical hit loses 2 Endurance every round until it can make a Fortitude save at a DC equal to the damage done by the critical hit. If desired, the Bone Sword may be used as a club, but in this case, the bleeding effect will not occur.

Weapon Name	Cost	Damage	Critical	Range	Weight	Type
Enchanted Bone Sword	1500*	1d6	19/20 x2	-	5lbs	Slashing /Bludgeoning

*Note that Enchanted Bone Swords are never normally sold, but this would be a suitable price for buying or selling one on the black market.

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