# Weekly Wonders Secret Spirits

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#### Ravages

A shaman who selects the ravages spirit is never beautiful, though some avoid being truly ugly. While they themselves are often not ravaged by the diseases and poisons to which they devote themselves, simply working such harmful and hateful magic takes its toll upon them, as the bile and vitriol that powers the magic is turned upon their body, as well as their soul.

**Spirit Magic Spells:** ray of sickening<sup>UM</sup> (1st), blindness/ deafness (2nd), eruptive pustules<sup>UM</sup> (3rd), poison (4th), greater contagion<sup>UM</sup> (5th), mass fester<sup>APG</sup> (6th), insanity (7th), horrid wilting (8th), cursed earth<sup>UM</sup> (9th).

**Hexes:** A shaman who selects the ravages spirit can select from the following hexes.

Affliction Use (Ex): The shaman is trained in the use of poisons, and cannot accidentally poison herself when applying poison to a weapon. Additionally, if the shaman is able to find material bearing a disease of the contact or injury type (potentially including, at the GM's discretion, clothes from a diseased creature, flesh from a diseased creature, and so on), she can apply that material to a weapon as though it were a poison (the disease's normal onset period still applies).

*Contagious Affliction (Su):* The shaman alters the properties of an existing disease or poison, making it far more likely to affect creatures that come into contact with it. The poison or disease is treated as though its type were contact for the next 24 hours.

Quicken Affliction (Su): The shaman stirs a disease or poison residing within a single creature within 60 feet to renewed life, causing it to have a more rapid effect. The creature must immediately make a new saving throw against that poison or disease, as though its frequency period had just passed. If the disease or poison can only affect the target a limited number of times (such as a poison with a frequency of "1/round for 6 rounds"), this saving throw counts against that amount. The saving throw is based on the poison or disease, and is not altered by this hex. The shaman can use this ability a number of times per day equal to 3 + 1/2 her class level.

Transmute Poison (Su): The shaman can transform one type of poison into another. Each use of this hex affects a single dose of poison, which can be stored in a vial or similar container, applied to a weapon, or inside a living creature. The market price for a single dose of the new poison must be equal to or less than the market price for a single dose of the original poison. If this hex is used on a poisonous creature, it can be used to change the type of poison the creature inflicts. If used on a poison within a creature (including creatures that have been poisoned and creatures that are poisonous), the creature is entitled to a Fortitude save to resist the effect. The transformation lasts for 24 hours. Virulence (Su): The shaman increases the potency of a disease or poison within a creature. This can be used in one of two ways. If used on a creature that inflicts a disease or poison with its natural attacks or special abilities, the saving throw DC to resist the disease or poison that it inflicts is increased by +2 for the next 24 hours. If used on a creature that is currently suffering from a disease or poison, the DC to resist the effects of that disease or poison increases by +4 for the next save that the target makes against the disease or poison (the DC returns to normal for any further saves). Either way, a creature can't be affected by this hex more than once in a 24-hour period.

**Spirit Animal:** The shaman's spirit animal is incredibly ugly, its skin covered with scabs, pustules, pimples, and worse. Its form is emaciated, and its fur, if it has any, likely falls out in clumps, or its breath is a horrible wheezing sound, painful to listen to. The animal's natural attacks inflict filth fever. For every 2 shaman levels the shaman possesses, the saving throw DC to resist this special strain of filth fever increases by +1.

**Spirit Ability:** A shaman who chooses the ravages spirit as her spirit or wandering spirit gains the following ability.

Protection from Afflictions (Su): The shaman gains a +4 circumstance bonus on saving throws made to resist diseases and poisons, as well as to resist effects that impose the sickened or nauseated conditions. At  $n^{th}$  level, if the shaman selected ravages as her spirit (instead of as her wandering spirit), she gains immunity to diseases and poisons.

**Greater Spirit Ability:** A shaman who chooses the ravages spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Secondary Symptoms (Su): Whenever the shaman inflicts ability damage to a creature with a spell, spell-like ability, supernatural ability, disease, or poison, if the source of the ability damage allowed a saving throw, and the target failed, the shaman can choose a different ability score, which was not damaged by that ability. The target suffers half as much ability score damage to the chosen ability score as she suffered to the first ability score (for example, if the shaman inflicted 4 points of Dexterity damage, she could inflict 2 points of additional ability score damage to any ability score besides Dexterity).

**True Spirit Ability:** A shaman who chooses the ravages spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Three Agonies (Sp): As a standard action, the shaman can pour all of her malice and hatred into a single living creature within 60 feet, causing that spiritual vitriol to coalesce in the form of three distinct ailments. The target is entitled to a single Will save (DC 10 + 1/2 the shaman's class level + the shaman's Charisma modifier). If she succeeds, she is staggered for one round. If she fails, she immediately contracts a single disease of the shaman's choice from among those available with the *contagion* spell, and is affected as though by the *poison* spell, and the *bestow curse* spell. Any future saving throws made to resist these effects are equal to the DC of the initial Will save. The curse, disease, and poison inflicted by this ability must each be cured or removed separately.

**Manifestation:** Upon reaching 20<sup>th</sup> level, the shaman becomes a master of diseases and poisons. Any poison that she uses has a DC equal to 12 + 1/2 her class level + her Wisdom modifier, or its normal saving throw DC, whichever is higher. Any disease that she creates or spreads becomes highly contagious, and for every minute that a creature spends within 10 feet of an infected creature, there is a 30% chance that they become afflicted with the disease, as well. Finally, her poisons and diseases can affect creatures that are normally immune to poisons or diseases (including undead creatures), although such creatures gain a +4 bonus on their saving throws to resist the affliction's effects.

#### Rest

Shamans who choose the rest spirit are often quite easygoing and laid back in nature, though this does not mean that they can't be energetic when the mood suits them. Whether they are overweight or stick thin, they tend to have soft, fleshy bodies with little definition.

**Spirit Magic Spells:** forbid action<sup>UM</sup> (1st), lesser restoration (2nd), nap stack<sup>APG</sup> (3rd), restoration (4th), serenity<sup>UM</sup> (5th), heal (6th), refuge (7th), euphoric tranquility<sup>APG</sup> (8th), soul bind (9th).

**Hexes:** A shaman who selects the rest spirit can select from the following hexes.

Dream Messenger (Sp): The shaman can deliver messages to the dreaming minds of other creatures. This functions as the *dream* spell, except that the shaman must always be the one to deliver the message, and the message is limited to a maximum number of words equal to 5 per class level. The shaman can use this ability any number of times per day, but cannot use it to contact any given creature more than once in a 24-hour period.

*Energy Reserves (Ex):* The shaman's restful lifestyle allows her to conserve her energy for when it is in short supply. The shaman gains a +4 bonus on saving throws and ability checks made to avoid sleep effects, as well as anything that would impose the fatigued or exhausted conditions, or which would inflict nonlethal damage.

*Ensorcelled Sleep (Su):* The shaman can cause a creature within 30 feet to experience extreme tiredness. The creature receives a Will save to negate the effect. If the save fails, the exact effect depends on the number of Hit Dice the target has.

If the target's Hit Dice are less than or equal to the shaman's class level, the target falls into a deep,

magical sleep, as the spell *sleep*. The creature will not wake due to noise or light, but others can rouse it with a standard action. This effect ends immediately if the creature takes damage. If the target's Hit Dice are greater than the shaman's class level, the target becomes fatigued, instead. Whether or not the save is successful, and regardless of the target's Hit Dice, he cannot be the target of this hex again for 1 day.

*Power Nap (Su)*: Once per day, the shaman can enter a special restive meditation, which lasts for 10 minutes. During this time, the shaman is effectively asleep. If desired, she can allow any allies within 30 feet of her to take part in this meditation, in which case they also sleep during this time, and gain the same benefits. At the end of the meditation, each creature that participated heals a number of hit points equal to twice their Hit Dice, and is cured of the fatigued or exhausted conditions. Further, if the creature has any abilities that can be used 3 or more times per day, or for a number of rounds or minutes per day greater than 3, they regain 1 daily use, round, or minute of that ability, plus an additional daily use, round, or minute for every 5 shaman levels beyond 1st (to a maximum equal to their normal maximum uses, rounds, or minutes). Finally, the creature regains the use of a single prepared spell or used spell slot.

Sleep Puppet (Sp): As a move action, the shaman can control the body of a sleeping creature within 30 feet, magically operating it like a puppet. This functions as the spell *command*, except that no Will save is allowed, and the shaman can also command the target to attack a specific target, in which case the target moves up to its speed towards the target (if necessary) and makes a single melee attack with a held weapon or natural attack. The sleeping creature remains unconscious and unaware.

**Spirit Animal:** The shaman's spirit animal is passive and relaxed in nature, often spending much of its time resting lazily or seeming to stare off into nothingness. Its fur is softer to the touch than similar creatures, or its scales smoother, as appropriate. The spirit animal is immune to sleep effects, and gains a +4 bonus on saving throws made to resist compulsion effects.

**Spirit Ability:** A shaman who chooses the rest spirit as her spirit or wandering spirit gains the following ability.

Store Power (Su): Whenever the shaman, or one of the shaman's allies within 30 feet, uses the total defense action, she can choose to gain one of the following bonuses at the beginning of her next turn: a +2 circumstance bonus on attack rolls, a +2 circumstance bonus to AC, a +2 circumstance bonus on saving throws, or a +1 bonus on the saving throw DCs of spells, spell-like abilities, and supernatural abilities that she casts or uses. This bonus lasts until the end of that turn. **Greater Spirit Ability:** A shaman who chooses the rest spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

> Incredible Recovery (Su): The shaman is able to rest more completely and thoroughly than most, allowing her to recover from afflictions that would be permanent to others, and she can help others to do so as well. Each day, when the shaman rests, she is restored to her maximum hit points, instead of healing a number of hit points equal to her Hit Dice. Additionally, for each day of rest, she is cured of up to 1 temporary or permanent negative level, and 1 point of ability drain. This is in addition to any ability damage or hit points she would normally heal, and is not affected by anything that would cause her to recover more hit points or ability damage than normal. If the shaman chose the rest spirit as her spirit, rather than her wandering spirit, and she successfully provides long-term care to a creature with the Heal skill, that creature gains these benefits, as well.

**True Spirit Ability:** A shaman who chooses the rest spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Sleep Storm (Su): Once per day, the shaman can surround herself with powerful somnomantic energy. Each creature within 30 feet (including the shaman herself) must succeed on a Will save (DC 10 + the shaman's class level + the shaman's Wisdom modifier) or fall into a deep, magical sleep, as the spell *sleep*. Affected creatures will not wake due to noise or light, and cannot be roused by any amount of shaking or cajoling, although they do awaken immediately if they suffer even 1 point of lethal damage. Affected creatures sleep for a number of rounds equal to the shaman's class level, if they are not awakened first.

When the shaman uses this ability, before saving throws are made, she can declare that this particular sleep storm is either soothing or troubling. If she chooses soothing, then creatures affected by this ability gain fast healing 10 for as long as they remain asleep. If she chooses troubling, then creatures affected by this ability suffer 1d10 points of nonlethal damage each round that they remain asleep, as they are wracked by terrible dreams.

**Manifestation:** Upon reaching 20<sup>th</sup> level, the shaman gains the ability to afflict creatures with extreme lethargy. As a standard action, the shaman can force a single living creature within 60 feet to succeed on a Will save (DC 20 + the shaman's Wisdom modifier) or be overcome with extreme lethargy. Each round, the creature must succeed on a new saving throw or be unable to act for 1 round. Success on this saving throw does not end the effect, although three consecutive saves does. The effect can also be ended with a *break enchantment* spell, or more powerful magic, provided that the caster succeeds on a caster level check (DC 11 + the shaman's caster level). This is a mind-affecting compulsion effect. The shaman can use this ability a number of times per

day equal to 5 + her Wisdom modifier, but cannot target any given creature with this ability more than once in a 24-hour period.

#### Time

Shamans that devote themselves to spirits of time are precise and meticulous in their actions. For some, it comes from delicate and deliberate thought and rigorous will, while for others, their good timing is more of an instinctual affair. These shamans typically apply the same care to every aspect of their lives, and are never found with a single stray hair, or a piece of clothing out of sorts.

**Spirit Magic Spells:** anticipate peril<sup>UM</sup> (1st), delay poison (2nd), haste (3rd), lesser age resistance<sup>UM</sup> (4th), permanency (5th), modify memory (6th), mass hold person (7th), temporal stasis (8th), time stop (9th).

**Hexes:** A shaman who selects the time spirit can select from the following hexes.

Perfect Timing (Su): As an immediate action, whenever she rolls for initiative, the shaman can grant herself a bonus on the initiative check equal to 1 plus 1 per 4 class levels she possesses. Alternatively, she can choose to grant this bonus to another creature within 30 feet of her, or impose a penalty of the same amount on such a creature, instead. The shaman can use this ability once each time she rolls for initiative.

Spell Loop (Su): The shaman can bend time in such a way that a spell that she casts repeats itself. When she casts a spell, she can use this hex as a swift action. If she does, then on her next turn, she can cast the same spell again, without expending a spell slot. She makes all choices about the second casting of the spell when it is cast, and they do not need to match the choices made for the first casting (target, location of area, and so on). The shaman does not need to cast the spell again on the next turn, if she decides she no longer wants to, but if she doesn't, the use of this ability is wasted, and she also creates a paradox which deals damage to her equal to 1d6 per spell level of the affected spell. If the spell has costly material components, she must provide them, as normal, for the second casting. The shaman can use this ability once per day. At 11<sup>th</sup> level, she can use it a second time per day.

Temporal Boost (Su): The shaman can bend time, allowing her to give some of her own time to an ally. As a standard action, the shaman can grant a single creature within 60 feet one additional standard action on his next turn. Even if the target cannot take as many actions as he would normally be allowed to (such as because he is staggered) he still gains this extra action, although he cannot take actions he would not normally be able to take (meaning that a stunned or paralyzed creature cannot benefit from this ability). The shaman can use this ability a number of times per day equal to 3 + 1/2 her class level. Temporal Sanctuary (Su): The shaman can create a zone of fast time, allowing her to accomplish lengthy tasks in a short time. Creating a temporal sanctuary takes 10 minutes, and the caster must be inside the area to be affected while creating it. The temporal sanctuary can take any shape or form, up to a maximum of a circle with a radius equal to 5 feet per class level. The barrier of the temporal sanctuary cannot be crossed from the inside, although creatures can enter it freely. Similarly, spell effects and projectiles can enter the area, but cannot leave it. Creatures cannot be summoned into the temporal sanctuary, nor can teleportation effects penetrate its barrier. The temporal sanctuary can be dispelled with *dispel magic* or similar effects.

Within the temporal sanctuary, time passes at 3x the normal rate, allowing a character to complete three days worth of work in a single day. Effectively, for each round that passes outside the sanctuary, three rounds pass within. The temporal sanctuary can be dismissed at any time by the shaman. After 24 hours of real time (outside the sanctuary) the effect ends. The shaman can use this ability once per day.

*Time Trap (Sp):* The shaman can trap a creature in a field of slow time, robbing the creature of its speed. This functions as the spell *slow*, except that it can target only one creature, the range is 60 feet, and the penalty imposed to attack rolls, AC, and Reflex saves is equal to 1 + 1 per 5 class levels. The shaman can use this ability a number of times per day equal to her Wisdom modifier, but cannot use it on the same creature more than once in a 24-hour period.

**Spirit Animal:** The shaman's spirit animal is prone to fits of manic energy separated by long periods of sloth and sluggishness. While many spirit animals associated with time are quite wizened and knowledgeable, this is not true of all such creatures. The spirit animal gains a dodge bonus to AC equal to 1 plus 1 for every 6 class levels the shaman possesses. Additionally, it gains the Improved Initiative feat.

**Spirit Ability:** A shaman who chooses the time spirit as her spirit or wandering spirit gains the following ability.

Temporal Dislocation (Su): As a standard action, the shaman can cause a single creature or object of Large size or smaller to vanish from the timestream, only to reappear moments later. The target is entitled to a Will save to resist this effect. If he fails, he is catapulted forward in time a number of rounds that the shaman specifies, up to one round per class level. Affected creatures vanish completely, without a trace, and completely cease to exist until the effect's duration expires, at which point they reappear in the location they were when they vanished. To the targets, it seems as though no time has passed at all, and they may not even be aware of having been gone; similarly, the duration of any spell or effect that was affecting the target does not continue while they are outside of time in this way. The shaman can use this ability 3 times per day.

**Greater Spirit Ability:** A shaman who chooses the time spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

*Timescry (Sp):* The shaman can view remote locations as though with *scrying*, except that she can also peer across time as well as space. The shaman must specify a point in time within 1 day per class level of the present, either forward or backward. In the case of viewing the future, only one probable future is shown, and there are no guarantees that what is viewed will necessarily come to pass. This otherwise functions as the spell *scrying*. The shaman can use this ability once per day.

**True Spirit Ability:** A shaman who chooses the time spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Summon Future Self (Sp): As a standard action, the shaman can summon herself from a few moments in the future to aid her in combat. The future shaman appears in an unoccupied space within 60 feet, has identical statistics to the shaman, current hit points equal to the shaman's current hit points, the same prepared spells, and the same gear. She acts on the shaman's initiative, and can take a full round's worth of actions each round, in addition to the actions taken by the shaman. Any time the shaman suffers damage, the future shaman suffers the same amount of damage as well. Any time either the shaman or the future shaman casts a spell, uses a class feature or ability with a limited number of uses per day, uses a magic item with a limited number of uses, or otherwise expends limited resources, those resources are lost by both the shaman and the future shaman. If the shaman dies, the future shaman immediately dies as well.

The future shaman remains for a number of rounds equal to 1/4 the shaman's class level (rounded down). At the end of this time, both the shaman and the future shaman are removed from the time stream, vanishing for a number of rounds equal to the number of rounds that the future shaman was summoned. At the end of this time, the future shaman returns, and is thereafter the only version of the shaman. The shaman can use this ability once per day.

**Manifestation:** Upon reaching 20<sup>th</sup> level, the shaman learns how to reverse the flow of time. Once per day, as a full-round action, she can reverse the events of the last minute. Everything that occurred during that time is undone, and it is as though the previous minute had never happened. The shaman, and any number of allies of her choice within 60 feet (up to a maximum number of allies equal to her Wisdom modifier) remember the events of the last minute, and are aware that they have traveled one minute backwards in time, but all other creatures are unaware of the change, unless they have special abilities that would allow them to detect such things. Using this ability takes a strong toll on the shaman, and once one minute has passed (and she reaches the point in time when she originally used this ability), she becomes exhausted.

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## Commune With Exotic and Powerful Spirits

No one knows better than shamans the importance of knowing the right spirit. This class, first introduced in the Advanced Class Guide, communes with spirits on a daily basis, gaining strange and otherworldly powers, as well as access to new and unknown spells, depending on what spirit they choose to commune with. As a result, those shamans who are able to make contact with more spirits have a distinct advantage over those limited to the same spirits known to all shamans.

That's where this book comes in. Inside, you'll find three brand new shaman spirits, including the ravages spirit, the rest spirit, and the time spirit. hateful and venomous things, ravages spirits are embodiments of pestilence, poison, and decay in all things. Use their power to enhance and create poisons and diseases, and to level powerful curses upon your enemies. By contrast, spirits of rest are jolly and agreeable things, that bring comfort and respite. Use them to put your foes to sleep, or to ensure that your party recovers fully from the wounds and fatigue of battle. Finally, the elusive and mysterious time spirits allow shamans to speed themselves and their allies, slow their foes, and even make quick trips through time, including summoning their future self to fight by their side!

