

The Shaman Class

The shaman is the spirit guide, medicine man, and witch doctor. They channel the forces of the ancestors to empower allies and disrupt foes in the realm of Legend. Beyond the battlefield, they are revered for their spiritual insights, sought after as advisors in tribal gatherings and chieftain courts. The shaman's influence extends beyond bridging the gap between the tangible and spiritual realms.

Spell-Caster Class - The shaman is a spell-caster class.

Garb Requirement - The shaman must have a personal symbol openly displayed on garb and their totems and a brown medicine bag at least 3"x3" filled with herbs, bones, and or other suitably shamanistic trinkets.

Armor - The shaman may wear AC1.

Shields - The shaman may use bucklers.

Weapons - The shaman may use any green, blue, or red weapons.



Level One

Totems - Many of the spells that the shaman casts use totems. Totems are physical points on the field of play which represent the power of the shaman. They have an effective radius of 5ft. A shaman may have no more than two active totems at any given time and they may not be placed within 5 feet of any other totem. Totems may only be dispelled or nullified while within touch range. They are represented with small posts that are put into the ground with flagging tape or ribbon tied to the top. These posts must be made safe with foam or other safety measures, as determined by the Sheriff and Safety Team.

Spell: Cantrips - The shaman may cast all cantrip spells.

Spell: Totem of Healing - The shaman may cast the Totem of Healing spell

Spell: Totem of Mending - The shaman may cast the Totem of Mending spell.

Level Two

Ancestral Guidance - *State "Ancestral Guidance"*. The shaman may speak to the dead without casting the spell and may speak as a dead player, provided they do not interfere with safe gameplay. If the shaman is using this ability while they are dead they may not be resurrected or otherwise brought back to life and must return to Valhalla to respawn as normal.

Level Three

Spell: Totem of Rallying - The shaman may cast the Totem of Rallying spell.

Level Four

Spell: Imbue Carrier (lesser) - The shaman may cast the Imbue Carrier spell.

Level Five

Spell: Totem of Anti-Magic - The shaman may cast the Totem of Anti-Magic spell.

Level Six

Ancestral Protection - *State "Ancestral Protection"*. This ability protects one enchantment on a player (not a field enchantment). If an enchantment the player is bearing would be dispelled, nullified, or otherwise removed, this ability is removed first. This ability functions as a limited enchantment. This ability requires a white cloth strip.

Level Seven

Spell: Aura 1 - The shaman may cast the Aura 1 spell.

Spell: Totem of Warding - The shaman may cast the Totem of Warding spell.

Level Eight

Spell: Imbue Carrier (greater) - The shaman may cast the Imbue Carrier spell.

Level Nine

Spell: Totem of Energy - The shaman may cast the Totem of Energy spell.

Level Ten

Ancestral Wrath - *State "Ancestral Wrath!"*. The shaman may attach this ability to a player. The player gains one additional life, stacking with other similar abilities. This ability functions as a limited enchantment. This ability requires a white cloth strip.

Totem of Healing (Shaman)		30 Words
School: Arcane/Field Enchantment	Totem with Red Cloth Strip	
<i>A player within range of this totem may heal any wound with a 30 count.</i>		

Totem of Mending (Shaman)		30 Words
School: Arcane/Field Enchantment	Totem with Brown Cloth Strip	
<i>A player within range of this totem may mend any equipment with a 30 count.</i>		

Totem of Rallying (Shaman)		40 Words
School: Arcane/Field Enchantment	Totem with White Cloth Strip	
<i>Allies as designated by game rules or by the shaman, may use this totem as their respawn point. The totem may not be placed within 20ft of an objective zone or enemy Valhalla. The game reeve should be consulted if there are questions about placement.</i>		

Imbue Carrier Lesser (Shaman)		45 Words
School: Arcane/Limited Enchantment	Yellow Cloth Strip	
<i>The shaman may imbue a weapon with one of the following carriers: magic or silver. This carrier lasts only as long as the enchantment.</i>		

Totem of Anti-Magic (Shaman)		50 Words
School: Arcane/Field Enchantment	Totem with Black Cloth Strip	
<i>No spells may be cast into or from this zone, this includes throwing spell-balls that have already been incanted. Enchantments already cast, will not be affected by this totem. This totem may be dispelled or nullified as normal.</i>		

Totem of Warding (Shaman)		60 Words
School: Arcane/Field Enchantment	Totem with Tan Cloth Strip	
<i>No NPCs may enter within the range of the totem of warding. This includes monsters summoned by a wizard. This does not prevent them from attacking with ranged weapons and magic from outside the range of the totem.</i>		

Imbue Carrier <i>Greater</i> (Shaman)		65 Words
School: Arcane/Limited Enchantment	Yellow Cloth Strip	
<i>The shaman may imbue a weapon with one of the following carriers: disease or vorpal. This carrier lasts only as long as the enchantment.</i>		

Totem of Energy (Shaman)		75 Words
School: Arcane/Field Enchantment	Totem with Silver Cloth Strip	
<i>Abilities and spells may be recharged and incanted in a 15 count, instead of a 30 count or reading an incantation. The same rules for both apply.</i>		