

Tree Ghost Barbarian Shaman Kit - 2nd Edition Shaman/Druid Kit

(Source: *The Forgotten Realms Campaign Setting - Boxed Set 2*, *The Forgotten Realms Wiki*).

This kit is available to Barbarian Shaman and Druids. Any player wishing to take this kit is required to be a member of the Tree Ghost Uthgardt tribe and partially neutral in alignment. The Tree Ghosts are the protectors of the natural world and keepers of forbidden magics passed down from their ancestors.

- **Class:** Priest
- **Hit Dice:** 1d8
- **Allowed Race(s):** Human, Half-Elf, Elf
- **Alignment:** Any Neutral
- **Primary Attribute(s):** Wisdom, Strength, Dexterity
- **Required Attribute(s):** 14 Wisdom, 10 Strength, 10 Dexterity
- **Bonus Proficiency:** Herbalism
- **Required Proficiency:** Religion - Uthgardt Tree Ghost
- **Allowed Weapons:** Club, Spear, Axe, Javelin, Short Bow, Knife
- **Allowed Armor:** Hide
- **Allowed Priest Spheres:** All, Animal, Plant, Healing

Benefits:

- **1st Level:** Once per day A Tree Ghost Shaman may cast Sanctuary at their character level.
- **2nd Level:** Once per month, A Tree Ghost Shaman can cast Commune, at their caster level, to speak with their ancestral spirits.
- **3rd Level:** Once per day, for every 3 levels, a Tree Ghost Shaman can exorcise poisons, curses and diseases. This requires a ceremony - which takes 1 turn - during which they draw out the "spirit" of the venom, curse or disease. Once the ailment is free of the victim, the Tree Ghost Shaman rolls an attack roll against AC 5, stabbing it with their ritual dagger. Success entitles the victim to a second saving throw or a roll where one is not otherwise allowed.
- **5th Level:** Once per week, a Tree Ghost Shaman can allow themselves to become possessed by the spirits of their dead ancestors. Invoking this power pulls a random elder Tree Ghost Druid or Shaman from the spirit world and places them in control of the character. Once in command, the spirit uses their Wisdom, Intelligence, Charisma, memorized spells, special abilities and character levels in place of the Shaman's. (The Tree Ghost Shaman retains their Hit Points, Constitution, Strength and Dexterity). The Tree Ghost Shaman is completely at the whims of the possessing spirit when this happens, and is extremely dangerous to be around, to friend and foe alike. The power, duration, alignment and details of the possessing spirit are at the whim of the Dungeon Master.
- **8th Level:** Three times per day, the Tree Ghost Shaman can cast Pass Plant at their character level.
- **12th Level:** A Tree Ghost Shaman may call a single 8HD Treant, which will serve and protect their home for as long as it is well treated and nature is respected. If the guardian Treant is slain, another can be drawn after an intensive ritual taking a month to complete. A called Treant arrives 1d10+5 days after the culmination of the ritual.
- **15th Level:** Once per week, a Tree Ghost Shaman can transform any large clump of brush or wood into a 10HD Shambling Mound for 6 turns. It obeys the commands of the Shaman to the best of its abilities until it is slain or the duration expires.
- **18th Level:** Once per week, a Tree Ghost Shaman may call down a Fire Storm spell, at their caster level. If this ritual is used carelessly or in such a way that it causes undue harm to the natural world, the Tree Ghost Shaman angers their ancestral spirits, and loses all access to their spells and powers until they atone for their transgression.

- **20th Level:** Once per month, a Tree Ghost Shaman can conjure a weapon made from gnarled wood covered with razor sharp thorns and shrouded in a crawling green radiance. Beyond its appearance, the weapon behaves in all ways like the spell "Black Blade of Disaster," wielded by a caster of the shaman's level.
- The Tree Ghost Shaman can Climb Walls, Jump, Detect Danger and Detect Sneak-attacks like a Barbarian of half their level.
- The Tree Ghost Shaman has access to the following forbidden magical rituals, each one occupying a spell slot of the listed level:
 - 1st: Create Potion Fruit
 - 2nd: Cleanse Souls & Plants
 - 3rd: Nourish with Souls
 - 4th: Create Soul Fruit
 - 5th: Command Bound Souls
 - 6th: Awaken Soul Fruit
 - 7th: Bind Souls to Nature
- The Tree Ghost Shaman's ritual knife, (see below), is in all ways equivalent to a +1 magical weapon.

Hinderances:

- At first level, a Tree Ghost Shaman constructs a ritual knife in a ceremony lasting one month. The blade must be fashioned from flint, jade, stone or obsidian. During this ritual, the shaman permanently loses 2 hit points - a sliver of their life force surrendered to link the knife to their spirit. This implement is a required material component for all spells and special abilities the Tree Ghost Shaman casts. Should it be lost or destroyed, the shaman must craft another before they regain their powers.
- The Tree Ghost Shaman's limited priest sphere access takes precedence over those normally available to Druids and Shaman.
- The Tree Ghosts are the keepers of dark and forbidden magics, passed down from the primordial era. These rituals - capable of binding the souls of intelligent creatures to plant life - are horrific in their application, and extremely powerful. As such, the Tree Ghost Tribes are frequently targets of those who would exploit their magic for wicked ends. Additionally, if a Tree Ghost Shaman learns of their ancestral magic being abused, they are honor bound to track down the transgressors and destroy them.
- A Tree Ghost Shaman must act in a way that respects the balance of nature and honors their ancestral spirits. If they act destructively towards the environment or are careless with safeguarding their ancestral magics, they lose all of their powers and spells. To regain their abilities, they must atone for their actions by communing with their spirits and undertaking a laborious quest to repair the damage or right the wrong they inflicted.
- A Tree Ghost Shaman may not wear any armor except natural animal hides. Doing so interferes with their connection to the natural world, and they cannot cast spells until the offending garments are removed.
- A Tree Ghost Shaman shuns the modern world, viewing its comforts and innovations as a vice and weakness. As such, they will never willingly "own" property or live in a dwelling more advanced than a tent, tepee, igloo or yurt. Additionally, when possible, they will avoid possessions not made from natural items. (Example: Furs and leather are preferable to woven clothing, bone and stone tools to metal ones, and gourds or animal skins are better than pottery jugs).
- A Tree Ghost Shaman can never own more than five magical items. (*Excluding potions, dusts, scrolls, powders and other one-shot objects*). Their ritual knife and any Shaman Belts, Fetishes, Totems or Warpaints they've created for

themselves count towards this number. If they exceed five, they must select an offering from the excess, and burn in honor of their ancestors. They may not give the items away to others.