



THE NGANGA

Nganga (en-GON-ga) are spiritual practitioners who draw upon the wisdom and power of their ancestors and the spirit world. They serve as intermediaries between the physical and spiritual realms, using their unique abilities to heal, protect, and guide their communities. Through the creation and use of nkisi (en-KEY-see), sacred objects that house spiritual forces, Nganga channel divine energies to perform remarkable feats.

Role: Nganga excel as support characters, providing healing, divination, and protective abilities to their party. Their connection to the spirit world allows them to offer unique insights and solutions to challenges. In combat, they can buff allies, debuff enemies, and provide strategic advantages through their spiritual abilities.

Alignment: Nganga can be of any alignment, but they tend towards neutral alignments due to their role as mediators between different realms and their focus on maintaining balance.

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less and a crafting kit for building and maintaining nkisi.

CLASS SKILLS

The Nganga's class skills are Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the nganga.

Weapon and Armor Proficiency: Nganga are proficient with all simple weapons, light armor, and shields (except tower shields).

Spells: A Nganga casts divine spells drawn from the Nganga spell list (see below). An Nganga can cast any spell on that list without preparing it ahead of time.

To cast a spell, the Nganga must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Nganga's spell is 10 + the spell level + the Nganga's Wisdom modifier.

Like other spellcasters, an Nganga can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given in the table below. In addition, they receive bonus spells per day if they have a high Wisdom score.

Ancestral Guidance (Su): At 1st level, an Nganga can call upon the spirits of their ancestors for guidance once per day. This functions as the spell *augury*, but with a casting time of 1 minute. At 5th level and every 5 levels thereafter, the Nganga can use this ability one additional time per day.

Nkisi Creation (Su): At 1st level, an Nganga can create a nkisi, a physical object that serves as a receptacle for spiritual forces. This functions similarly to a wizard's familiar, granting the Nganga special abilities based on the type of nkisi created. The Nkisi can take various forms, such as ceramic vessels, gourds, animal horns, or bundles, and is often decorated with spiritually charged substances.

A Nganga can have a number of nkisi equal to 1 + 1 per 4 class levels (2 at 4th, 3 at 8th, 4 at 12th, 5 at 16th, and 6 at 20th). Creating a new nkisi takes 8 hours and uses up magical materials that cost 100 gp × the Nganga's level. A nkisi that is destroyed can be replaced after 1 week by performing a special ritual that takes 8 hours and uses up magical materials that cost 200 gp × the Nganga's level.

Spirit Sight (Su): At 2nd level, an Nganga gains the ability to see invisible creatures and objects, as per the spell *see invisibility*, for a number of rounds per day equal to 3 + their Nganga level. These rounds do not need to be consecutive.

TABLE 2-A: THE NGANGA

| Level | BAB | Fort Save | Ref Save | Will Save | Special | Spells per day | | | | | | |
|------------------|------------|-----------|----------|-----------|--|----------------|---|---|---|---|---|---|
| | | | | | | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| 1 st | +0 | +0 | +0 | +2 | Ancestral Guidance, Nkisi Creation (1 nkisi) | 2 | - | - | - | - | - | - |
| 2 nd | +1 | +0 | +0 | +3 | Spirit Sight | 3 | - | - | - | - | - | - |
| 3 rd | +2 | +1 | +1 | +3 | Healing Ritual | 4 | 1 | - | - | - | - | - |
| 4 th | +3 | +1 | +1 | +4 | Divination, Nkisi Creation (2 nkisi) | 4 | 2 | - | - | - | - | - |
| 5 th | +3 | +1 | +1 | +4 | Spirit Ward | 4 | 3 | - | - | - | - | - |
| 6 th | +4 | +2 | +2 | +5 | Commune with Spirits | 4 | 3 | 1 | - | - | - | - |
| 7 th | +5 | +2 | +2 | +5 | Greater Nkisi | 4 | 3 | 2 | - | - | - | - |
| 8 th | +6/+1 | +2 | +2 | +6 | Spirit Walk, Nkisi Creation (3 nkisi) | 4 | 3 | 3 | - | - | - | - |
| 9 th | +6/+1 | +3 | +3 | +6 | Ancestral Intervention | 4 | 3 | 3 | - | - | - | - |
| 10 th | +7/+2 | +3 | +3 | +7 | Spirit Armor | 4 | 3 | 3 | 1 | - | - | - |
| 11 th | +8/+3 | +3 | +3 | +7 | Greater Healing Ritual | 4 | 3 | 3 | 2 | - | - | - |
| 12 th | +9/+4 | +4 | +4 | +8 | Spirit Strike, Divination improves, Nkisi Creation (4 nkisi) | 4 | 3 | 3 | 3 | - | - | - |
| 13 th | +9/+4 | +4 | +4 | +8 | Spirit Ward improves | 4 | 3 | 3 | 3 | 1 | - | - |
| 14 th | +10/+5 | +4 | +4 | +9 | Spirit Form, Commune with Spirits improves | 4 | 3 | 3 | 3 | 2 | - | - |
| 15 th | +11/+6/+1 | +5 | +5 | +9 | Ancestral Wrath | 4 | 3 | 3 | 3 | 3 | - | - |
| 16 th | +12/+7/+2 | +5 | +5 | +10 | Spirit Mastery, Nkisi Creation (5 nkisi) | 4 | 3 | 3 | 3 | 3 | 1 | - |
| 17 th | +12/+7/+2 | +5 | +5 | +10 | Supreme Healing Ritual | 4 | 3 | 3 | 3 | 3 | 2 | - |
| 18 th | +13/+8/+3 | +6 | +6 | +11 | Spirit Dominion | 4 | 3 | 3 | 3 | 3 | 3 | - |
| 19 th | +14/+9/+4 | +6 | +6 | +11 | Ancestral Ascendancy | 4 | 3 | 3 | 3 | 3 | 3 | 1 |
| 20 th | +15/+10/+5 | +6 | +6 | +12 | Spiritual Transcendence, Nkisi Creation (6 nkisi) | 4 | 3 | 3 | 3 | 3 | 3 | 2 |

Healing Ritual (Su): At 3rd level, once per day, an Nganga can perform a healing ritual that functions as the spell *cure moderate wounds*. This ritual takes 10 minutes to perform. At 7th level, this improves to *cure serious wounds*, and at 11th level, it improves to *cure critical wounds*.

Divination (Sp): At 4th level, an Nganga can use *divination* once per day as a spell-like ability. At 12th level, this improves to *greater divination*.

Spirit Ward (Su): At 5th level, an Nganga can create a protective ward that grants a +2 bonus to AC and saving throws to all allies within 10 feet. This ward lasts for a number of rounds equal to the Nganga's Wisdom modifier and can be used once per day. At 13th level, this improves to a +4 bonus and affects allies within 20 feet.

Commune with Spirits (Sp): At 6th level, an Nganga can use *commune* once per week as a spell-like ability. At 14th level, this can be used twice per week.

Greater Nkisi (Su): At 7th level, an Nganga's nkisi becomes more powerful, granting additional abilities based on the type of nkisi. Each type of Nkisi gains an additional power as described in the Nkisi Types section below.

Spirit Walk (Su): At 8th level, an Nganga can enter the Ethereal Plane for a number of rounds per day equal to half of their Nganga level. This ability functions as the spell *ethereal jaunt*. These rounds do not need to be consecutive.

Ancestral Intervention (Su): At 9th level, once per week, an Nganga can call upon their ancestors to intervene in a dire situation. This functions as the spell *miracle*, but without the material component cost. Depending on the situation (at the Game Master's discretion) the ancestors may refuse the request which still counts as a usage of this ability.

Spirit Armor (Su): At 10th level, an Nganga can call upon the spirits to form a protective armor around them. This grants a +4 bonus to AC for a number of rounds per day equal to their Wisdom modifier. These rounds do not need to be consecutive.

Greater Healing Ritual (Su): At 11th level, once per day, an Nganga can perform a greater healing ritual that functions as the spell *heal*. This ritual takes 10 minutes to perform.

Spirit Strike (Su): At 12th level, an Nganga can channel spiritual energy into their attacks. This grants a +2 bonus to attack and damage rolls for a number of rounds per day equal to their Wisdom modifier. These rounds do not need to be consecutive.

Spirit Form (Su): At 14th level, an Nganga can transform into a spirit form, becoming incorporeal for a number of rounds per day equal to their half of their Nganga level. This ability functions as the spell *etherealness*. These rounds do not need to be consecutive.

Ancestral Wrath (Su): At 15th level, once per day, an Nganga can call upon their ancestors to unleash a powerful attack. This functions as a lesser form the spell *storm of vengeance*, but without the material component cost and it only lasts 3 rounds (ending before the 4th round of effects).

Spirit Mastery (Su): At 16th level, an Nganga gains mastery over spirits, granting them immunity to fear effects and a +4 bonus to saving throws against mind-affecting effects.

Supreme Healing Ritual (Su): At 17th level, once per day, an Nganga can perform a supreme healing ritual that functions as the spell *mass heal*. This ritual takes 10 minutes to perform.

Spirit Dominion (Su): At 18th level, an Nganga can dominate spirits, granting them the ability to use *control undead* as a spell-like ability three times per day.

Ancestral Ascendancy (Su): At 19th level, an Nganga ascends to a higher spiritual plane, gaining the ability to use *wish* once per week without the material component cost. This ability is limited to duplicating spells of 8th level or lower, gathering information, or producing unique effects at the GM's discretion.

Spiritual Transcendence (Su): At 20th level, an Nganga transcends mortal limitations. They gain damage reduction 10/- and spell resistance equal to 11 + their Nganga level. Additionally, they can use their Spirit Form ability at will.

Ex-Nganga

A Nganga who grossly violates the spiritual principles of their ancestors or repeatedly uses their powers for evil may lose their spiritual connection. If this occurs, the Nganga loses all supernatural and spell-like abilities granted by the class, as well as the ability to cast Nganga spells. They retain their weapon and armor proficiencies and skill ranks.

An ex-Nganga may regain their abilities by performing a week-long ritual of atonement, which requires rare materials costing 5,000 gp and the aid of a higher-level Nganga or powerful spirit entity. This ritual must be performed for each level of Nganga the character wishes to regain, starting from 1st level.

NGANGA SPELL LIST

Nganga gain access to the following spells. Some spells may be available at different levels than other divine casters' spell lists.

0-Level Nganga Spells (Orisons)

Create Water, Detect Magic, Guidance, Light, Mending, Purify Food and Drink, Read Magic, Resistance, Stabilize, Virtue

1st-Level Nganga Spells

Bless, Bless Water, Cure Light Wounds, Detect Evil, Detect Undead, Divine Favor, Endure Elements, Entropic Shield, Hide from Undead, Protection from Evil, Remove Fear, Sanctuary, Shield of Faith

2nd-Level Nganga Spells

Aid, Align Weapon, Augury, Bear's Endurance, Bull's Strength, Calm Emotions, Delay Poison, Gentle Repose, Remove Paralysis, Resist Energy, Restoration (Lesser), Shatter, Silence, Spiritual Weapon, Zone of Truth

3rd-Level Nganga Spells

Animate Dead, Bestow Curse, Blindness/Deafness, Contagion, Cure Serious Wounds, Dispel Magic, Glyph of Warding, Locate Object, Magic Circle against Evil, Magic Vestment, Prayer, Remove Curse, Speak with Dead

4th-Level Nganga Spells

Air Walk, Cure Critical Wounds, Death Ward, Dimensional Anchor, Discern Lies, Divination, Freedom of Movement, Neutralize Poison, Restoration, Sending, Spell Immunity

5th-Level Nganga Spells

Break Enchantment, Commune, Cure Light Wounds (Mass), Dispel Evil, Flame Strike, Hallow, Plane Shift, Raise Dead, Scrying, Spell Resistance, True Seeing

6th-Level Nganga Spells

Animate Objects, Antilife Shell, Banishment, Bear's Endurance (Mass), Bull's Strength (Mass), Cure Moderate Wounds (Mass), Dispel Magic (Greater), Geas/Quest, Harm, Heal, Heroes' Feast, Undeath to Death

NKISI RULES

Creating an Nkisi

- **Time Required:** It takes 8 hours to create an Nkisi, including crafting the vessel, preparing the materials, and performing the necessary rituals.
- **Materials Required:** The specific items mentioned in the Nkisi description (e.g., volcanic ash, sea shells, feathers, etc.), plus basic crafting materials such as cloth, paint, and thread. A crafting kit appropriate for the materials being used is also necessary.
- **Cost:** Creating an Nkisi costs 100 gp × the Nganga's level in materials.



Mask: A mask made of light wood with feather patterns around the eyes and mouth. The mask is adorned with feathers and small crystals.

Costume: Made of light cloth and decorated with symbols of air and wind.

Nkisi of Divination

- **Appearance:** An animal horn wrapped in cloth and filled with charcoal, bird feathers, and a crystal.
- **Power:** Grants the Nganga the ability to use *detect magic* at will.
- **Greater Nkisi Power:** At 7th level, this also grants the ability to use *detect thoughts* once per day.

• **Requirements:**

Face Paint: Blue face paint with charcoal lines, including circles of white around the eyes to enhance spiritual sight.

Costume: Made of bird feathers and divination tools, adorned with small charms and symbols of insight.

Replacing an Nkisi

If an Nkisi is destroyed, it can be replaced (with the same type) after 1 week by performing a special ritual that takes 8 hours and uses up magical materials that cost 200 gp × the Nganga's level.

Once per level, the Nganga may also replace one existing Nkisi with another Nkisi type using the same process and cost above.

Dressing in an Nkisi Costume

- **Time Required:** It takes 10 minutes to dress in an Nkisi costume, including putting on the mask (if required) and any additional adornments.
- **Steps Involved:**
 1. **Preparation:** Gather all the materials and ensure they are ready for use.
 2. **Face Paint or Mask:** Apply the face paint or put on the mask, depending on the Nkisi.
 3. **Costume:** Put on the costume, ensuring all elements are properly secured and in place.
 4. **Adornments:** Add any additional adornments, such as charms, feathers, or symbols, to complete the look.

Nkisi of Earth

- **Appearance:** A ceramic vessel filled with earth from a sacred site, small stones, and a piece of iron.
- **Power:** Grants the Nganga the ability to use *stone fist* a number of times per day equal to their Wisdom modifier.
- **Greater Nkisi Power:** At 7th level, this upgrades to include *stoneskin* once per day.
- **Requirements:**

Mask: A mask made of stone with earth and small stones embedded in it. The mask is adorned with iron symbols and earth patterns.

Costume: Made of brown cloth and decorated with symbols of earth and stone.

Nkisi of Fire

- **Appearance:** A ceramic vessel filled with volcanic ash, charcoal, and a small piece of obsidian.
- **Power:** Grants the Nganga the ability to use *burning hands* a number of times per day equal to their Wisdom modifier.
- **Greater Nkisi Power:** At 7th level, this upgrades to *fireball* once per day.
- **Requirements:**

Mask: A mask made of blackened wood with red and orange flames painted around the eyes and mouth. The mask is adorned with small pieces of obsidian and charcoal.

Costume: Made of fire-resistant cloth and decorated with symbols of flames and fire.

NKISI TYPES AND DESCRIPTIONS

Nkisi of Air

- **Appearance:** A gourd filled with feathers, a small vial of rain water, and a piece of crystal.
- **Power:** Grants the Nganga the ability to use *feather fall* at will and *gust of wind* once per day.
- **Greater Nkisi Power:** At 7th level, this upgrades to include *fly* once per day.
- **Requirements:**

Nkisi of Healing

- Appearance: A gourd decorated with white clay and red ochre, filled with medicinal herbs and a small vial of river water.
- Power: Grants the Nganga the ability to use *cure light wounds* a number of times per day equal to their Wisdom modifier.
- Greater Nkisi Power: At 7th level, this upgrades to *cure moderate wounds*.
- Requirements:
 - Face Paint: White face paint with red ochre markings, including circles of white around the eyes (mamoni lines) to indicate the ability to see hidden sources of illness and evil.
 - Costume: Made of woven reeds and medicinal herbs, adorned with small bells and dried fibers.

Nkisi of Justice

- Appearance: A bundle of sticks tied together with red string, containing bird claws and a piece of parchment with written incantations.
- Power: Grants the Nganga the ability to use *hold person* once per day.
- Greater Nkisi Power: At 7th level, this increases to twice per day.
- Requirements:
 - Face Paint: Red face paint with white stripes, including broad stripes of yellow down the cheeks.
 - Costume: Made of wood and justice symbols, adorned with small charms and symbols of law and order.

Nkisi of Protection

- Appearance: A ceramic vessel adorned with protective symbols and filled with earth from a sacred site and a piece of iron.
- Power: Grants the Nganga a +1 bonus to AC and saving throws.
- Greater Nkisi Power: At 7th level, this bonus increases to +2.
- Requirements:
 - Face Paint: Black face paint with white clay symbols, including broad stripes of yellow down the cheeks and bands of red across the forehead.
 - Costume: Made of animal hide and protective charms, including ornaments of leopard teeth and rattling seedpods.

Nkisi of Seasons

- Appearance: A hollowed-out gourd filled with soil, seeds, leaves, and a vial of melted snow, sealed with beeswax and decorated with symbols of the four seasons etched into the surface.
- Power: Grants the Nganga the ability to use *create water* (representing rain) once per day and *gust of wind* (representing seasonal winds) once per day.
- Greater Nkisi Power: At 7th level, this upgrades to allow the Nganga to use *control weather* once per week.
- Requirements:
 - Face Paint: The face is divided into four sections, each representing a season: green (spring), yellow (summer), orange (autumn), and white (winter).
 - Costume: Made of raw materials that change with the seasons - flowers in spring, leaves in summer, dried grass in autumn, and animal furs in winter.

Nkisi of Shadows

- Appearance: A ceramic vessel filled with black sand, a small piece of obsidian, and a vial of blood.
- Power: Grants the Nganga the ability to use *disguise self* at will and *darkness* once per day.
- Greater Nkisi Power: At 7th level, this upgrades to include *shadow conjuration* once per day.
- Requirements:
 - Mask: A mask made of blackened wood with shadow patterns around the eyes and mouth. The mask is adorned with pieces of obsidian and shadow essence.
 - Costume: Made of dark cloth and decorated with symbols of shadows and darkness.

Nkisi of Strength

- Appearance: An animal horn filled with red ochre, a piece of bone, and a small stone.
- Power: Grants the Nganga a +2 bonus to Strength for a number of rounds per day equal to their Wisdom modifier.
- Greater Nkisi Power: At 7th level, this bonus increases to +4.
- Requirements:
 - Face Paint: Yellow face paint with red ochre dots, including circles of white around the eyes.
 - Costume: Made of bone and strength symbols, adorned with small charms and symbols of power.

Nkisi of the Ancestors

- Appearance: A small wooden figurine carved to represent the collective ancestors, wrapped in strips of cloth containing hair, nail clippings, or ash from deceased family members.
- Power: Grants the Nganga the ability to use *speak with dead* once per day and *bless* twice per day.
- Greater Nkisi Power: At 7th level, this upgrades to include *legend lore* once per week.
- Requirements:
 - Mask: A mask made from wood or clay, featuring a stylized face with exaggerated features. The mask is painted with white chalk to create a skull-like appearance, with additional symbols representing lineage etched or painted on the forehead and cheeks. Small gourds or shells containing ancestral relics may be attached to the mask.
 - Costume: Draped in layers of traditional cloth passed down through generations, each layer representing a different ancestor. Adorned with family totems and small gourds containing ancestral relics.



- Power: Grants the Nganga the ability to use *speak with animals* at will and *pass without trace* twice per day.
 - Greater Nkisi Power: At 7th level, this upgrades to include *beast sense* once per day.
- Requirements:
 - Face Paint: Stripes and spots in earth tones mimicking various animal patterns.
 - Costume: Made from tanned animal hides and furs, with a cloak of feathers. Adorned with teeth and claw necklaces, and a headdress featuring antlers or horns.

Nkisi of Visions

- Appearance: A clay bowl filled with sacred water, surrounded by a circle of small bones and feathers from colorful birds.
- Power: Grants the Nganga the ability to use *sleep* twice per day and *augury* once per day.
- Greater Nkisi Power: At 7th level, this upgrades to include *divination* once per day and *dream* once per week.
- Requirements:
 - Mask: A wooden mask carved with intricate swirling patterns. The eyes are inlaid with polished stones or shells that seem to shimmer and change color. Small bones and feathers hang from the edges of the mask, softly rattling with movement.
 - Costume: Adorned with strings of small bones, feathers, and polished stones that rattle softly with movement. A headdress made of bird feathers known for their connection to the spirit world.

Nkisi of the Forest

- Appearance: A woven basket made from sacred tree bark, filled with a mixture of forest soil, seeds, leaves, and moss.
- Power: Grants the Nganga the ability to use *entangle* twice per day and *tree shape* once per day.
- Greater Nkisi Power: At 7th level, this upgrades to include *plant growth* once per day and *commune with nature* once per week.
- Requirements:
 - Face Paint: Green and brown patterns resembling bark and leaves across the face.
 - Costume: Made of woven grass and bark cloth, adorned with living vines and leaves. A crown of twisted branches sits atop the head.

Nkisi of Water

- Appearance: A gourd filled with river water, sea shells, and a small vial of seawater.
- Power: Grants the Nganga the ability to use *create water* at will and *hydraulic push* once per day.
- Greater Nkisi Power: At 7th level, this upgrades to include *control water* once per day.
- Requirements:
 - Mask: A mask made of blue-painted wood with wave patterns around the eyes and mouth. The mask is adorned with sea shells and small vials of water.
 - Costume: Made of blue cloth and decorated with symbols of waves and water.

Nkisi of the Hunt

- Appearance: A leather pouch containing animal teeth, claws, and fur from various predators and prey, along with hunting ritual tools like bone whistles and stone arrowheads.

NGANGA ARCHETYPES

When a character selects a class, he must choose to use the standard class features found or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. When an archetype includes multiple class features, a character must take all of them—often blocking the character from ever gaining certain familiar class features, but replacing them with equally powerful options.

Presented below are a couple of nganga archetypes and alternate class features to help you in building your character.

Ancestor Channeler

Ancestor Channelers focus on deepening their connection with specific ancestral spirits, allowing them to call upon their power more directly. These Nganga specialize in communing with and embodying the spirits of their ancestors, gaining unique abilities based on the specific lineage they channel.

CLASS SKILLS

An Ancestor Channeler adds Knowledge (nobility) to their list of class skills. This replaces Knowledge (nature) as a class skill.

CLASS FEATURES

The following are class features of the Ancestor Channeler.

Ancestral Lineage (Su): At 1st level, an Ancestor Channeler chooses a specific ancestral lineage to focus on. This lineage grants them special abilities. Choose one of the following lineages:

- **Warrior Lineage:** Gain proficiency with one martial weapon of your choice.
- **Mystic Lineage:** Gain a +2 bonus on all Spellcraft checks.
- **Healer Lineage:** Gain a +2 bonus on all Heal checks.

This ability replaces Spirit Sight.

Lineage Blessing (Su): At 2nd level, an Ancestor Channeler can call upon their ancestral lineage for aid. Once per day, they can activate this ability as a swift action to gain a benefit based on their chosen lineage for 1 minute:

- **Warrior Lineage:** Gain a +1 sacred bonus to attack rolls.
- **Mystic Lineage:** Gain the ability to use detect magic at will for the duration.
- **Healer Lineage:** Healing spells cast heal an additional 1 hit point per die rolled.

At 8th level, this ability can be used twice per day, and at 14th level, it can be used three times per day. This ability replaces Ancestral Guidance.

Ancestral Embodiment (Su): At 3rd level, an Ancestor Channeler can channel the spirit of a powerful ancestor for a number of rounds per day equal to 3 + their Wisdom modifier. While channeling, they gain a +2 enhancement bonus to an ability score based on their chosen lineage (Strength for Warrior, Intelligence for Mystic, Wisdom for Healer). These rounds do not need to be consecutive.

At 11th level, this bonus increases to +4. This ability replaces Healing Ritual.

Greater Lineage Power (Su): At 7th level, an Ancestor Channeler's connection to their lineage deepens, granting them an additional ability:

- **Warrior Lineage:** Gain the ability to use divine favor once per day as a spell-like ability.
- **Mystic Lineage:** Gain the ability to use identify once per day as a spell-like ability.
- **Healer Lineage:** Gain the ability to use remove fear once per day as a spell-like ability.

This ability replaces Spirit Ward.

Spirit Dancer

Spirit Dancers are Nganga who have mastered the art of communicating with spirits through intricate dances and rituals. They excel at manipulating spiritual energies and can call upon multiple spirits simultaneously to enhance their abilities.

CLASS SKILLS

A Spirit Dancer adds Perform (dance) to their list of class skills. This replaces Survival as a class skill.

CLASS FEATURES

The following are class features of the Spirit Dancer.

Ritual Dance (Su): At 1st level, a Spirit Dancer can perform a ritual dance to commune with spirits. This dance takes 1 minute to perform and grants the Spirit Dancer a +2 circumstance bonus on their next Spellcraft or Knowledge (religion) check made within the next hour. The Spirit Dancer can use this ability a number of times per day equal to 3 + their Wisdom modifier.

This ability replaces Spirit Sight.

Graceful Steps (Ex): At 2nd level, a Spirit Dancer gains a +2 dodge bonus to AC when they move more than 10 feet in a round. This bonus increases to +4 at 10th level.

This ability replaces Ancestral Guidance.

Dance of Spirits (Su): At 4th level, a Spirit Dancer can perform a special dance to enhance their Nkisi powers. This dance takes 1 full round to perform and allows the Spirit Dancer to use one Nkisi power at an effective Nganga level 2 higher than their actual level for a number of rounds equal to their Wisdom modifier. The Spirit Dancer can use this ability once per day at 4th level, twice per day at 8th level, and three times per day at 12th level.

This ability replaces Divination.

Spectral Choreography (Su): At 6th level, a Spirit Dancer can create illusory duplicates of themselves while dancing. This functions as the spell *mirror image*, except the images only appear while the Spirit Dancer is using their Ritual Dance or Dance of Spirits abilities. The Spirit Dancer can use this ability once per day. At 12th level, they can use this ability twice per day.

This ability replaces Commune with Spirits.

Spirit Whirl (Su): At 9th level, a Spirit Dancer can perform a dizzying dance that dazes their enemies. This functions similarly to the daze monster spell, but it affects all enemies within 30 feet. The DC for this ability is 10 + 1/2 the Spirit Dancer's level + the Spirit Dancer's Wisdom modifier. Each target that fails its save is dazed for 1 round. The Spirit Dancer can use this ability once per day.

This ability replaces Ancestral Intervention.

NEW NGANGA FEATS

The following feats are available to a ngangas character who meets the prerequisites.

EMPOWERED NKISI

Prerequisites: Nganga level 5th

Benefit: Choose one of your nkisi. The chosen nkisi's power can be used one additional time per day. If the nkisi grants a constant benefit (like a bonus to AC), that benefit is increased by 50% (rounded down).

Special: You can select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different nkisi.

NKISI ATTUNEMENT

Prerequisites: Nganga level 6th, Craft (fetishes) 6 ranks

Benefit: Choose one of your nkisi. You can activate that nkisi's power as a swift action instead of a standard action. Additionally, the saving throw DC for that nkisi's effects increases by 2.

Special: You can select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different nkisi.

NKISI BINDING

Prerequisites: Nganga, Wisdom 13

Benefit: You can use your Nkisi to bind someone to a contract or agreement. By driving a nail into the Nkisi while stating the terms of the contract, you create a spiritual bond that enforces its terms. If the contract is broken, you instantly become aware of the breach, regardless of distance. Additionally, the offending party suffers a -2 penalty to all skill checks and saving throws, for a number of days equal to your Wisdom modifier.

SPIRIT CHAIN

Prerequisites: Nganga level 7th, Wisdom 15.

Benefit: Once per day, when you use your Ancestral Guidance ability, you can immediately follow it with your Healing Ritual as a swift action. The Healing Ritual in this case only takes 1 round to perform instead of 10 minutes. Additionally, the spell-like ability granted by your Ancestral Guidance

gains a +2 bonus to its saving throw DC when used in this way.

Special: You can use this ability an additional time per day at 14th level.

SPIRIT WARD EXPANSION

Prerequisites: Nganga level 8th, Spirit Ward class feature

Benefit: The radius of your Spirit Ward ability increases by 10 feet. Additionally, allies within your Spirit Ward gain a +1 sacred bonus to saving throws against fear and death effects.

Special: You can take this feat twice. The effects stack.

SPIRITUAL CONDUIT

Prerequisites: Nganga level 5th, Wisdom 15

Benefit: You can channel spiritual energy through your body to enhance your spellcasting. Once per day, when casting a Nganga spell, you can treat your caster level as 2 levels higher for the purpose of determining the spell's effects. Using this ability causes you to become fatigued for 1 minute after the spell is cast.

Special: You can use this ability an additional time per day at 10th level and again at 15th level.



WHISPERS OF THE ANCIENTS

Prerequisites: Nganga level 7th, Ancestral Guidance class feature

Benefit: When you use your Ancestral Guidance ability, you can choose to gain information about a specific topic instead of receiving an *augury* effect. This functions as the spell *commune*, but you can only ask one question per use of Ancestral Guidance. The spirits answer to the best of their ability, but their knowledge is limited to what they knew in life plus what they have observed since death.

Special: You can use this ability to ask an additional question when using Ancestral Guidance at 14th level.