

The Shaman

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A spirit's whisper (Designer note).

Whilst the class features look overloaded for a full caster, many of these features give slow, minor benefits over time (Ritualist and Spirit Boon). This is primarily to deter multiclassing with the class, as multiclassing makes any homebrew much harder to balance.

The Shaman

Level	Proficiency Bonus	Features	Cantrips Known	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	+2	Spellcasting, Ritualist	3	2	--	--	--	--	--			
2 nd	+2	Sixth Sense, Spirit Animal	3	3	--	--	--	--	--			
3 rd	+2	Spirit Journey, Ritualist	3	4	2	--	--	--	--			
4 th	+2	Ability Score Improvement	4	4	3	--	--	--	--			
5 th	+3	Ritualist	4	4	3	2	--	--	--			
6 th	+3	Spirit Journey Feature	4	4	3	3	--	--	--			
7 th	+3	Ritualist, Spirit Boon	4	4	3	3	1	--	--			
8 th	+3	Ability Score Improvement	4	4	3	3	2	--	--			
9 th	+4	Ritualist	4	4	3	3	3	1	--			
10 th	+4	Spiritual Defense	5	4	3	3	3	2	--			
11 th	+4	Ritualist	5	4	3	3	3	2	1			
12 th	+4	Ability Score Improvement	5	4	3	3	3	2	1			
13 th	+5	Ritualist, Spirit Boon	5	4	3	3	3	2	1	1		
14 th	+5	Spirit Journey Feature	5	4	3	3	3	2	1	1		
15 th	+5	Ritualist	5	4	3	3	3	2	1	1	1	
16 th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	
17 th	+6	Ambassador of Spirits	5	4	3	3	3	2	1	1	1	1
18 th	+6	Spirit Boon	5	4	3	3	3	3	1	1	1	1
19 th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20 th	+6	Spiritual Sight	5	4	3	3	3	3	2	2	1	1

Creating a Shaman

When you create your shaman the most important question to ask is how you became attuned to the spirits. Was it a natural event such as being born during a mystical meteor shower? Perhaps you were cursed to see the dead and hear their problems? Or you could have no idea and are adventuring to uncover a greater truth.

How does your character perceive their abilities? Do they view them as a curse from the Gods? Punishment for some crimes committed in a past life? Maybe you view it as a duty to the souls around you, an endless task to lend aid to the spirits and help them into the afterlife? Or even perhaps you view the spirits as tools to advance your own plans, choosing to exploit the spirits you see rather than helping them.

Class Features

As a shaman, you gain the following class features

Hit Points

Hit Dice: 1d8 per shaman level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shaman level after

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: All simple weapons, blowgun, net

Tools: Herbalist kit

Saving Throws: Charisma, Wisdom

Skills: Choose two from Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a simple weapon and a shield or (b) two simple weapons

(a) a herbalist kit or (b) any simple melee weapon
leather armor, explorers kit and a druidic focus

Spellcasting

As a conduit for the spiritual world, you can cast shaman spells. See chapter 10 for the general rules spellcasting and the end of this document for the shaman spell list.

Cantrips

At 1st level, you know three cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the shaman table.

Preparing and Casting Spells

The shaman table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

During a long rest you prepare the list of shaman spells that are available for you to cast, choosing from the shaman spell list. When you do so, choose a number of shaman spells equal to your Wisdom modifier + your shaman level (minimum of one spell). The spells must be of a level for which have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your shaman spells.

The power of your spells comes from the spiritual world and your ability to connect and channel it. You use your Wisdom whenever a shaman spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a shaman spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a shaman spell as a ritual if that spell has the ritual tag and you have that spell prepared.

Spellcasting Focus

You can use a druidic focus (found in chapter 5) as a spellcasting focus for your shaman spells.

Ritualist

Beginning at 1st level, the shaman begins having dreams or visions of lingering spirits sharing ancient magics.

You may add any two spells with the ritual tag that is of a level you can cast to your prepared spells. You always have these rituals prepared, and they do not count against the number of shaman spells you have prepared.

These spells can only be cast as rituals.

You can select one more ritual at 3rd level, then again at 5th, 7th, 9th, 11th, 13th and 15th level.

Sixth Sense

At 2nd level the shaman can sense the auras of the recently dead.

As an action, you become aware if any creatures have died in a 60 foot area around you in the last 24 hours. You do not know how they died, but you do know when they died and what type of creature they were.

This feature can be used a number of times per long rest equal to 1 + your Wisdom modifier.

Additionally, you have advantage on Charisma checks made to interact with spirits.

Spirit Animal

At 2nd level you gain a spirit sworn to serve alongside you. You learn the Find Familiar ritual (Page 240) if you don't already know it. The familiar you summon becomes your spirit animal.

The spirit animal is more durable than a standard familiar. It has maximum hit points equal to three x your shaman level. Additionally, it has proficiency in saving throws that you do.

Your spirit animal also has inherent boons and magical effects. When you summon the spirit animal select from the list of spirit boons below.

Spirit Boons

Your spirit animal has two spirit boons from the list below. When you gain a level in this class, you can choose one of the spirit boons your spirit animal has and replace it with another.

At 7th, 13th and 18th level you may select one additional spiritual boon for your spirit animal to know.

Boon of Bolstering

The spirit animal can grant the Help action (Chapter 9, PHB) from 15 feet away.

Boon of Bonding

The shaman can always perceive through the spirit animals senses if they are on the same plane, regardless of distance.

Boon of Direction

The spirit animal can use its action to target an ally within 15 feet. The target can immediately use its reaction to move 15 feet.

Boon of Endurance

The spirit animal gains a bonus +2 to their AC and proficiency in one saving throw of your choice.

Boon of Elements

If a spell that would hit a creature within 5 feet of the spirit animal would deal acid, cold, fire, lightning, poison, or thunder damage, the spirit animal may use its reaction to change the type of damage to another type from that list.

Boon of Fury

While within 5 feet of the spirit animal, the shaman can use their Wisdom modifier for calculating to hit and damage bonuses with melee weapons.

Boon of Life

Creatures of the shamans choice 5 feet from the spirit animal have advantage on death saving throws.

Boon of Origin

While within 15 feet of the spirit animal, if the shaman casts a spell the spirit animal may use its reaction and become the point of origin for that spell.

Boon of Protection

When a creature attacks a target within 5 feet of the spirit animal, the shaman may use his reaction to impose disadvantage on the roll.

Boon of Rituals

While within 15 feet of the spirit animal, any ritual cast by the shaman takes only half the listed time to cast.

Boon of Stone

As an action the spirit animal can give temporary hit points equal to your shaman level to a creature within 15 feet that it can see. This boon can only affect one creature at a time. If this boon is used again, any other instances of temporary hit points given from this boon disappear. This boon can be used a number of times per short or long rest equal to your Wisdom modifier.

Boon of Telepathy

The spirit animal gains limited telepathy to communicate simple ideas, emotions, and images to any creature within 100 feet of itself that can understand a language.

Boon of Travel

While summoned, both the spirit animal and shaman gain an additional 10 feet of movement.

Boon of Vigilance

Enemies within 15 feet of the spirit animal don't benefit from half cover.

Boon of Vigour

If the spirit animal takes any damage while within 15 feet of the shaman, the shaman may use their reaction to take the damage themselves instead.

Boon of Vitality

Allies within 15 feet of the spirit animal may roll their hit die twice and use either result when recovering hit points during a short or long rest.

Boon of Whispers

While within 15 feet of the spirit animal, the shaman can understand the vague meaning of any intelligent spoken language that they hear.

Spiritual Journey

At 3rd level, you choose a spiritual journey that guides your shaman powers: The Journey of Harmony or the Journey of Wrath, both detailed at the end of the class description. Your journey grants you features at 3rd level, and then again at 6th and 14th.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th and 19th, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Spiritual Defence

At 10th level spirits naturally flock to your aid and help the shaman bolster their mental defence.

When you gain this feature the shaman has advantage on saving throws against being charmed or frightened.

Timeless Body

At 17th level, you no longer require food or water to sustain yourself, and you immediately stop aging and cannot be magically aged.

Spiritual Sight

At 20th level the Shaman can perceive both the physical and spiritual plane in perfect sync.

When you gain this feature, you can see all invisible creatures, objects, illusions and can sense the alignments of creatures.

Additionally, your Sixth Sense class feature gains unlimited uses and you're able to communicate with any spirits you can see.

Spiritual Journey

An endless number of spirits commune with shamans to seek their aid in moving on towards the afterlife. Some are bound to this world by a regret or a desire to make amends with a family member. Others seek revenge for those we betrayed them in life.

Through these spirits two clear spiritual journeys are laid out. The Journey of Harmony and the Journey of Wrath. At 3rd level the shaman must choose one and undertake their own spiritual journey.

Journey of Harmony

Shamans who undertake a spiritual journey of harmony focus on making amends between spirits and the world. They forge a closer bond with spirits than their other kin, and are rewarded with more powerful spiritual magic in turn.

Spiritual Knowledge

When you select this journey at 3rd level you learn one additional shaman cantrip.

Harmonious Bond

Also at 3rd level, spirits around you offer their aid and gratitude when you channel them. To reflect this, when you summon your spirit animal you may select one additional spiritual boon for it to have.

Spiritual Equilibrium

At 6th level whenever a creature within 60 feet of you dies, you may use a reaction to give temporary hit points to a creature you can see within 60 feet of you.

These temporary hit points equal your shaman level + your Wisdom modifier. Only one creature at a time can benefit from this feature.

This boon can be used a number of times per short or long rest equal to your Wisdom modifier.

Spiritual Flight

At 14th level as a bonus action the shaman can form a pair of spectral wings on their back. When summoned the shaman gains a flight speed equal to their current

speed. The wings last until they are dismissed as a bonus action.

Journey of Wrath

Shamans who undertake a spiritual journey of wrath believe that some spirits need to be sated to move on. Legends say these shamans feel the burning revenge of the dead in their veins at all times.

Wrathful Teachings

When you select this journey at 3rd level, you gain proficiency in martial weapons.

Spiritual Sap

Also at 3rd level, whenever you reduce a creature to 0 hit points, the shaman, and the spirit animal gain temporary hit points equal to the shaman level + your Wisdom modifier.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Wrathful Step

At 14th level vengeful spirits carry the shaman through combat. As part of your movement action, the shaman can choose to make brief dashes in the Ethereal plane and return in the physical world.

Once per turn if the shaman moves more than 10 feet they can teleport to a location they can see, up to a distance of the remainder of their movement.

A spirit's whisper (Designer note).

The two Spiritual Journeys are more than just archetypes that give your shaman features, it is your shamans life! To walk on either of these paths is to commit yourself into a life of working with spirits for better or worse. Think about how your Spiritual Journey makes your shaman feel about both spirits and the living. If they walk the path of Harmony might they want to encourage the living to harbor no regrets and to love their friends and family? On the other hand, would a shaman of Wrath encourage the act of revenge for the living? How do these ideas play within your world and party?

Think beyond your shaman too, how does your spirit animal perceive your choice and these matters! Focus on the flavor of the class and really make your character come alive!

Shaman Spells

Cantrips

- Chill Touch
- Fire Bolt
- Guidance
- Light
- Shillelagh
- Shocking Grasp
- Spare the Dying
- Thaumaturgy

1st Level

- Bane
- Bless
- Charm Person
- Cure Wounds
- Detect Evil and Good
- Healing Word
- Faerie Fire
- Guiding Bolt
- Inflict Wounds
- Protection from Evil and Good
- Unseen Servant
- Witch Bolt

2nd Level

- Augury
- Barkskin
- Beast Sense
- Darkness
- Flame Blade
- Hold Person
- Lesser Restoration
- Magic Weapon
- Mirror Image
- Misty Step
- Ray of Enfeeblement
- See Invisibility
- Spiritual Weapon

3rd Level

- Animate Dead
- Bestow Curse
- Call Lightning
- Clairvoyance
- Dispel Magic
- Mass Healing Word
- Remove Curse
- Revivify
- Sending
- Speak with Dead
- Spirit Guardians
- Vampiric Touch

4th Level

- Arcane Eye
- Banishment
- Blight
- Death Ward
- Dimension Door
- Divination
- Locate Creature
- Phantasmal Killer
- Polymorph
- Stoneskin

5th Level

- Awaken
- Bigby's Hand
- Commune
- Contact Other Plane
- Contagion
- Dispel Evil and Good
- Greater Restoration
- Legend Lore
- Mass Cure Wounds
- Planar Binding
- Raise Dead
- Reincarnate
- Scrying

6th Level

- Bones of the Earth
- Circle of Death
- Create Undead
- Forbiddance
- Heal
- Magic Jar
- Planar Ally
- Trueseeing

7th Level

- Etherealness
- Plane Shift
- Regenerate
- Symbol

8th Level

- Antimagic Field
- Control Weather
- Earthquake
-

9th Level

- Astral Projection
- Foresight
- Imprisonment
- Storm of Vengeance
- True Resurrection

A spirit's whisper (Designer note).

Out of the entire class the spell list is most likely to be the section that will change the most. The chosen spells are designed to allow for balance play, but were also chosen for thematic purpose.

As aforementioned, add flavor to your spells! Think about how you can incorporate spirits into every spell you cast, use your imagination! For without spirits what is a shaman?