

SHAMAN

THE BRIDGE BETWEEN WORLDS

A spellcasting character class with six class options.



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SHAMAN

Speaking words that cause the fire before her to roar upwards with sudden life, a tall human woman thrusts an intricate wooden carving into the flames. Though her hand remains whole, the carving she holds burns to ash that slips between her fingers.

After examining a child that will not wake, a wizened dwarf leans back in his chair and falls asleep. After a few minutes, the dwarf awakens, along with the child.

Roaring the name of an ancient warrior, a female half-orc charges forward, swinging a mace that glows with an eerie, spectral light.

Shamans serve as intermediaries between the mortal world and the realms of spirits, called by the spirits to speak for them among mortals. These spirits come in a variety of forms, ranging from elemental nature spirits to the souls of fallen ancestors, and often take on animalistic shapes. While most shamans revere the spirits for which they speak, they rarely worship them outright. More often, a shaman negotiates with the spirits, being granted power both as a means to fulfill the spirits' needs and as a reward for doing so.

Speakers for Spirits

Though a shaman usually awakens in response to a specific spirit's call, she is thereafter bound to the type of spirit that called her, not the individual spirit itself. As such, relationships between a shaman and the various spirits she encounters tend to be less absolute in their tone than that between a cleric and his god or a warlock and his patron. A shaman traveling to a new land must acquaint herself with entirely new spirits and persuade them to grant her some of their power. While holding to the spirits' obeisances is the easiest way to make these negotiations run smoothly, some spirits may require that a shaman perform some task with the power that they provide.

The powers bestowed upon a shaman by the spirits can range from minor alterations to her being (such as an extended lifespan or ability to understand languages) to ancient, powerful forms of magic. Some shamans are gifted with spiritual strength that allows them to fight as warriors of the spirits for which they speak, while others gain insight into the future and hidden truths of the world. While many of the spells available to a shaman are determined by her calling, all shamans share an understanding of certain forms of natural magic.

Heed the Call

Though many may pay homage to spirits in their daily lives, the spiritual center of a community is not necessarily a shaman. It takes more than an understanding of rituals and traditions to truly speak for

the spirits, and those best capable of serving a mortal community are no more likely to be called by the spirits than anyone else. Instead, it is more common for such individuals to be the ones to whom a shaman speaks, representing the spiritual needs of the mortals in the same way that the shaman represents the desires and needs of the spirits.

While a paladin or warlock makes a conscious decision to swear himself to greater powers, one cannot simply choose to walk the path of a shaman. That choice belongs as much to the spirits as to the shaman herself, and there is no set pattern that spirits follow as a whole. Individual spirits, however, may show some consistency in their selections, such as always calling members of a specific bloodline or those who have completed a series of trials. Other spirits can be unpredictable, calling shamans seemingly at random or according to some unknown, inscrutable purpose. Sometimes, spirits that have previously shown great consistency in their selections may call a shaman that breaks their usual conventions, usually in response to unusual or changing circumstances.

Every shaman experiences the call differently. One might suddenly possess memories of people and events long since past, or begin to hear voices in the wind. The shaman may find herself speaking with bizarre creatures in her dreams, or suddenly understanding the leaps and crackles of flames as though they were a language of their own. Initially, the signs of the call are subtle, growing stronger as time passes until the shaman finally makes contact with the spirits that have called her and agrees to speak for them.

Once a shaman has answered the call, she is forever marked as a speaker of the type of spirit that called her, and can call upon and be called by any such spirits. While the individual spirit that first issued the call may have a specific task in mind for the shaman, she is under no obligation to serve that spirit's interests, and can negotiate her terms or seek other spirits of the same type to grant her power. Deals between spirits and shamans are most often temporary arrangements, though shamans that are attached to a single location will often negotiate with the local spirits to receive power constantly in exchange for regular service. Many shamans, however, feel more loyalty to the type of spirit they speak for than any individual spirit, and may wander in search of spirits that need their aid. Others may find themselves sent to strange lands on quests given to them by spirits with unusual needs. Spirits will usually grant power to these wandering shamans even if they do not currently require a speaker, understanding that they may someday have to rely on the good will of a wanderer.

The Shaman

Level	Proficiency	Features	Cantrips	Spirit	Maximum	Invocations
	Bonus		Known	Points	Spell Level	Known
1st	+2	Shamanic Calling, Spirit Magic	1	1	1st	—
2nd	+2	Shamanic Invocations	1	2	1st	1
3rd	+2	Spiritual Gift	1	3	2nd	1
4th	+2	Ability Score Improvement	2	4	2nd	1
5th	+3	—	2	5	3rd	2
6th	+3	Shamanic Calling feature	2	6	3rd	2
7th	+3	—	2	7	4th	3
8th	+3	Ability Score Improvement	2	8	4th	3
9th	+4	—	2	9	5th	4
10th	+4	Shamanic Calling feature	3	10	5th	4
11th	+4	Hidden Lore (6th level)	3	11	5th	4
12th	+4	Ability Score Improvement	3	12	5th	5
13th	+5	Hidden Lore (7th level)	3	13	5th	5
14th	+5	Shamanic Calling feature	3	14	5th	5
15th	+5	Hidden Lore (8th level)	3	15	5th	6
16th	+5	Ability Score Improvement	3	16	5th	6
17th	+6	Hidden Lore (9th level)	3	17	5th	6
18th	+6	Timeless Body	3	18	5th	7
19th	+6	Ability Score Improvement	3	19	5th	7
20th	+6	Spiritual Master	3	20	5th	7

Creating a Shaman

As you create a shaman, the most important question to consider is the type of spirit to which your character is called and which of the obeisances your character is closest to. You should also think about where your character comes from and his or her place in the world. Did you come from a land where shamanic ways are common, perhaps receiving training from an elder shaman? Or were you raised in a region that had forgotten the ways of shamanism, making you an oddity in the area of the campaign? Do you take your spiritual responsibilities seriously, viewing your interactions with the spirit and mortal worlds as an important part of who you are? Or do you consider spirits to be little more than a convenient avenue to power?

How did you experience your call to serve as a shaman? Did you suffer a traumatic event, after which the fire spoke to you of its healing power? Did another shaman help you interpret the visions that you had been having and decide to train you? Or did you simply gain a slow understanding of the world around you, culminating in the realization that every part of the world had a spirit, and that you could commune with them?

Once you've chosen a calling and settled on the experience of being called, consider your shaman's relationship to the spirits she speaks for and work with your DM to determine how big a part your calling will play in your adventuring career. The requests of the spirits you encounter might drive you into adventures, or they might consist entirely of small favors you can do between adventures. Since you will probably deal with a

multitude of different spirits in the course of your adventures, it may well be the case that some spirits will ask only minor tasks of you, while others may send you on larger quests.

Quick Build

You can make a shaman quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the outlander background.

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 1st.

Proficiencies

Armor: Light armor, shields

Weapons: Clubs, daggers, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Wisdom, Charisma

Skills: Choose two skills from Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Persuasion, Religion, and Survival

Equipment

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

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a shamanic focus

Shamanic Calling

At 1st level, you have felt the call of the spirits guiding you towards a shamanic path. You have become a Speaker of the Ancestors, a Speaker of Dreams, a Speaker of Flames, a Speaker of Stones, a Speaker of Waters, or a Speaker of Winds, each of which is detailed at the end of the class description. Your choice grants you calling spells and other features when you choose it at 1st level, and additional benefits at 6th, 10th, and 14th level.

Calling Spells

Each shamanic calling has a list of spells—its calling spells—that you gain at the shaman levels noted in the calling description. Once you gain a calling spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a calling spell that doesn't appear on the shaman spell list, the spell is nonetheless a shaman spell for you.

Spirit Magic

Drawing on the power of spirits, as directed by your calling, you can cast spells to shape the world around you. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and the section at the end of the class description for the shaman spell list.

Spells From Other Sources

To make full use of the shaman, you will need a copy of the *Elemental Evil Player's Companion* as well as the *Player's Handbook*. Spells originally printed in the *Elemental Evil Player's Companion* are marked with ^{EE} in any spell lists in which they appear. This material also introduces new spells available to shamans, which are marked with ^{Sh} in any spell lists. These spells can be found at the end of this document.

Cantrips

You know one cantrip 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.

Spirit Points

Rather than spell slots, you use spirit points to cast your spells. These points represent your reservoir of spiritual energy. The Shaman table shows how many spirit points you have. To cast one of your shaman spells of 1st level or higher, you must expend a number of spirit points equal to the level of the spell that you are casting. You can increase a spell's level in this way, but cannot exceed the level shown in the Maximum Spell Level column of the Shaman table. You regain all expended spirit points when you finish a short or long rest.

For example, when you are 5th level, you have 5 spirit points. You can cast one 3rd-level spell and one 2nd-level spell, two 2nd-level spells and one 1st-level spell, five 1st-level spells, and so on.

Preparing Spells

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 Charisma modifier (minimum of one spell). The spells must be of a level equal to or lower than the level shown in the Maximum Spell Level column of the Shaman table.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of shaman spells requires time spent in meditation and communion with spirits: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your shaman spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC of a shaman spell you cast and when making an attack.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$$

Spellcasting Focus

You can use a spiritual totem as a spellcasting focus for your shaman spells.

Shamanic Invocations

In your dealings with spirits, you have been granted shamanic invocations, fragments of ancient knowledge that imbue you with powerful abilities and magic.

At 2nd level, you gain one shamanic invocation of your choice. Your invocation options are detailed at the end of the class description. When you gain certain shaman levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the Shaman table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Spiritual Gift

At 3rd level, the spirits to which you are called bestow a gift upon you as a mark of your calling. You gain one of the following features of your choice.

Gift of Savagery

You can use your action to create a spirit weapon in your empty hand. You can choose the shape that this weapon

takes each time you create it, from a wooden mace to a set of ghostly claws, but this shape only affects whether the weapon deals bludgeoning, slashing, or piercing damage. Regardless of its appearance, your spirit weapon is a melee weapon that deals 1d8 points of damage, and you are proficient in its use. This weapon does not have any weapon properties such as finesse or two-handed, but is treated as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. However, the weapon is not otherwise magical, and it can be targeted normally by spells like *magic weapon* and *elemental weapon*.

Your spirit weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or you die.

Gift of Sight

When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, 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.

Hidden Lore

At 11th level, the spirits bestow upon you a piece of hidden lore. Choose one 6th-level spell from the shaman spell list as this hidden lore.

You can cast your hidden lore spell once without expending spirit points. You must finish a long rest before you can do so again.

At higher levels, you gain more shaman spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Hidden Lore when you finish a long rest.

Timeless Body

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Spiritual Master

At 20th level, you can entreat nearby spirits to aid you in dire circumstances as an action, calling upon them to grant you access to all the magic available to a shaman.

For 1 minute, you can cast any spell of 5th level or lower from the shaman spell list as if you had prepared it.

Once you use this feature, you can't use it again until you finish a long rest.

Shamanic Callings

The spirits that call shamans are not extraplanar beings, but local, worldly spirits. However, unlike a warlock, a shaman is not bound to a single entity. While she may initially work with one specific spirit, once she has accepted the call, she will likely meet and deal with many different spirits of her calling.

All spirits, even those that commune with shamans of the same calling, are very different beings, and a shaman will encounter a variety of different attitudes as she pursues her calling. Shamans of the same calling may bring news to one another of particularly notable spirits, or may issue warnings against dealing with more capricious or malicious ones.

Some shamans prefer to commune with and draw power from a specific spirit or group of spirits, rather than calling upon local spirits. By carrying a talisman or token from a spirit—a branch burned by the flames of a specific fire spirit, the bone from the body of a specific ancestral spirit's body, and so on—a shaman can commune with that spirit from a distance, allowing her to call upon its power even in strange lands.

Obeisance

Every shamanic calling has several obeisances through which a shaman can honor the spirits for which she speaks. A shaman who has heard the call of the spirits usually already displays the values associated with at least one of that calling's obeisances, or else has some hidden potential that the spirits are aware of.

While spirits can be fickle, they are rarely strict. A shaman need not act in accordance with all of the obeisances of her calling in order to call upon the spirits. Many shamans only display the values of one or two of their calling's obeisances. However, a shaman whose actions and values stand in opposition to all of the obeisances of her calling may encounter difficulties in dealing with the spirits.

A shaman who stands against obeisance might have to spend a full night in communion with local spirits to gain their trust, or she might go on a vision quest, led by the spirits, in order to gain understanding of one of her calling's obeisances and accept it as a part of her.

However, a shaman who stands against obeisance and, for whatever reason, does not want to work to gain the trust of spirits or accept one of her obeisances can also search for another option. As all spirits are different individuals, it is possible to find a spirit that does not adhere to the standards of the rest of its kind and does not require the usual obeisance. By carrying a talisman or token of such a spirit, a shaman that stands against obeisance can continue to wield spiritual power.

Speaker of Ancestors

You have answered the call of the spirits of the ancestors, those bound to the blood or name of a family or clan. Some of these spirits are benign, simply wishing to watch over and protect their people. Others are selfish or jealous, demanding that some task be completed or that a rival of a family member be punished. Yet others are violent, desiring little else but the aggressive expansion of their influence and power.

Obeisance of Ancestors

Shamans who speak for the ancestors walk the line between life and death, mastering necromantic magic that many dare not explore. However, these shamans do not seek to exploit the dead in the way of many necromancers, and view life and death as inseparable halves of a single cycle. Theirs is a path of balance and understanding, not desecration and malice.

Family. Above all else, ancestral spirits wish to watch over and protect their kin. Shamans who speak for these spirits often recognize the importance of family and cherish their relationships with those that share their blood. Such shamans are often quick to mediate in disputes between family members, hoping to keep such relationships from falling apart.

Acceptance. Ancestral spirits do not attempt to fool themselves: they recognize and accept that every member of their families must someday die. Of those that once lived as mortals, few seek a return to life, content instead to watch over the world and influence it through the shamans that serve them. Shamans who are called to the ancestors are regularly confronted by their own mortality. Those who can accept this inevitability rarely attempt to avoid other unpleasant truths, accepting them for what they are and speaking of them bluntly.

Tradition. Spirits of the ancestors can be born of many different eras, and many hold strongly to the way things were in their times. In many cases, traces of these old ways persist in traditions that have been passed down since those days. Ancestral shamans often express their reverence for the spirits by embracing traditions and helping to keep them alive. While such shamans may acknowledge the need for change in day-to-day affairs, they are often passionate about the need to preserve rituals and formalities from ages past.

Balance. Ancestral spirits occupy a strange place, as they accept death but are still drawn to the living. No longer alive, but unwilling or unable to pass on to the realms of the dead, they exist in a precarious balance between life and death. The shamans of these spirits often see the point of balance in any situation as having special significance, and seek balance in all things. In some cases, balance may come in the form of a natural cycle: from the shadow of death, new life can emerge.

Speaker of Ancestors Calling Spells

Shaman Level	Calling Spells
1st	<i>inflict wounds, unseen servant</i>
3rd	<i>blindness/deafness, gentle repose</i>
5th	<i>feign death, revivify</i>
7th	<i>banishment, blight</i>
9th	<i>antilife shell, legend lore</i>

Blessing of the Ancestors

When you choose this calling at 1st level, you gain the *chill touch*, *spare the dying*, and *thaumaturgy* cantrips and learn one language of your choice. You also become proficient in the History skill.

Channel Divinity: Turn Undead

Also at 1st level, you gain the ability to channel divine energy from the ancestral spirits that you serve, using that energy to fuel magical effects. You start with one such effect: Turn Undead.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your shaman spell save DC.

Turn Undead. As an action, you channel ancestral power to censure the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Channel Divinity: Control Undead

Starting at 6th level, you can use your Channel Divinity to control an undead creature.

Control Undead. As an action, you target one undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your level is immune to this effect.

Death's Comfort

At 10th level, your position between life and death grants you respite from the weaknesses of the living. You have resistance to necrotic damage, and your hit point maximum can't be reduced. In addition, you no longer need food or water.

Deny the Untimely

Starting at 14th level, your connection to the energies of death allows you to avoid dying before your time. When you finish a long rest, you may state either a specific creature or a set of specific circumstance that you expect will be responsible for your death at some point in the next 24 hours. If you name a creature, that creature does not have to deal the deathblow, but it must play an active part in your demise. If you name a set of circumstances, those circumstances must be reasonably specific or the feature will fail, leaving you well and truly dead. An acceptable set of circumstances would be “I expect energy draining to play a pivotal role in my demise,” whereas an unacceptable set would be “I expect to die from loss of hit points.” The DM decides whether the terms you state are acceptable.

Whether the subject of your demise is a specific person or a specific source, you must die for this feature to take effect. If you do, and the circumstances of your demise are similar enough to those you described (DM’s discretion), you are resurrected, as per the *resurrection* spell, one minute after your death.

The death must occur within 24 hours of the declaration in order for the resurrection to take place. If you use this feature a second time, the new declaration replaces the old one: you cannot have multiple declarations in effect at one time. Once you have been resurrected by this feature, the magic that brought you back is exhausted. If you die a second time before taking a long rest and making a new declaration, you die permanently, even if the circumstances of your death perfectly match your most recent declaration.

Speaker of Dreams

You have answered the call of the strange spirits of dreams, enigmatic beings born of mortal imaginations and creations. Dream spirits often exhibit a bizarre logic that, while seemingly consistent, is unrelated to the reason commonly accepted in the waking world.

Obeisance of Dreams

Shamans who speak for dreams must balance their waking lives with the nature of their calling. Mortal ideas are uncertain and ever-changing, yet always seem at the time to follow a reasonable path. Things long forgotten or hidden can surface during slumber, but such revelations can be scarring if not handled properly. The responsibilities of a dream shaman are often linked to the spiritual and mental health of her community.

Narrative. It is impossible to tell whether stories and legends create archetypal structures within mortal minds or whether those structures gave rise to the tales themselves, but the narrative structure is one of the pillars of the realm of dream. Archetypal characters and roles may be counted among the dream spirits, or they may be mantles that spirits can don. Many shamans who are called to dreams recognize the importance of the narrative and honor it by seeking out tales and oral

traditions and keeping them alive. In addition, a shaman who finds herself in a situation that strongly resembles a story archetype will often “play the part” of the most appropriate character or role, and may work to keep others from disrupting the narrative.

Mutability. While a dream may seem logical and consistent while the dreamer is asleep, he may realize upon waking that it was chaotic and ever shifting. Dreams follow their own logic, not the consistent reason of the waking world. Some dream shamans embrace this aspect of dream, believing that the only constant is change. For these shamans, permanence is an illusion, and tradition holds no inherent value. Such a shaman will not act solely to preserve the status quo, and may upset it simply because it has stood for too long.

Subjectivity. One cannot truly explain a dream to another and properly convey its emotional impact. Every dreamer interacts with dream in a unique and personal way—even if two individuals should dream of the same thing, their dreams will be wildly different. Dreaming shamans will often extend this emphasis on personal experience and interpretation to the waking world. They believe that one cannot fully understand a situation without knowing the experiences and perspectives of all those involved in it, and do not believe that a decision can truly be reached without that understanding.

Secrets. Dreams often confront dreamers with what they would rather keep hidden, pulling forth forgotten or suppressed memories. At other times, dreams reveal the path ahead, tapping into the dreamer’s unconscious mind to provide an answer that had been hidden. Some shamans of dream deal in secrets, seeking out hidden knowledge wherever they can. These shamans do not necessarily leverage these secrets for their own ends—though some may.

Speaker of Dreams Calling Spells

Shaman Level	Calling Spells
1st	<i>silent image, sleep</i>
3rd	<i>phantasmal force, suggestion</i>
5th	<i>major image, sending</i>
7th	<i>dimension door, phantasmal killer</i>
9th	<i>dream, seeming</i>

Blessings of Dream

When you choose this calling at 1st level, you gain the *minor illusion*, *prestidigitation*, and *touch of madness*^{Sh} cantrips. You also become proficient in your choice of one of the following skills: Deception, Performance, Sleight of Hand, or Stealth.

Dreamreader

Also at 1st level, your connection to dreams allows you to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don’t need to share a language with the creature for it to understand your

telepathic communication, but the creature must be able to understand at least one language.

In addition, by touching the forehead of a sleeping creature, you can experience the sleeper's dream. You cannot interact with the dream or affect it in any way; you just see it in your head, exactly as it is being dreamed by the sleeper. While dream reading, you remain in a trance-like state, oblivious to the physical world. The reading lasts for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the sleeper awakens.

Read Thoughts

At 6th level, you gain the ability to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw against your shaman spell save DC. If the creature succeeds on the saving throw, you can't use this feature on it again until you complete a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the *suggestion* spell on the creature without expending spirit points. The target automatically fails its saving throw against the spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

Thought Shield

Starting at 10th level, your thoughts can't be read by telepathy or other means unless you allow it, and you are immune to being charmed. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Dreamscape

Upon reaching 14th level, you learn to thrust a creature into a waking dream. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your shaman spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a realm of dreams or nightmares, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion.

Once you have used this feature, you can't use it again until you finish a short or long rest.

Speaker of Flames

You have answered the call of the spirits of fire, impetuous beings that delight equally in creation and destruction. Some fire spirits attach themselves to smithies or kitchens, savoring the creative role of their domain, while others frolic through the wilds, making way for new life by burning away the old. When presented with the chance, these spirits often play tricks on mortals, which can range from harmless to lethal depending on the temperament of the spirit involved.

Obeisance of Flames

Shamans who speak for flames embody the passion and creativity of fire. Through their works and actions, they work to bring light to the world and joy to themselves and those around them.

Creation. From the forge of a master smith to the seeds that can only sprout after a blaze, fire is inexorably linked to processes of transformation and creation. A fire shaman always has some piece of creative work that is in progress, though it can take anywhere from days to years for a piece to be completed. Wandering shamans tend to favor easily carried crafts such as whittling or scrimshaw.

Passion. Just as flames burn high and low, emotions can flare up and die down. Shamans called to flames do not reign in or quash their emotions, nor do they attempt to calm themselves from the throes of passion. Instead, they listen to and act upon their feelings, often making judgments based more on emotion than logic.

Action. The life of a flame is short and unpredictable, allowing little time for deliberation. Shamans of the flame often take a similar view of mortal life and choose to live in the moment, acting on their impulses instead of wasting time on sophistry.

Indulgence. A fire does not refrain from burning its fuel—it consumes whatever is placed before it. So, too, do shamans of the fire indulge their desires. Whether for fine food, luxurious accommodations, or other amenities, a fire shaman seeks satisfaction and enjoyment from life.

Speaker of Flames Calling Spells

Shaman Level	Calling Spells
1st	<i>burning hands, healing word</i>
3rd	<i>heat metal, pyrotechnics^{EE}</i>
5th	<i>fireball, revivify</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>immolation^{EE}, mass cure wounds</i>

Blessings of Flame

When you choose this calling at 1st level, you gain the *control flames^{EE}*, *firebolt*, and *produce flames* cantrips and learn the Ignan dialect of the Primordial language. You also become proficient with one type of artisan's tools.

Flamespeaker

Also at 1st level, you gain the ability to speak with fire. As an action, you can call to the spirit of a fire within 10 feet of you, allowing it to communicate with you in Ignan and answer questions that you pose. You can ask the fire up to three questions before the effect ends. A fire knows only what has occurred around it since it was lit, though it can usually describe the individual who lit it and always knows the nature of objects and materials that it has burned. If a fire fully burned a corpse within 10 days of death, completely reducing it to ash, you can ask one question about what that corpse knew in life. Answers are usually brief, sometimes as short as one word or phrase, but the fire always answers honestly.

If a fire that was extinguished is reignited within 10 minutes, it will remember what occurred before it was extinguished, but it will have no memory of the period between being extinguished and being reignited. A fire that is regularly extinguished and reignited, such as that in a fireplace or forge, may possess memories from previous times it was lit, even if had been extinguished for more than 10 minutes, but will still have no memory of any period during which it was not alight.

Once you use this feature to speak with a fire, you cannot speak with that same fire again for 24 hours.

Burn Away

Starting at 6th level, you can vanish into flames in response to harm. When you take damage, you can use your reaction to disappear in a gout of fire and teleport up to 30 feet to an unoccupied space you can see, where you appear in a second burst of flames. Each creature other than you within 5 feet of either your original location or your new one must make a Dexterity saving throw against your shaman spell save DC. A creature takes 2d10 fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

Once you use this feature, you can't use it again until you finish a short or long rest.

Absorb Fire

At 10th level, your inner fire burns so hot that flames heal you, rather than harming you. You are immune to fire damage, and whenever you would normally take fire damage, you instead regain a number of hit points equal to half the damage that would have been dealt, rounded down. This feature can restore you to no more than half of your hit point maximum.

Flames of Creation

Upon reaching 14th level, you learn the secret of forging fire itself into concrete forms. By spending 10 minutes working smokeless flame, you can create a nonliving object within 30 feet that is composed of vegetable matter (soft goods, rope, wood, or something similar), minerals (stone, crystal, or metal), or multiple materials. The object created must be no larger than a 10-foot cube, and must be of a form and material that you have seen

before. The object is visibly magical, flickering with an inner light that provides dim light out to 5 feet, and is warm to the touch. No matter what material the object is made out of, it floats in water.

At any time, you can take an action to dismiss the flames that you have bound into an object, causing it to disappear in a harmless flash of fire. An object also disappears if it suffers noticeable structural damage. Otherwise, objects created by this feature last indefinitely. You can maintain a number of objects equal to your Charisma modifier. If you attempt use this feature to create an object that would exceed this limit, you can choose to dismiss one of your older objects. If you do not, the attempt fails.

This feature cannot be used to create creatures or magic items. You also can't use it to create items that normally require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects. Using any material created by this feature as a spell's material component causes that spell to fail.

Speaker of Stones

You have answered the call of the spirits of earth, reclusive tenders of the land. Many earth spirits prefer to remain in the wild spaces, untouched by plough or cobblestone, where they work to preserve the natural state of the land. Others, however, have made peace with agriculture, and can be found in fields, helping crops to grow. A few even dwell in urban areas, preserving what natural life remains and encouraging new growth. Earth spirits are often slow to trust strangers to their land, but can usually be moved by offerings of beautiful stones. Most spirits are content simply to look upon such stones, but some insist on keeping them for themselves.

Obeisance of Stones

Shamans who speak for stones embody the strength and vitality of the earth. They appreciate the world for the beauty and wonder that it contains, and will stand against any force in order to protect it.

Preservation. Unlike the more volatile elements, earth and stone do not seek to change themselves or their environment. A boulder may roll down a mountainside, but, once it has found its place, it will remain there. Shamans who speak for stone tend towards contentment and acceptance of the world as it is. Rather than seeking change in the world, these shamans find it more important to preserve what exists and allow things to follow their natural course.

Diligence. No matter what stands against it, stone endures. Drawing upon this endurance, stone-called shamans are indefatigable. No matter what stands in her way, a shaman will push through to complete her task or achieve her goal.

Growth. While the earth does not change itself, it is the source of life and growth. Rich, healthy soil gives rise to lush vegetation, which in turn feeds a variety of animals.

Viewing this interconnectivity as a grand structure that connects all things, many shamans of the earth seek to promote natural growth and allow themselves and those around them to flourish.

Beauty. From dazzling gemstones to unusual rock formations, the earth is a source of wonders. It is common for shamans who are called to stone to have an appreciation for beauty, both in nature and in art. While shamans may not necessarily have any artistic talent of their own, they often have refined tastes, and will take the time to admire the works of others.

Speaker of Stones Calling Spells

Shaman Level	Calling Spells
1st	<i>earth tremor^{EE}, sanctuary</i>
3rd	<i>earthbind^{EE}, lesser restoration</i>
5th	<i>erupting earth^{EE}, meld into stone</i>
7th	<i>grasping vine, stone shape</i>
9th	<i>greater restoration, transmute rock^{EE}</i>

Blessings of Stone

When you choose this calling at 1st level, you gain the *magic stone^{EE}*, *mold earth^{EE}*, and *thorn whip* cantrips and learn the Terran dialect of the Primordial language. You also become proficient in the Athletics skill.

Stonespeaker

Also at 1st level, you gain the ability to speak with stones. As an action, you can call to the spirit of a stone or stone object that you touch, allowing it to communicate with you in Terran and answer the questions that you pose. You can ask the stone up to three questions before the effect ends. Stones cannot see, but can describe nearby events and creatures and objects that have passed through as though they had tremorsense out to 100 feet. However, a stone can provide complete descriptions of any creature or object that has come into contact with it, as well as anything that is covered or concealed behind or beneath it. A stone can also sense the presence of precious metals and gems within 100 feet, but not their exact locations. Answers are often cryptic or lyrical, but the stone always answers honestly.

You can use this feature to speak with natural or worked stone. Stones have long memories, but often answer questions about the distant past with even more cryptic answers than usual. Moreover, the stone's perspective and perception may prevent it from knowing details relevant to your question.

You can attempt to use this feature to speak with natural land formations, such as mountains, but they rarely answer such calls, and only answer a single question if they do. Land formations are aware of only vague details, and do not register the passing of a single creature or object. They can sense the presence of precious metals and gems within themselves, but not in their surroundings.

Once you use this feature to speak with a stone, you cannot speak with that same stone again for 10 days.

Unyielding Stone

Starting at 6th level, you can briefly transform into stone to protect yourself. When an attacker that you can see hits you with an attack, you can use your reaction to prevent the attack's damage against you.

Once you use this feature, you can't use it again until you finish a short or long rest.

Roots of the Mountain

At 10th level, you are as sturdy and immovable as the mountains themselves. You have resistance to bludgeoning damage. In addition, you have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Preserve in Stone

Upon reaching 14th level, you learn to preserve creatures and objects in earthen form. By spending 10 minutes in meditation, you can turn one willing or incapacitated creature that you touch, or one object that you touch, into stone. A creature that is turned into stone is subjected to the petrified condition. An object that is turned into stone has its moving parts (hinges, gears, and the like) fused together, ceases to be subject to any decay or wear processes that it would normally undergo, and has its weight increased by a factor of ten if it was not already made of stone or metal.

If a creature or object that you have turned to stone with this feature is physically broken or damaged while transformed, the stone slowly reconstitutes the damage over 24 hours. If the creature or object is returned to its natural state before that point, however, it suffers from deformities appropriate to the damage it sustained.

If you turn a creature to stone with this feature, you can choose whether or not that creature retains its awareness. A creature that retains its awareness remains fully aware and conscious while turned to stone, retaining its normal hearing capabilities and gaining blindsight out to 120 feet. You can communicate telepathically with such a creature by touching it. A creature that does not retain its awareness is unaware of its surroundings and does not register the passage of time. You can rouse such a creature's consciousness for telepathic communication by touching it, in which case it is only dimly aware of its condition but is fully capable of understanding and communicating.

At any time, you can take an action to release the creature or object from this effect, returning it to the state that it was in when you used this feature. To a creature that did not retain its awareness, it appears as though no time has passed, though it remembers any telepathic conversation in which it took part.

You can only preserve one creature or object in this way at a time. If you use this feature again, the previous target is returned to its natural state immediately.

Speaker of Waters

You have answered the call of the spirits of water, calm keepers of knowledge that murmur softly about the world around them. Some water spirits simply observe their surroundings as they flow through the world, collecting knowledge as it flits past them. Others greedily devour and hoard information, hiding long-forgotten secrets in the depths of their memories. Water spirits care little for material objects, for what does not rot beneath the waves will often rust, but are always willing to bargain for new knowledge.

Obeisance of Waters

Shamans who speak for waters embody the depth and mystery of the seas. They value thought over action, and seek understanding of all things.

Reflection. The seas do not seek to engulf the world, nor do they strive to build upon it. Instead, water contains the world within itself, reflecting everything that is. Rivers reflect the lands through which they flow, bringing knowledge of them to the seas. Similarly, a shaman of water is less concerned with making her mark on the world than she is with learning all that there is to learn. Wandering water shamans travel not out of whim or wanderlust, but out of an overwhelming thirst for understanding.

Placidity. Even in the fiercest storm, only the surface of the sea is troubled: beneath the waves, all remains calm. Shamans called to the seas seek to emulate this placidity, rarely allowing outside events to provoke true emotional response.

Patience. Though a river can wear down a mountain or carve out a valley, it does so slowly, over the course of decades. A single wave that crashes over the banks accomplishes nothing. Reflecting this, water shamans tend towards careful thought and extensive deliberation, rather than immediate action.

Austerity. Those who are weighed down by possessions or luxuries will drown, unable to swim freely. Those shamans who speak for the waters eschew worldly goods and connections, viewing such things as unnecessary attachments that would sink them.

Speaker of Waters Calling Spells

Shaman Level	Calling Spells
1st	<i>create or destroy water, ice knife^{EE}</i>
3rd	<i>calm emotions, zone of truth</i>
5th	<i>counterspell, tidal wave^{EE}</i>
7th	<i>control water, locate creature</i>
9th	<i>dominate person, maelstrom^{EE}</i>

Blessings of Waters

When you choose this calling at 1st level, you gain the *acid splash*, *frostbite^{EE}*, and *shape water^{EE}* cantrips and learn the Aquan dialect of the Primordial language. You also become proficient in the Investigation skill.

Waterspeaker

Also at 1st level, you gain the ability to speak with water. As an action, you can call to the spirit of a body of water that you touch, allowing it to communicate with you in Aquan and answer the questions that you pose. You can ask the water up to three questions before the effect ends. Water cannot see creatures, objects, or events on dry land, but it can hear normally. A body of water is completely aware of any creatures or objects that have moved through it or are currently within it, and can provide complete descriptions of them, as well as any events that have occurred beneath its surface. If a creature has drunk from the body of water within the past 10 days, it can answer one question about what that creature knows or intends. Answers are often cryptic or repetitive, but the water usually answers honestly.

It is common for water spirits to request knowledge in exchange for their answers, and water you speak to may demand that you answer questions of its own before it answers a second question. If another shaman has spoken with a body of water, the water may possess knowledge that it otherwise might lack. Similarly, any body of water that is fed by a river or stream may possess knowledge from upstream, but it is not a guarantee.

You can use this feature to speak with a body of water as small as a glass of water or as large as an ocean. However, a body of water larger than 60 feet across may not answer your call, and will often provide half-truths. Such bodies of water always demand at least one piece of information in exchange for their answers, and may lie if they feel the exchange is unequal.

Once you have used this feature to speak with a body of water, you cannot speak with that same water again for 10 days.

Aqueous Form

Starting at 6th level, you can briefly take on a watery form in order to escape from confinement. When you are grappled or restrained, you can use your reaction to automatically escape from the restraints. You need not use this feature immediately upon becoming grappled or restrained, and can use your reaction to escape the restraints at any time.

Once you have used this feature, you can't use it again until you finish a short or long rest.

Master of Ice and Steam

At 10th level, you are as fluid and changing as the spirits of water, allowing you to resist the effects of extreme temperatures. You have resistance to cold and fire damage and suffer no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit. In addition, you have advantage on saving throws made against effects that would reduce your speed or light you on fire.

Move Across the Waters

Upon reaching 14th level, you master the connection between all water, allowing you to gain knowledge of distant places. By spending 10 minutes meditating in a pool of calm water, you can animate your reflection and send it to distant pools of water, allowing you to see and speak through it. Your reflection can only appear in a body of water that is at least 1 foot in diameter and is calm enough to display the reflections of nearby creatures and objects. The body of water need not be natural—your reflection can appear in basins or other containers that are filled with water, so long as they are large enough.

When you use this feature, you instantly know the location of all appropriate pools of water within 500 miles and you can use your action to move your reflection from the pool it currently occupies to another appropriate pool that you are aware of. Your reflection begins in the pool in which you are meditating.

When your reflection occupies a pool, you can use your action to move the reflection within the pool, and make it gesture, speak, and behave in whatever manner you choose. It speaks with your voice and mimics your mannerisms perfectly.

You can see and hear through your reflection as though you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While using its senses, you are blinded and deafened in regard to your own surroundings.

The reflection is obviously not a real creature, appearing only as an image on the surface of the water. If the surface of the water is disturbed sufficiently to scatter the reflection, it disappears, and the effect ends. Otherwise, the effect lasts for 1 hour or until your concentration is broken (as if you are concentrating on a spell).

Once you have used this feature, you can't use it again until you finish a long rest.

Speaker of Winds

You have answered the call of the spirits of air, unpredictable beings that are as proud as they are capricious. Air spirits rarely stay in the same place, blowing away with the wind almost as soon as they arrive somewhere. They can be found wherever there is air, though some in the underground caverns and hidden places of the world have become lost and have been driven mad by their confinement. These spirits often treat landbound creatures with condescending pity, viewing them as fundamentally lesser beings.

Obeisance of Winds

Shamans who speak for the wind embody the restlessness and freedom of air. Constantly driven onward by ambition and wanderlust, they rarely allow themselves to be tied down or their time to be wasted.

Aspiration. The wind is never satisfied. No matter how far it has blown, it never rests for long before moving on after a new goal. Even if it has crossed the entire world, the wind will keep searching. In the same way, shamans who speak for the wind often feel driven to accomplish great things. Like the wind, they are rarely content with what they have achieved, always looking for something more.

Exploration. No part of the world is beyond the reach of the wind, and it eagerly explores anywhere it has not been. Many shamans of the air share this wanderlust, becoming restless whenever others speak of lands or sights they have not seen. Wandering shamans who meet one another on their journeys often share stories with one another, and may well change course to explore what they hear from one another.

Independence. Air and wind refuse to be tied down or denied. No shackle can hold the wind, and no words can command it. It is common for wind shamans to emulate this freedom and independence in their own lives, forming only fleeting connections with people and places. In some cases, a shaman gains this independence not through choice, but through loss.

Utility. As it blows, the wind wears away the surface of all things. In the end, only the underlying structure of something truly lasts. For this reason, shamans of air often ignore ornamentation as pointless—what truly matters is the functional purpose. These utilitarian shamans do not discriminate based on appearances, but they also often forgo niceties in conversation.

Speaker of Winds Calling Spells

Shaman Level	Calling Spells
1st	<i>catapult^{EE}, feather fall</i>
3rd	<i>blur, gust of wind</i>
5th	<i>fly, lightning bolt</i>
7th	<i>freedom of movement, storm sphere^{EE}</i>
9th	<i>control winds^{EE}, passwall</i>

Blessings of the Wind

When you choose this calling at 1st level, you gain the *gust^{EE}, lashing wind^{Sh}*, and *shocking grasp* cantrips and learn the Auran dialect of the Primordial language. You also become proficient in the Acrobatics skill.

Windspeaker

Also at 1st level, you gain the ability to speak with the wind. If you are outdoors and the wind is blowing, you can use an action to call to the spirit of the wind, allowing it to communicate with you in Auran and answer questions that you pose. You can ask the wind up to three questions before the effect ends. The wind knows only what has occurred outdoors and above ground, and usually only remembers details that it has encountered over the last 5 miles and within the last hour. Answers are always brief, often as short as one word or phrase, but the wind usually answers honestly.

If you describe a type of animal or plant, a specific creature, or a specific object, the wind can tell you if a creature or object matching that description is upwind of you if it is within 5 miles of you, outdoors, above ground, and visible. However, the wind cannot tell you the distance to that creature or object, nor can it offer any more specific direction than “upwind” unless the creature or object is within 1,000 feet of you.

As one of your questions, you can ask the wind to carry a message for you to a creature that you describe. After describing the intended recipient, you speak a message of up to twenty-five words. If a creature matching the given description is downwind of you and within 5 miles of you, the wind will carry the sound of your voice to that creature within an hour.

Once you use this feature to speak with the wind, you cannot speak with the wind within 1 mile of that location again for 24 hours.

Gustcloak

At 6th level, you learn to shroud yourself in swirling winds that make your movements difficult for enemies to follow. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Weather the Storm

At 10th level, your mastery of air renders you resistant to the effects of storms. You have resistance to lightning and thunder damage, and you are immune to being paralyzed.

Stormwalker

At 14th level, you learn to summon storms that transport you to locations with which you are familiar. By spending 24 hours in meditation and communion with spirits of air in an outdoor location, you can form a bond to that location. You can maintain a number of bonded locations equal to your Charisma modifier. By spending an hour in meditation, you can sever one of your bonds to a location, allowing you to form new bonds.

In addition, by spending 10 minutes invoking the spirits of one of the locations to which you are bonded, you can summon a small storm that transports you and up to eight willing creatures that you can see within 10 feet, or one object that you can see within 10 feet, to that location. If you target an object, it must be able to fit entirely within a 10-foot cube, and it can't be held or worn by an unwilling creature.

When you use this feature to travel, a storm cloud appears in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point you can see 100 feet directly above you. The feature fails if you can't see a point in the air where the storm cloud could form (for

example, if you are in a room that can't accommodate the cloud) or if you attempt to travel to a location that is not on the same plane of existence as you.

Once the storm cloud has formed, a sudden bolt of lightning obscures sight of the travelers. When the disturbance clears, the travelers are gone. The storm cloud then dissipates over the following 10 minutes.

Though the travelers disappear instantaneously, they do not immediately arrive at their destination. Instead, 10 minutes elapse, during which a second storm cloud forms at the chosen location. In a second flash of lightning, the travelers reappear at the destination. After the targets have arrived, the second storm cloud dissipates over the following 10 minutes.

Though 10 minutes have passed since they disappeared, it appears to the travelers as though the transport was instantaneous. For the 10 minutes in which the travelers are gone, they are treated as being on another plane.

Once you have used this feature to travel, you can't use it again until you finish a long rest.

Shamanic Invocations

If a shamanic invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites.

Ascendant Step

Prerequisite: 9th level

You can cast *levitate* on yourself at will, without expending spirit points or material components.

Battle Frenzy

Prerequisite: 12th level, *Gift of Savagery* feature

When you use the Attack action on your turn with your spirit weapon, you can make one attack with the same weapon as a bonus action.

Call of Elements

Prerequisite: 9th level, *Speaker of Flames, Stones, Waters, or Winds*

You can cast *conjure elemental* once, without expending spirit points, but only to conjure an elemental of the element to which you are called. You can't do so again until you finish a long rest.

Elemental Empowerment

Prerequisite: 7th level, *Gift of Savagery* feature

When you cast *elemental weapon* on your spirit weapon, you can choose to cast it with a casting time of 1 bonus action. In addition, you can maintain concentration on an *elemental weapon* spell that you have cast on your spirit weapon until you take a long or short rest, and you can spend 1 spirit point whenever you take damage to avoid breaking your concentration on *elemental weapon*.

Entreat the Spirits

Prerequisite: 9th level

You can cast *commune with nature*, but only as a ritual.

Fauna Shaman

Prerequisite: 5th level

You can cast *animal friendship* and *beast sense*, but only as rituals.

Force of Will

You can add your Charisma modifier to the damage you deal with any shaman cantrip. In addition, whenever you hit a creature with a shaman cantrip that deals damage, you can spend 1 spirit point to add your shaman level to the damage roll.

Glimpse the Path

Prerequisite: 5th level, Gift of Sight feature

You can cast *augury*, but only as a ritual.

Keeper of Lore

You can read all writing.

Mask of Beasts

Prerequisite: 9th level

You can cast *polymorph* on yourself once, without expending spirit points. You can't do so again until you finish a long rest.

Mask of Many Faces

You can cast *disguise self* at will, without expending spirit points.

Master of Myriad Forms

Prerequisite: 15th level

You can cast *alter self* at will, without expending spirit points.

Pierce the Shadows

Prerequisite: Gift of Sight feature

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Rally the Ancestors

Prerequisite: 9th level, Speaker of Ancestors

You can cast *animate dead* once, without expending spirit points. You can't do so again until you finish a long rest.

Rewrite the Past

Prerequisite: 12th level, Speaker of Dreams

You can cast *modify memory* once, without expending spirit points. You can't do so again until you finish a long rest.

Rite of Cleansing

You can cast *purify food and drink*, but only as a ritual.

River's Secrets

Prerequisite: 5th level

You can cast *water breathing* and *water walk*, but only as rituals.

Savage Magic

Prerequisite: 5th level, Gift of Savagery feature

Whenever you would make a melee or ranged spell attack as a part of a shaman spell that you cast, you can spend 1 spirit point to instead make a single attack with your spirit weapon. If the attack hits, it deals its normal damage to the target in addition to the spell's effects.

See the Unwritten

Prerequisite: 12th level, Gift of Sight feature

You roll three d20s for your Gift of Sight, rather than two.

Seeker of Visions

Prerequisite: 7th level, Gift of Sight feature

You can cast *divination*, but only as a ritual.

Sight Beyond Sight

Prerequisite: 15th level, Gift of Sight feature

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Sky Shaping

Prerequisite: 5th level

You can cast *skywrite*^{EE}, but only as a ritual.

Smoker Teller

As an action, you can seize control of the smoke from a fire or other source within 10 feet of you and form it into an image that lasts for as long as you maintain concentration on this effect. Initially, the image can be no larger than a 5-foot cube. Though it can be as detailed as you like, the image is also clearly made of smoke, and no creature will mistake it for the real thing.

While you maintain concentration on this effect, you can use your action to draw further smoke from the source, increasing the possible size of the image by 5 feet, to a maximum of a 20-foot cube. You can also use your action to change the appearance of the object or make it appear to move, though it must remain centered on the source of the smoke. When changing the image's appearance, you can change the color of some of the smoke, though fine detail is impossible.

The smoke image lightly obscures the area within it. After you end your concentration, the smoke persists for 1 minute or until a strong wind disperses it.

Soul Reading

Prerequisite: 5th level

You can cast *detect thoughts* once, without expending spirit points. You can't do so again until you finish a short or long rest.

Speaker of All

Prerequisite: 12th level

You understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Spirit Sight

Prerequisite: Gift of Sight feature

You can cast *detect magic* at will, without expending spirit points.

Spirit Warrior

Prerequisite: Gift of Savagery feature

When you finish a short or long rest, you may spend a number of spirit points up to your maximum spell level. For each spirit point spent this way, your hit point maximum and current hit points increase by 5. This effect lasts until you take another short or long rest.

Stand Firm

Prerequisite: Gift of Savagery feature

While you are not wearing any armor, your Armor Class equals 13 + your Constitution modifier. You can use a shield and still gain this benefit.

Tongue of Beasts

You can cast *speak with animals* at will, without expending spirit points.

Tongue of Wild Spaces

Prerequisite: 5th level

You can cast *speak with plants* at will, without expending spirit points.

Twilight Shepherd

Prerequisite: 9th level

You can cast *reincarnate* once using spirit points. You can't do so again until you finish a long rest.

Unfiltered Perceptions

Prerequisite: 7th level

You cannot be blinded or deafened unless you are seeing or hearing through another source. In addition, you can sense the presence of invisible creatures or objects within 10 feet of you that are within line of sight, though you cannot see them.

Unrestrained Savagery

Prerequisite: 5th level, Gift of Savagery feature

You can attack with your spirit weapon twice, instead of once, whenever you take the Attack action on your turn.

Voice of the Forgotten

Prerequisite: 7th level

You can cast *speak with dead* at will, without expending spirit points.

Walker of the World

Prerequisite: 7th level

Your movement speed increases by 10 feet while you are not wearing armor. In addition, you always know which way is north and, while underground, always know your depth below the surface.

Shaman Spells

Cantrips (0 Level)

Create Bonfire^{EE}
Druidcraft
Guidance
Mending
Message
Resistance
Vicious Mockery

1st Level

Absorb Elements^{EE}
Beast Bond^{EE}
Charm Person
Command
Cure Wounds
Detect Poison and Disease
Dissonant Whispers
Entangle
Faerie Fire
Fog Cloud
Heroism
Hex
Protection from Evil and Good

2nd Level

Barkskin
Darkness
Enhance Ability
Hold Person
Misty Step
Moonbeam
Pass Without Trace
Protection from Poison
Spider Climb
Spike Growth
Warding Bond

3rd Level

Clairvoyance
Daylight
Dispel Magic
Elemental Weapon
Gaseous Form
Magic Circle
Plant Growth
Protection from Energy
Remove Curse
Spirit Guardians*

4th Level

Dominate Beast
Elemental Bane^{EE}
Fire Shield
Hallucinatory Terrain
Stoneskin

5th Level

Hold Monster
Scrying
Telekinesis
Tree Stride

6th Level

Bones of the Earth^{EE}
Chain Lightning
Find the Path
Heroes' Feast
Mass Suggestion
Move Earth
Sunbeam
Transport via Plants
True Seeing
Wall of Ice
Wind Walk

7th Level

Etherealness
Mirage Arcane
Plane Shift
Regenerate
Reverse Gravity
Whirlwind^{EE}

8th Level

Animal Shapes
Antipathy/Sympathy
Control Weather
Earthquake

9th Level

Astral Projection
Foresight
Shapechange
True Resurrection

* Rather than appearing angelic, fey, or fiendish, the guardians appear as spirits associated with the shaman's calling.

Equipment

The following information supplements the Starting Wealth by Class table and the list of adventuring gear found in chapter 5 of the *Player's Handbook*.

Starting Wealth. A shaman that chooses to purchase her own starting equipment receives funds of 2d4 x 10 gp.

Spiritual Totem. A spiritual totem is a sacred object or symbol that serves as an emblem of a shamanic calling. It might be a preserved plant of a kind that is sacred to local spirits, an animal pelt treated according to an ancient ritual, a rune or symbol tattooed on the body or carved into a shield, or a fetish crafted with spiritual guidance. A shaman can use a spiritual totem as a spellcasting focus, as described in chapter 10 of the *Player's Handbook*. To use the totem in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Multiclassing

The following information supplements the multiclassing rules found in chapter 6 of the *Player's Handbook*.

Prerequisites

The shamanic call can occur at any point in a character's life, even if they have already begun to pursue another path. However, while spirits can be fickle, they rarely call the weak-willed and a new shaman needs to have a certain amount of confidence and diplomacy in order to keep up with the moods and demands of the spirits.

Multiclassing Prerequisites

Class	Ability Score Minimum
Shaman	Charisma 13

Proficiencies

One who is unexpectedly called to the life of the shaman is able to pick up some of the basic proficiencies granted by the class, but does not develop all of the skills available to one who began their journey as a shaman.

Multiclassing Proficiencies

Class	Proficiencies Gained
Shaman	Light armor, shields

Class Features

When you gain your first level in shaman—or your first level in a non-shaman class, if you started out as a shaman—you get the class's features for that level. Two features, however, have additional rules when you're multiclassing: Shamanic Invocations and Spirit Magic.

Shamanic Invocations

While the spirits served by a shaman and the patrons served by a warlock are wildly different beings, the gifts they bestow are not dissimilar. One who walks both paths can reap unusual benefits. If you already have the

Eldritch Invocations class feature and gain a level in a class that grants the Shamanic Invocations class feature, or vice-versa, use the rules below.

Invocations Known. You determine what invocations you know by choosing from both lists of invocations as you see fit, rather than choosing invocations for each class individually. Whenever you learn a new invocation, you can choose either an Eldritch Invocation or a Shamanic Invocation, as appropriate to the class from which you gained the invocation.

You determine the number of invocations you know by adding together all your levels in the shaman and warlock classes. Use this total level to determine your invocations known by consulting the class table of your original class.

Whenever you gain a level in a class that grants the Eldritch Invocations or Shamanic Invocations class features, you may choose one of the invocations you know and replace it with another invocation you could learn at that level from that class. The new invocation that you learn does not have to be of the same type, allowing you to replace an Eldritch Invocation with a Shamanic Invocation, and vice-versa.

Prerequisites. Normally, an invocation with a level prerequisite requires you to have that level in the class in order to learn the invocation, regardless of your character level. However, if you have levels in multiple classes that grant invocations, you determine your level for the purpose of such prerequisites by adding half of your levels (rounded down) in other invocation-using classes to your level in the class that granted the invocation. For example, a fighter 6/warlock 2 cannot learn an Eldritch Invocation with a prerequisite of 5th level, as he is only a 2nd level warlock. However, a shaman 6/warlock 2 can, as her six shaman levels are treated as three additional warlock levels.

Spirit Magic

If you have both the Spirit Magic class feature and the Spellcasting or Pact Magic class feature from another class, you can use your spirit points to cast spells you know or have prepared from classes with the Spellcasting or Pact Magic class features, and you can use the spell slots you gain from the Spellcasting or Pact Magic class features to cast shaman spells you have prepared. Casting spells from other classes with spirit points works in the same way as casting shaman spells, and you cannot cast a spell using spirit points if its level is higher than your Maximum Spell Level.

You can also use spirit points to power class features from other classes that require you to expend one or more spell slots, such as the paladin's Divine Smite ability. When you expend spirit points in this way, the expended points count as a single spell slot with a level equal to the total number of expended points. You cannot expend a number of spirit points greater than your Maximum Spell Level on a single use of such a class feature.

Spell Descriptions

The following information supplements the spell descriptions found in chapter 11 of the *Player's Handbook*.

Lashing Wind

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You release a blast of howling wind from your hands that slash at a creature in range. Make a ranged spell attack against the target. If the attack hits, the creature takes 1d6 slashing damage, and if the creature is Large or smaller, you push the creature up to 5 feet away from you.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Touch of Madness

Enchantment cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Maddening whispers and babbling nonsense rush into the mind of a creature you try to touch. Make a melee spell attack against the target. If the attack hits, the creature takes 1d4 psychic damage, and the creature has disadvantage on the next attack roll it makes before the end of its next turn.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Magic Items

The following information supplements the list of magic items found in chapter 7 of the *Dungeon Master's Guide*.

Mask of Elemental Savagery

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a shaman with the Gift of Savagery feature)

While wearing this mask, you gain a bonus to your Maximum Spell Level when casting *elemental weapon* on your spirit weapon, and the spirit point cost of the spell is reduced by the same amount. The bonus is determined by the mask's rarity.

Variant: Magic Weapons as Spirit Weapons

As everything that exists has its own spirit, it is entirely possible for a shaman to commune with the spirit of a magic weapon and bargain with it as she would with any other spirit. In some cases, such a spirit may be willing to bond with a shaman who has been granted the Gift of Savagery, allowing her to wield it as her spirit weapon.

Whether or not a shaman can commune with the spirit of a specific weapon is up to the DM's discretion. It may be that the spirit of a weapon does not fall within the shaman's calling, making it impossible to commune with effectively. However, if the shaman and the spirit are capable of communicating, and the spirit consents to the bond, the shaman can transform the magic weapon into her spirit weapon by performing a special ritual while she holds the weapon. She must perform the ritual over the course of 1 hour, which can be done during a short rest. The shaman can then dismiss the weapon, sending it to the spirit world, and it appears whenever she creates her spirit weapon thereafter. A shaman cannot make an artifact or a sentient weapon into her spirit weapon in this way. The weapon ceases being her spirit weapon if she dies, if she performs the 1-hour ritual on a different weapon, if she uses a 1-hour ritual to break her bond to it, or if the spirit of the weapon chooses to break its bond to the shaman. The weapon appears at the shaman's feet if it is in the spirit world when the bond breaks. Unlike most spirit weapons, a magic item that has been made into a spirit weapon is fully magical, and is an invalid target for spells such as *elemental weapon*.

Because her right to wield a magic weapon as her spirit weapon is predicated on a bargain, rather than simple attunement to the item, a magic item that is made into a spirit weapon is considered a sentient magic item, using the rules as described on page 214 and 216 of the *Dungeon Master's Guide*. The DM determines the abilities, senses, alignment, and other characteristics of the magic weapon, though it can only communicate with the shaman unless it gains the ability to communicate through some other means. Moreover, in addition to the usual effects of a conflict, a magic item that has been made into a spirit weapon can choose to break its bond with the shaman at any time should she refuse to comply with its wishes.