

# A POINT OF INSPIRATION



Presents

## SHAMAN

A seamless and innovative new  
class for D&D 5E.

## SHAMAN

Carefully walking through the fog-covered swamp, an old human listens to the whispers of spirits while praying for a spell of guidance. A young elf lies on the ground, a blindfold covering her eyes; she opens up her spiritual awareness to glimpse the future, and then warns her comrades of the dangers ahead. Brought before the tiefling is a boy weak of mind and frail of body. The tiefling begins to perform a ritual over the child, calling the spirits to repair his earthly form to restore his health.

Shamans are magic-users who gain their powers from the spirits themselves, not from pacts with eldritch beings, worship of gods, or even the weave of magic. Instead they work alongside the spirits, guiding their power to create miracles to see the future, or to produce powerful dooms to destroy their enemies.

### SERVANTS OF SPIRITS

Shamans believe that the spirits of the world are the true powers of the land. Through ritual, wisdom, and fortitude, they are capable of contacting these spirits, channeling their power to perform spells and other mystical feats. Much like druidism, shamanism is considered an old faith; and usually practiced in secret.

It takes years of training to be able to contact the spirits, but once one does they are able to divine from them the secrets of the world. These secrets manifest as spells or supernatural abilities. Oftentimes, the spirits themselves may appear to help guide the shaman, or to grant him a boon to overcome his obstacles with. This serves as their greatest ability, and proves the almighty power of the spirits they work with.

### SEEKERS OF TRUTH

While many shamans prefer to live solitary lives, others seek to guide themselves or groups of people to divine truths. Many shamans wish to do nothing more than help others, and believe that only by working with the spirits can they achieve enlightenment within their race. This often leads to them banding with adventurers that wish to change the world with their efforts. Other shamans wish to do nothing more than attain power. Those that are greedy, lustful, or controlling use their connection with the spiritual world to achieve dominance over others. These shamans often lead tribes or other large organizations, using them as minions and pawns.

# SHAMAN

PROFICIENCY LEVEL	BONUS	FEATURES	CANTRIPS KNOWN	—SPELL SLOTS PER SPELL LEVEL—									SPIRITUAL GUIDE TIER	
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th		
1st	+2	Spellcasting, Spirit Speaking	2	2	—	—	—	—	—	—	—	—	—	—
2nd	+2	Spiritual Guides	2	3	—	—	—	—	—	—	—	—	—	1
3rd	+2	Shamanistic Purpose	2	4	1	—	—	—	—	—	—	—	—	1
4th	+2	Ability Score Improvement	3	4	2	—	—	—	—	—	—	—	—	1
5th	+3	Guide Change	3	4	2	1	—	—	—	—	—	—	—	1
6th	+3	Shamanistic Purpose Feature	3	4	2	2	—	—	—	—	—	—	—	1
7th	+3	Guide Improvement, Séance	3	4	3	2	1	—	—	—	—	—	—	2
8th	+3	Ability Score Improvement	3	4	3	3	2	—	—	—	—	—	—	2
9th	+4	—	3	4	3	3	2	1	—	—	—	—	—	2
10th	+4	Gift of Possession	3	4	3	3	3	2	—	—	—	—	—	2
11th	+4	Shamanistic Purpose Feature	4	4	3	3	3	2	1	—	—	—	—	2
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—	—	2
13th	+5	—	4	4	3	3	3	2	1	1	—	—	—	2
14th	+5	Guide Improvement, Blessing Giver	4	4	3	3	3	2	1	1	—	—	—	3
15th	+5	—	4	4	3	3	3	2	1	1	1	—	—	3
16th	+5	Ability Score Improvement	5	4	3	3	3	3	1	1	1	—	—	3
17th	+6	Shamanistic Purpose Feature	5	4	3	3	3	3	1	1	1	1	—	3
18th	+6	Mystic Body	5	4	3	3	3	3	1	1	1	1	—	3
19th	+6	Spiritual Guide Improvement	5	4	3	3	3	3	2	1	1	1	—	4
20th	+6	Avatar	5	4	3	3	3	3	2	2	1	1	—	4

When creating a shaman, think about how your character gained his abilities. Who was it that discovered your natural talent? Or perhaps your own study led to you creating rituals that put you in contact with the spirits. Maybe the spirits chose you themselves, and told you that you were the key to saving the world.

What pushed you on to continue your training? Did you become addicted to the power that you wielded when whispering with them? Did you instead choose to follow the spiritual path as a means of reaching enlightenment? Or perhaps you saw a great calamity through their eyes and have been using their powers to stop it.



## QUICK BUILD

You can make a shaman quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the hermit background. Third, choose the ray of frost and mage hand cantrips.

## CLASS FEATURES

As a shaman, you gain the following class features:

### HIT POINTS

**Hit Dice:** 1d6 per shaman level

**Hit Points at 1st Level:** 6 + your Constitution modifier.

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per shaman level after 1st level.

### PROFICIENCIES

**Armor:** -

**Weapons:** Clubs, daggers, quarterstaves, slings, and spears.

**Tools:** Herbalism kit

**Saving Throws:** Constitution, Wisdom

**Skills:** Choose two from Arcana, Insight, History, Nature, Perception, Performance, and Medicine.

### EQUIPMENT

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

(a) 20 darts or (b) a quarterstaff.

(a) a component pouch or (b) an arcane focus.

(a) an explorer's pack or (b) a priest's pack

Leather armor, an herbalism kit, and two daggers.

### SPELLCASTING

Working with the spirits, you can will them to perform powerful spells for you. See chapter 10 in the Player's Handbook for the general rules of spellcasting and the bottom of this document for the shaman spell list.

### CANTRIPS

At 1st level, you know two 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 shaman spells, you must expend a slot of the spell's level or higher. You regain all expended slots when you finish 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 you have spell slots. For example, if you are a 3rd-level shaman, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of

prepared spells can include six 1st or 2nd level spells, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st or 2nd-level spell. Casting the spell doesn't remove it from your list of prepared spells.

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

### SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your shaman spells, since your magic is performed by attuning with the spirits around you. You use your Wisdom whenever a 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 the spell prepared.

### SPELLCASTING FOCUS

You can use a shamanistic focus (a reliquary, idol, or fetish) as a spellcasting focus for your shaman spells.

### SPIRIT SPEAKING

You know how to commune with the spirits whenever you enter into an unknown land. During a short or long rest you can perform a ritual where you harmonize yourself with the spirits of the land. This gives you multiple benefits while in this terrain. You must do this for every new region or city that you enter into. Different forests, mountain ranges, deserts, seas, and so on also require this ritual to be done in order to use the following benefits:

- When you forage, you find twice as much food as you normally would.
- If you are traveling alone, you can move stealthily at a normal pace.

You also gain the below benefits for a limited amount of time. These benefits fade after you take a long rest, and cannot be used again in the same region for another 7 days.

- You gain advantage on 3 skills that either represent or are related in some way to the region. The Game Master decides which 3 skills these are.
- You are aware of recent events in the area that have affected the region. These can be events such as storms, landslides, droughts, etc.

## SPIRITUAL GUIDES

As your skill in speaking with spirits increases, they begin to offer you more help on your quests. They manifest in the plane that you are in (though they are only visible to you) and grant you boons to overcome obstacles with.

At the 2nd level, you may choose two 1st-tier spiritual guides of your choice. These spiritual guides can be found at the end of the class description. During a long rest, you perform a ritual which summons these spirits to your aid. The order in which the spirits help you is determined during this ritual, and is called a cycle. When the ritual is finished, your spiritual guide benefits automatically begin. Every eight hours, the benefits of your spirit fade away. After a short rest, you may begin to invoke the power of the next spirit in the cycle. Only one spirit may aid you at a time, and it cannot aid you again until all other spiritual guides have been used. Once all of your spiritual guides have finished aiding you, you must perform another ritual during a long rest to begin the cycle again.

At levels 7, 14, and 19, you are able to choose one spiritual guide from the neutral list, and one spiritual guide from your shamanistic purpose list. These guides must be of a tier equal to or lower than the highest one you are capable of accessing, as seen on the Spiritual Guide Tier column on the Shaman table.

## SHAMANISTIC PURPOSE

At the 3rd level, the spirits unveil to you the purpose of your abilities. You either become a witch doctor or a warden, both detailed near the end of the class description. Your choice grants you features at 3rd level and again at 6th, 11th, and 17th level.

## ABILITY SCORE IMPROVEMENT

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

## GUIDE CHANGE

At the 5th level, you have begun to attract more spirits to your quest. During a short rest, you can prematurely move on to the next spiritual guide in your cycle. Once you use this feature, you cannot use it again before taking a long rest.

## SÉANCE

At the 7th level, you can perform a séance with the spirits around you. During a short rest you can perform a ritual and then choose to activate one of the following benefits:

- You may cast a single non-ritual spell as a ritual.
- You may ask two of the following questions to the Dungeon Master. They may only respond with yes or no as an answer. The questions are: Am I in danger? Is there anything special around me? Is the thing I am

looking for close? Am I going in the right direction? Is my enemy stronger than me?

- You learn how to cure someone of one disease, poison, or curse that they are currently suffering. The cure you learn can be completed through nonmagical means and is determined by the Game Master.

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

## GIFT OF POSSESSION

At the 10th level, your spirits can empower your body so that you can better perform spells. As an action, you can have a number of spirits of your choosing enter into your body. You regain all expended spell slots. Afterwards, you suffer a number of exhaustion levels equal to half your Wisdom modifier (minimum 1). You suffer these effects even if you cannot normally or magically suffer exhaustion.

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

## RITUAL BLESSING

Starting at the 14th level, your spirits have begun to trust in your judgement when invoking them. Choose one allied creature or player character of your choice. As an action, you may touch them, granting them one of your spiritual guides. They have this guide for 8 hours. While they have this guide, it is no longer a part of your cycle, and cannot be used again until your current cycle is completed.

Once this feature has been used, it cannot be used again until you finish a short or long rest.

## MYSTIC BODY

Upon reaching the 18th level, your work with the spirits has left you mystically changed. You no longer need to eat, drink, or sleep. Additionally, you can no longer suffer from diseases or insanity.

## AVATAR

At the 20th level, one of your spiritual guides now recognizes you as someone of great power and importance. Choose a 2nd-tier or lower spiritual guide that you have. This spiritual guide can no longer be a part of your cycle. Instead, you gain its benefits permanently. This spiritual guide cannot be changed unless a wish spell is used, and can't be used with the Blessing Giver feature.

## SHAMANISTIC PURPOSES

The practice of shamanism is the result of working alongside the spirits throughout life. After proving their ability, the spirits will give a shaman a purpose that they think will assist them in the completion of their own goals, as well as a purpose meant to push the shaman along his or her own personal path. Although there are many types of shamans, most fall into two categories: wardens or witch doctors.



## WARDEN

After proving your ability in handling spirits, you have been granted the purpose of a warden. Shamans that follow down this path interact with the spirits directly, calling them from nature and binding them to totems in order to use them in combat. Wardens are the more violent shamans, who have been trusted with this ability so that they may keep the world in balance and their people protected from terrors that ordinary magic cannot fight against.

## TOTEM SPIRITS

Starting when you take this purpose at 3rd level, you can fashion totems that contain powerful spirits that will aid you in battle. During a long rest, you can perform a ritual that calls upon the spirits of the region you are in to inhabit a totem of your creation. You can create a number of totems equal to or lower than your Wisdom modifier. Totems created in this way also consume a spell slot. Spell slots consumed by this ability are not restored until the totems are destroyed. A consumed spell slot can not be above 5th level.

Once a totem has been created, you may choose to give it an elemental damage property of your choice, or you may allow it to invoke one of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, prone, or stunned. Once you decide the damage type or condition type of the totem, you cannot change it. A spirit-infused totem can be used as an action in battle. When using a totem, make an attack roll against the target creature's Wisdom ability score. A totem has the thrown weapon property, and you add your Wisdom modifier to the damage roll instead of your Dexterity or Strength.

A damaging totem deals 1d10 damage of the type chosen at creation. If a spell slot consumed is higher than 1st level, the totem deals an extra d10 of damage per spell slot level. When using a condition-inflicting totem, a creature struck suffers the condition until the beginning of their next turn. If a spell slot consumed is higher than 1st level, a condition inflicting totem lasts for a number of rounds equal to the spell slot expended. When you level up, you can choose to destroy any number of your totems, setting the spirits free. You may then perform another ritual during a long rest to replace any lost totems. Once a totem is used, it can't be used again until you finish a short or long rest.

## VENGEFUL SPIRITS

At the 6th level, your spirits become vengeful when you are wounded. When a creature deals damage to you, you may make two totem attacks instead of one against that creature on your next turn.

Once this feature has been used, it can't be used again until you finish a short or long rest.

## TRUSTED GUIDE

At the 11th level, the spirits assist you in your travels. You can move through unworked stone or plant life as if

it were difficult terrain. If you end your turn inside of any unworked stone or plantlife, you suffer 1d12 force damage. Additionally, you can cast the *druidcraft* cantrip, and the *goodberry* spell is added to your shaman spell list.

## TOTEM OF THE WORLD SPIRIT

Upon reaching the 17th level, you are trapping a sliver of the world's spirit inside of a totem. When performing the ritual needed to create your totem spirits, you may expend a 9th level spell slot to replace one of your totem spirits with a world totem spirit. This totem's incredible power can be invoked as an action, granting you one of the following benefits for 1 minute:

- You may use spells that require 1 action as a bonus action instead.
- You may invoke any totems except the world spirit totem twice per short rest.
- Roll a d10. That number is considered a critical hit in addition to rolling a natural 20.

Once the world spirit totem is used, it is destroyed.

## WITCH DOCTOR

Your purpose is to use your magic to influence the relationship of spirits with living creatures. By performing certain rituals, you are able to will spirits to heal and bless another, or to harm and destroy them. Witch doctors are known for being the leaders of their tribes, using their powers to keep their people healthy whilst protecting them from outside threats. The greatest witch doctors are able to influence the spirits to save or doom entire tribes of people with their rituals.

## DOOM SOUL/SAVE SOUL

Starting when you choose this shamanistic purpose at the 3rd level, you become capable of dooming or saving souls with the aid of spirits. As an action, you can expend a spell slot of 5th level or lower to speak with the spirits of health. You can persuade the spirits to either doom a creature or to save them.

If you choose to doom a creature, they must make a Constitution saving throw against your spell save DC. On a failure, the creature begins to rot, making them vulnerable to one of the three damage types: bludgeoning, piercing, or slashing. This effect lasts for a number of rounds equal to the spell slot expended.

If you choose to save a creature, they regenerate hit points equal to your Wisdom modifier. This effect lasts for a number of turns equal to the spell slot expended. A creature can only be effected by this feature once every 24 hours.

## IMPROVED MEDICINAL KNOWLEDGE

At the 3rd level, whenever you roll a medicine check to stabilize a creature, you may choose to bring it back to 1 hit point without a healing kit if you succeed.



## TWISTED LAND

At the 6th level, you can will the spirits to twist the surrounding land for you. As an action, you can persuade the spirits to fill 30 feet of space around you with a curse of your choosing, such as raining toads, burning bats, or hands reaching from the ground. This space is considered difficult terrain to any creature other than you. Additionally, hostile creatures within thirty feet must make a Constitution saving throw against your spell save DC or take half your shaman level + your Wisdom modifier in damage on their turn.

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

## ILL WHISPERS

Upon reaching the 11th level, the spirits tell you when a soul is in turmoil. As an action, you may make an Insight check against your spell save DC. On a success, you learn if a single creature of your choice is cursed, possessed, haunted, poisoned, or diseased, as well as how many hit points they have left.

## REMOVE SOUL

Starting at the 16th level, the spirits of life and death themselves heed your call. As an action, you may expend a 6th level or higher spell slot. Upon doing so, a target creature of your choice that is not undead must make a Constitution saving throw against your spell save DC. On a failure, it has its soul ripped from its body. A creature without a soul has disadvantage on all saving throws. Additionally, you can use your "*Doom Soul/Save Soul*" multiple times on a creature that has had its soul ripped out through this feature. This effect ends after a number of rounds equal to the spell slot expended.

A creature becomes immune to this feature for 24 hours if it passes the saving throw or if it survives the full duration.

## SPIRITUAL GUIDES

You may only take spiritual guides of your tier or lower. You must take one neutral spiritual guide and one shamanistic purpose spiritual guide for tiers 2, 3, and 4.

## NEUTRAL SPIRITUAL GUIDES

### 1ST-TIER

#### The Huntress

While this boon is active, you cannot be surprised.

#### The Nurturer

While this boon is active, you can expend one hit dice for free during a short rest.

#### The Pillar

While this boon is active, you have advantage on saving rolls that would leave you prone.

#### The Savior

While this boon is active, you only require one death saving throw to stabilize.

### 2ND-TIER

#### That Which Dies

While this boon is active, can see when a creature has

less than 10 hit points.

#### That Which Lives

While this boon is active, you are aware of any living creatures within 120 feet of you at all times.

#### The Strider

While this boon is active, you are not slowed by difficult terrain.

### 3RD-TIER

#### The Formless

While this boon is active, when you fail a saving throw that would leave you prone or knock you back you can instead choose to succeed once per long rest.

#### The Mountain

While this boon is active, you gain resistance to non-magical bludgeoning, piercing, or slashing damage.

### 4TH-TIER

#### The First Purity

While this boon is active, you can create a nonmagical zone around you for 100 feet once per day. Magical items are disabled for 1d4 rounds

#### Q, the First Wall

While this boon is active, you may pick one condition other than exhaustion and have immunity to it.

## WARDEN SPIRITUAL GUIDES

### 2ND-TIER

#### Stoic Meadow

While this boon is active, you cannot lose concentration as a result of taking damage.

#### Tree of Truth

While this boon is active, any tree you touch instantly flowers or produces fruit. Fruit eaten from these trees heals as if it were a potion of healing. A creature can only consume one fruit per day.

### 3RD-TIER

#### The Four Winds

While this boon is active, your movement speed is doubled when you invoke a totem until the end of your next turn.

#### The Fathomless Quagmire

While this boon is active, you reduce a creature's speed to 0 until the beginning of their next turn when they are damaged or affected by one of your totems. A creature can only have their speed reduced once per long rest.

### 4TH-TIER

#### The First Space

While this boon is active, the spirits protect you on short or long rests. While taking a rest, the spirits form a protective bubble up to 30 feet around you. A creature cannot enter this bubble without your permission.

#### The First Wildfire

While this boon is active, you can roll to hit a number of creatures equal to your Wisdom modifier within 10 feet of your initial target when invoking a totem.



## WITCH DOCTOR SPIRITUAL GUIDES

### 2ND-TIER

#### The Rotting

While this boon is active, you gain immunity to poison damage.

#### The Blessing

While this boon is active, the lesser restoration spell is added to your prepared spell list.

### 3RD-TIER

#### A Thousand Bodies

While this boon is active, your "Doom Soul/Save Soul" feature last for an additional number of turns equal to your Wisdom modifier.

#### Subtle Whisper

While this boon is active, your spells do not require verbal, somatic, or material components.

### 4TH-TIER

#### The First Doomed

While this boon is active, you may use your action to use spirits to haunt another creature. For 1 minute, when the targeted creature misses an attack, it becomes frightened of its target until the end of its next turn. A creature cannot be affected by this benefit more than once per cycle.

#### The First Saved

While this boon is active, you may use your action to give a creature at 0 hit points that is not dead an instant critical success on their next death saving throw. A creature cannot receive this benefit more than once per cycle.

## SHAMAN SPELL LIST

\* *designates that the spell is from the Elemental Evil*

Player's Companion

Cantrips

Blade Ward

Chill Touch

Guidance

Light

Mage Hand

Mending

Message

Minor Illusion

Prestidigitation

Ray of Frost

### 1ST-LEVEL SPELLS

Absorb Elements\*

Alarm

Bane

Bless

Create or Destroy Water

Earth Tremor\*

Entangle

Ice Knife

Identify

Purify Food and Drink

Speak with Animals

### 2ND-LEVEL SPELLS

Aid

Animal Messenger

Augury

Beast Sense

Continual Flame

Dust Devil\*

Earthbind\*

Enhance Ability

Gust of Wind

Locate Animals or Plants

Locate Object

Pass without Trace

### 3RD-LEVEL SPELLS

Call Lightning

Conjure Animals

Daylight

Fireball

Lightning Bolt

Tidal Wave\*

Sleet Storm

Speak with Dead

Speak with Plants

Wall of Sand\*

Wall of Water\*

Water Breathing

Water Walk

Wind Wall

### 4TH-LEVEL SPELLS

Blight

Dominate Beast

Conjure Minor Elementals

Conjure Woodland Beings

Control Water

Giant Insect

Locate Creature

Stoneskin

Stone Shape

Storm Sphere\*

Watery Sphere\*

Wall of Fire

### 5TH-LEVEL SPELLS

Awaken

Conjure Elemental

Commune

Commune with Nature

Contagion

Dream

Hallow

Hold Monster

Insect Plague

Legend Lore

Modify Memory

Reincarnate

Seeming

Tree Stride

Wall of Stone



## SPELL LIST

### 6TH-LEVEL SPELLS

Chain Lightning  
Find the Path  
Forbiddance  
Investiture of Flame\*  
Investiture of Ice\*  
Investiture of Stone\*  
Investiture of Wind\*  
Move Earth  
Sunbeam  
Transport via Plants  
Wall of Thorns

### 7TH-LEVEL SPELLS

Divine Word  
Etherealness  
Fire Storm  
Mirage Arcane  
Symbol  
Whirlwind\*

### 8TH-LEVEL SPELLS

Animal shapes  
Control Weather  
Earthquake  
Dominate Monster  
Incendiary Cloud  
Sunburst  
Tsunami

### 9TH-LEVEL SPELLS

Astral Projection  
Imprisonment  
Power Word: Kill  
Shapechange  
Storm of Vengeance  
Weird

### SHAMAN MULTICLASSING

Should you want to multiclass into a Shaman, the prerequisites and proficiencies are listed below:

**Prerequisite:** 13 Wisdom

**Proficiencies gained:** Clubs, daggers, herbalism kits, quarterstaffs, slings, and spears.

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