

SPIRITSPEAKERS: THE SHAMAN CLASS

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A hidebound orc chants softly, his nearby companion spirit glowing intently. In a burst of primal energy, his fallen friend recovers, flanking the spider that has taken for granted its prey.

An elven war medic raises her staff, unleashing her guardian's power. In a rush, her allies speed atop the hill, surprising the entrenched hobgoblins with their arrival.

A halfling soothsayer throws his charm across the room, his grandparents' souls spilling out of the totem. They dive onto automaton sentinel, quickly decaying its shell into uselessness.

Shaman are divine casters who both inhibit their foes and support their allies through the aid of nature's spirits. While they have a modicum of martial training, their true strength lies in harnessing the spells of their shamanic tradition, blasting foes with otherworldly power and consulting the spirits for guidance.

As a shaman, you try to control the battlefield with your Companion Spirit. At first, it can grant minor benefits to those nearby based on your Shamanic Compact, but as you gain experience you can channel ever more power through it in a burst of Shamanic Evocation, creating even greater effects. All shaman can conjure a Healing Spirit, but your compact gives you other options based on the spirits you summon. You must also think about the Shamanic Bargains you wish to make: do you want to move your Companion Spirit or have enhanced martial abilities? Will you strengthen your spellcasting or skills? Your options here are limited but potent. Finally, your Shamanic Rebuke gives you greater mastery of a certain creature type, making you particularly suited to confronting them.

"I am never alone. I speak, and the spirits listen. The spirits speak, too—you are fated to join them soon." – Soulkeeper Strajya

QUICK BUILD

You can make a shaman quickly by following these suggestions. Wisdom should be your highest score, followed by Constitution. Second, choose the acolyte background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 + Constitution modifier

PROFICIENCIES

Armor: Light and medium armor, shields.

Weapons: Simple weapons.

Tools: Alchemist's kit or herbalist's kit.

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Arcana, Animal Handling, Deception, History, Insight, Intimidation, Investigation, Nature, Religion, Perception, and Persuasion

EQUIPMENT

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

- (a) hide armor or (b) leather armor
- (a) a one-handed simple weapon and shield or (b) a two-handed simple weapon
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

Level	Proficiency Bonus	Class Features	Companion Uses	Bargains
1 st	+2	Companion Spirit, Shamanic Compact, Spellcasting	2	---
2 nd	+2	Shamanic Evocations, Spirit's Bargains	2	1
3 rd	+2	---	2	1
4 th	+2	Ability Score Improvement	2	1
5 th	+3	---	3	2
6 th	+3	Shamanic Rebuke	3	2
7 th	+3	---	3	2
8 th	+3	Ability Score Improvement	3	2
9 th	+4	---	4	2
10 th	+4	Compact feature	4	2
11 th	+4	---	4	3
12 th	+4	Ability Score Improvement	4	3
13 th	+5	---	5	3
14 th	+5	Compact feature	5	3
15 th	+5	---	5	3
16 th	+5	Ability Score Improvement	5	3
17 th	+6	---	6	4
18 th	+6	Compact feature	6	4
19 th	+6	Ability Score Improvement	6	4
20 th	+6	World Speaker's Invocation	6	4

SPELLCASTING

By negotiating with the spirits of the world, shaman have powerful spellcasting that rivals that of skilled clerics or druids. You have divine spellcasting identical to that of a cleric except as described below.

Saving Throws: If your spells or class features require a target to make a saving throw, the saving throw DC is calculated as follows: **Shaman spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

Shaman spellcasting can use a totem or other holy symbol as a divine focus. Often these will be fashioned out of an object significant to the shaman's calling, such as a dragon's claw or ancestor's locket.

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

COMPANION SPIRIT

All shamans can call for aid from the spirit realm, gaining the services of an entity that will follow their instructions faithfully. As a bonus action, you can cause your companion spirit to manifest in an unoccupied space you can see within 60 feet. The spirit lasts for up to 1 minute or until you fall unconscious, move more than 60 feet away from the spirit, or dismiss it (no action required). You can choose the general form of your companion spirit, but it occupies a space no larger than 5 feet and bears features that mark your particular compact. On your turn, you can move the companion spirit to an unoccupied space up to 60 feet away as a bonus action. Its movement does not provoke opportunity attacks. You can also use a bonus action to use your senses through the companion spirit's space, allowing you to cast spells with it as the point of origin and perceive things from its position. Your body is considered blinded and deafened until you choose to end this effect as an action or bonus action.

The companion spirit has an Armor Class and saving throw bonuses equivalent to your own and advantage on saving throws to avoid taking damage. If it would reduce the damage of an effect on a successful saving throw, it takes no damage on a success. It counts as a creature for the purposes of abilities that can target them, but it does not have its own pool of hit points. If it takes damage, it temporarily disappears to its home plane, but you can cause it to manifest again as a bonus action without expending another use of this feature. Both allies and enemies can move through its space as difficult terrain, but they cannot end their movement there.

You gain a number of uses of this feature as indicated on the class table above. These uses refresh after you finish a long rest.

SHAMANIC COMPACT

When you take your first level in this class, you also choose a compact that selects the kinds of spirits with which you commonly negotiate. You choose from the Ancestral, Draconic, Elemental, Lifebinder, or Warbringer options listed below. Your choice grants you class features at 1st level and again at 2nd, 6th, 10th, 14th, and 18th level.

SHAMANIC EVOCATION

Beginning at 2nd level, you can expend your companion spirit to gain a more powerful effect, ending its duration and unleashing the magic that called it. You can use the option below and gain additional options based on your chosen compact. After using this feature, your companion spirit dissipates.

- *Healing Spirit*: As an action, you may choose yourself or an allied creature within 30 feet of you that you can see. Your target and an allied creature adjacent to your companion spirit regain hit points equal to 1d8 + your shaman level + your Intelligence modifier.

SPRIT'S BARGAINS

You can negotiate more effectively with the spirits, gaining minor boons that improve your other abilities. You gain your first Bargain beginning at 2nd level and additional Bargains at the levels indicated on the class table above. Each time you gain a level in this class, you can swap out one Bargain for another for which you can qualify.

SHAMANIC REBUKE

You can use your connection with the spirits to oppose creatures of your associated type, compact deceased souls of that kind to afflict the living. Beginning at 6th level, as an action you can present your holy symbol and rebuke your chosen creatures. You can choose from one of the following two options below:

- *Cow the Spirits*: A single creature of your compact type must make a Charisma saving throw against your shaman spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent creatures are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free. Creatures with a challenge rating higher than yours are immune to this feature.
- *Turn the Spirits*: Each creature of your compact type that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails, it is turned for 1 minute or until it takes 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.

Once you use this feature, you must wait until after you finish a short or long rest to use it again.

WORLD SPEAKER'S INVOCATION

Beginning at 20th level, you can call forth a host of spirits who swirl around you and protect. As an action, you create a zone with a 30-foot radius centered on yourself for 1 minute that has the following effects:

- Enemy creatures that begin their turns within this zone must succeed on a Wisdom saving throw against your shaman spell save DC or have disadvantage on the first attack roll they make. They also take your choice of 10 radiant or necrotic damage (chosen when you activate this feature) regardless of the saving throw's result.
- Each time an enemy is damaged by this zone, an ally within this zone or adjacent to your companion spirit may regain 5 hit points.

This zone moves with you and can be ended by you on your turn. Once you use this feature, you must wait until after you finish a long rest to use it again.

SHAMANIC COMPACT

There are many spirits to contact, and shaman must make agreements with these different powers. Your compact affects what kind of spirit you summon and how you can rebuke creatures of various kinds, imposing the power of their dead on them.

ANCESTRAL

You are in touch with the spirits of your ancestors, gaining valuable counsel and knowledge from past generations. These spirits tear at your foes, draining their health and sanity. Your companion spirit likely takes the form of a spectral humanoid in your lineage, though sometimes the deceased prefer to appear somewhat differently than they did in life.

Consult the Ancestors: Beginning when you choose this compact at 1st level, allies adjacent to your companion spirit can use a bonus action on their turn to gain a bonus on an ability check equal to your Intelligence modifier. If the ability check is not made before the beginning of their next turn, this bonus is lost.

Shamanic Evocation – Spirit's Haunt: Beginning at 2nd level, you can use your Shamanic Evocation as an action and select an ally adjacent to your companion spirit. That ally can use its reaction to make a melee spell attack (using your proficiency bonus and Wisdom modifier) that deals 1d8 psychic damage per point of your Intelligence modifier (minimum 1d8). The target must succeed on a Wisdom saving throw against your shaman spell save DC or be knocked prone.

Shamanic Rebuke – The Departed: Beginning at 6th level, your Shamanic Rebuke feature can affect the undead.

Shamanic Evocation – Hungry Spirit: Beginning at 10th level, you can use your Shamanic Evocation as an action and make a melee spell attack against a creature adjacent to your companion spirit. If the attack is successful, the spirit deals necrotic damage equal to 1d10 +

your shaman level. An ally adjacent to the companion spirit regains 1d8 hit points per point of your Intelligence modifier (minimum of 1d8).

Ancestral Power: Beginning at 14th level, you or an ally can use a bonus action on its turn to gain 1d10 as a bonus on its next attack roll or saving throw made within the next minute. You can benefit from this feature only once per companion spirit; once you have used this feature, you must wait until you summon another companion spirit to use it again.

Call the Departed: Beginning at 18th level, whenever an allied creature would make a death saving throw, you can use your reaction to imbue your ally with an ancestral spirit, suspending its fate in the process. Your ally regains one-half of its maximum hit points and has resistance to bludgeoning, piercing, and slashing damage for the duration of this feature. You must maintain concentration on this feature as if concentrating on a spell. If you lose concentration, your ally is reduced to 0 hit points again, or 1 minute passes, the spirit departs and your ally continues making death saving throws as before. Once you use this feature, you must wait until after you finish a long rest to use it again.

DRACONIC

You have made a pact with the spirits of dragonkind, pledging to serve their aims despite their greater stature. To those who show the proper obeisance, you can grant them a measure of dragonhood. Your companion spirit takes the form of a wyrmling or small land drake, watching those around you with greedy eyes.

Inspiring Majesty: Beginning when you choose this compact at 1st level, allies adjacent to your companion spirit gain a bonus on Wisdom saving throws equal to your Intelligence modifier.

Shamanic Evocation – Draconic Rage: Beginning at 2nd level, you can use your Shamanic Evocation as an action to select a number of hostile creatures within 30 feet of your companion spirit up to your Intelligence modifier (minimum of 1) to take your choice of cold, fire, lightning or poison damage equal to 1d4 + your shaman level. Each of these creatures can make a Dexterity saving throw for half damage.

Shamanic Rebuke – Dragons: Beginning at 6th level, your Shamanic Rebuke feature can affect dragons.

Dragon's Greed: Beginning at 10th level, you can use your companion spirit to ascertain those who have treasure and those who do not. While your companion spirit is summoned, you magically know which creature within 30 feet of it has the most wealth on its person. As an action, you can command your companion spirit to make a melee spell attack roll that deals bludgeoning, piercing, or slashing damage equal to 1d10 + your shaman level. If the attack roll hits, you cannot benefit from this feature until after you finish a short or long rest.

Shamanic Evocation – Take Flight: Beginning at 14th level, you can use your Shamanic Evocation as an action to select a number of allied creatures adjacent to your companion spirit

up to your Intelligence modifier (minimum of 1). As long as these creatures remain within 120 feet of you, they gain the benefits of the *fly* spell for up to 10 minutes or until you choose to end this feature (no action required).

Shamanic Evocation – Dragon’s Roar: Beginning at 18th level, your companion spirit can unleash its full majesty, causing nearby hostile creatures to react in amazement or terror. As an action, your companion spirit creates a lingering aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this area must succeed on a Wisdom saving throw or be Charmed (if you chose awe) or Frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to this feature for the remainder of its duration. Once you use this feature, you must wait until after you finish a short or long rest to use it again.

ELEMENTAL

You call on the spirits of the Elemental Planes, unleashing them on your world in exchange for their destructive potential. Your allies can wield their energies with ease, safe thanks to the pacts you have made with such powerful forces. Your companion spirit may appear as a puff of flame, mote of swirling air, or impish figure made of rock or stone, just to name a few possible forms.

Elemental’s Might: Beginning when you choose this compact at 1st level, allies adjacent to your companion spirit deal extra cold, fire, lightning, or thunder damage equal to your Intelligence modifier on successful melee weapon attacks. You choose the damage type when you summon your companion spirit and can change it on your turn as a bonus action.

Shamanic Evocation – Flash Step: Beginning at 2nd level, you can use your Shamanic Evocation as an action and select an ally adjacent to your companion spirit. That ally can use its reaction to make a melee spell attack (using your proficiency bonus and Wisdom modifier) that deals 1d8 fire or lightning damage per point of your Intelligence modifier (minimum 1d8). After making this attack, the ally is teleported in a puff of smoke to an unoccupied square it can see within 30 feet. This teleportation does not provoke opportunity attacks.

Shamanic Rebuke – Elementals: Beginning at 6th level, your Shamanic Rebuke feature can affect elementals.

Shamanic Evocation – Bound Weapon: Beginning at 10th level, you can use your Shamanic Evocation as a bonus action and select both an ally adjacent to your companion spirit and your choice of cold, fire, lightning, or thunder damage. That ally deals an additional 1d8 damage on successful weapon attacks for a number of rounds equal to your Intelligence modifier.

Piercing Spirit: Beginning at 14th level, you and your allies can ignore an enemy creature’s resistance to cold, fire, lightning, or thunder damage if your companion spirit is adjacent to that enemy.

Elemental Gate: Beginning at 18th level, you can open a portal to the Elemental Planes. This portal links an unoccupied space you can see within 60 feet to a precise location on one of the Elemental Planes. This portal is a circular opening up to 10 feet in diameter, can be oriented in any direction you choose, and lasts for up to 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this feature from opening in their presence or anywhere within their domains. Once you use this feature, you must wait until after you finish a long rest to use it again.

LIFEBINDER

You deal with the spirits of life itself that grant all of creation its *animus*. You heal and protect your allies, ensuring that those heroes never die. Your companion spirit manifests itself as a benevolent force—perhaps a spirit of soothing light, a kind dryad, or an amicable stag with glowing antlers.

Spirit's Health: Beginning when you choose this compact at 1st level, allies adjacent to your companion spirit gain a bonus on Constitution saving throws equal to your Intelligence modifier.

Shamanic Evocation – Spirit's Intercession: Beginning at 2nd level, when an ally adjacent to your companion spirit takes damage you can use your Shamanic Evocation as a reaction and protect it from harm. That ally gains damage resistance against that incidence of damage and a bonus to its Armor Class equal to your Intelligence modifier (minimum of +1) for 1 round.

Shamanic Rebuke – Nature's Children: Beginning at 6th level, your Shamanic Rebuke feature can affect beasts and plants.

Shamanic Evocation – Healing Flood: Beginning at 10th level, you can use your Shamanic Evocation as an action and evoke a wave of healing magic that washes over nearby wounded allies. You gain a pool of healing equal to your Intelligence modifier (minimum of 1) x your shaman level and can divide it among allies within 30 feet of your companion spirit. This healing cannot restore a creature to above half of its maximum hit points.

Spirit's Cleanse: Beginning at 14th level, you can use your action to command your companion spirit to cleanse an adjacent ally of one disease or poison, end a magical spell or effect that is currently harming them, or remove one of the following conditions: blinded, deafened, paralyzed petrified, or poisoned. You can benefit from this feature only once per companion spirit; once you have used this feature, you must wait until you summon another companion spirit to use it again.

Spirit of Life: Beginning at 18th level, when you summon your companion spirit you may choose to summon a Spirit of Life as your companion spirit. Allies adjacent to the Spirit of Life at the beginning of their turn regain 5 hit points and gain 5 temporary hit points and a +5-ft bonus to their current walking speed. Once you have used this feature, you must finish a long rest before you can use it again.

WARBRINGER

You have made a pact with spirits skilled in combat, whether valkyries, furies, or angelic soldiers. Your allies can learn from their guidance, seizing opportunities in combat and being more alert to danger. Your companion spirit is fearsome and powerful to behold; typically, it manifests as a well-armed and armored humanoid, though a creature such as a raging bear or furious panther might also be appealing.

Spirit's Watchfulness: Beginning when you choose this compact at 1st level, allies adjacent to your companion spirit gain a bonus on Dexterity saving throws equal to your Intelligence modifier.

Shamanic Evocation – Lead the Charge: Beginning at 2nd level, you can use your Shamanic Evocation as an action and call your allies into battle. Choose a number of allies up to your Intelligence modifier (minimum of 1) within 30 feet of your companion spirit. As a reaction, each can immediately move up to its current walking speed. This movement does not provoke opportunity attacks.

Shamanic Rebuke – The Artificial: Beginning at 6th level, your Shamanic Rebuke feature can affect constructs.

Shamanic Evocation – Spirit's Strike: Beginning at 10th level, you can use your Shamanic Evocation as an action and select an ally adjacent to your companion spirit. That ally can use its reaction to make a melee weapon attack with advantage and deal bonus damage equal to your Intelligence modifier.

Companion's Reach: Beginning at 14th level, you can make weapon attacks as if you were attacking from your companion spirit's space. The spirit conjures weapons equivalent to your own for its attacks.

Warmage: Beginning at 18th level, whenever you take the Attack action, you can use a bonus action to cast a cantrip.

SHAMANIC BARGAINS

You can choose from the bargains listed below. You must meet any listed pre-requisites to choose a particular bargain:

Companion Rush

When you make a successful weapon attack, your companion spirit can immediately move up to 30 feet.

Companion's Shelter

When your companion spirit is targeted by an attack roll, you can use your reaction to grant it a bonus to its AC equal to your Intelligence modifier.

Dragon's Voice

Pre-requisites: Draconic Compact

You gain proficiency with either the Intimidation or Persuasion skill. You can expend 1 use of your Companion Spirit as an action to add your proficiency bonus (or double your proficiency bonus for skills with which you are already proficient) on all Charisma checks for 1 minute.

Extended Spirit

When you use a bonus action to move your companion spirit, it can move up to 120 feet. It remains in existence as long as it is no more than 120 feet away from you.

Lifebinder's Touch

Pre-requisites: Lifebinder Compact

When you stabilize a dying creature, you can introduce a spark of magic and provide that creature with 1 hit point as well as temporary hit points equal to 1d8 + your Intelligence modifier. Once you have benefited from this bargain, you must finish a short or long rest before you can do so again. You also gain proficiency with the Medicine skill.

Lord of Battle

Pre-requisites: 17th level

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

One Spirit, One Body

Pre-requisites: 6th level, Ancestral Compact

You can use a bonus action to switch places with your companion spirit. This movement does not provoke opportunity attacks. Once you have benefited from this bargain, you must finish a short or long rest before you can do so again.

Searing Spirit

Pre-requisites: 11th level, Elemental Compact

When you use a bonus action to move your companion spirit, hostile creatures that are adjacent to it when its movement ends must make a Constitution saving throw or take radiant damage equal to 1d8 + your shaman level.

Shamanic Vigil

You gain a +5 bonus to your passive Perception score. Additionally, you have advantage on Investigation and Perception checks made while your companion spirit is summoned.

Shaman's Insight

Pre-requisites: 11th level

You can add your Wisdom modifier to the damage you deal with cantrips.

Spirit of Freedom

Pre-requisites: 17th level

Allies adjacent to your companion spirit have advantage on checks or saving throws made to avoid becoming grappled or restrained. Additionally, their speed cannot be reduced.

Spirit's Succor

When an ally within 60 feet of you is reduced to 0 hit points, your companion spirit can instantly move to an unoccupied space adjacent to that ally. You can benefit from this bargain only once per round.

Tributary of Two Minds

You can perceive through both your own senses and those of your companion spirit's at the same time. When looking through your companion's senses, your body is not hindered in any way, and you do not need to use an action or bonus action to switch between them, though you must still use a bonus action on your turn to perceive from its position for the round.

Warmaker

Pre-requisites: 6th level, Warbringer Compact

When you take the Attack action on your turn, you can attack one additional time as part of that action.

SHAMAN SPELL LIST

CANTRIPS (0 LEVEL)

Chill Touch

Dancing Lights

Druidcraft

Mage Hand

Poison Spray

Produce Flame

Ray of Frost

Shillelagh

Thorn Whip

Alarm

Cure Wounds

Detect Evil and Good

Detect Magic

Entangle

Faerie Fire

False Life

Healing Word

Jump

Longstrider

Protection from Evil and Good

Ray of Sickness

Sleep

1ST LEVEL

Tasha's Hideous Laughter
Tenser's Floating Disk
Unseen Servant

2ND LEVEL

Augury
Barkskin
Calm Emotions
Detect Thoughts
Enhance Ability
Gust of Wind
Lesser Restoration
Locate Animals or Plants
Locate Object
Magic Mouth
Misty Step
Phantasmal Force
Ray of Enfeeblement
Silence

3RD LEVEL

Bestow Curse
Dispel Magic
Fear
Feign Death
Gaseous Form
Hypnotic Pattern
Magic Circle
Phantom Steed
Protection from Energy
Revivify
Sending
Spirit Guardians
Tongues
Vampiric Touch
Wind Wall

4TH LEVEL

Arcane Eye
Banishment
Confusion

Death Ward
Divination
Freedom of Movement
Locate Creature
Mordenkainen's Faithful Hound
Mordenkainen's Private Sanctum
Otiluke's Resilient Sphere
Phantasmal Killer

5TH LEVEL

Animate Objects
Bigby's Hand
Contact Other Plane
Dispel Evil and Good
Dream
Geas
Greater Restoration
Hallow
Mislead
Raise Dead
Rary's Telepathic Bond
Reincarnate
Scrying
Seeming
Teleportation Circle

6TH LEVEL

Eyebite
Find the Path
Forbiddance
Globe of Invulnerability
Guards and Wards
Harm
Heal
Heroes' Feast
Magic Jar
Planar Ally
Primordial Ward

7TH LEVEL

Divine Word
Etherealness
Mordenkainen's Sword
Plane Shift
Regeneration
Resurrection
Sequester
Symbol

8TH LEVEL

Antipathy / Sympathy
Feeblemind
Holy Aura
Mind Blank
Power Word Stun
Trap the Soul

9TH LEVEL

Astral Projection
Foresight
Mass Heal
Power Word Heal
Power Word Kill
True Resurrection
Weird