

5th Edition

Dungeons & Dragons

Spirit Shaman





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Spirit Shaman



Introduction: The spirit shaman class was inspired by the shaman class published in the Advanced Dungeons & Dragons 2nd edition Forgotten Realms campaign expansion boxed set, *The North: Guide to the Savage Frontier* (slade et al., 1996, Wilderness book, pp. 25-28). The spirit shaman is a wisdom based spellcasting class with three main paths that vary in flavor. Dungeon masters may also find the spirit shaman class useful for adding flavor and increasing the difficulty of tribal monster type encounters, such as orcs, goblins, and giants.

By S. Bean

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Spirit Shaman

A young shaman watches her tribe from a distant hilltop; Kerri was forced into exile shortly after performing her grandfather's last rites a tenday ago. Gorstag had started his journey to the afterlife shortly after the ritual had begun, but to the surprise of his family and the tribe's elders, his spirit lingered - it was drawn to the young shaman as it formed a bond that transcended the normal limits between life and death. The elders were fearful of the spirit bond. Shamans normally call out to spirits, and are often granted powers, but to form a lasting bond between the world of the living and dead is very rare.

At first, Kerri was angered by her exile, but Gorstag's spirit calmed her; he had always been a wise and kind mentor in life. *The elders have forgotten the old ways*, he whispered in her mind. *They fear the power of our bond; the elders should have embraced and explored its possibilities.* Kerri understood the implications of the spirit bond; she must continue to consult with her grandfa-



ther, and learn how to utilize the power of the bond wisely. She may eventually be able to call upon additional spirits, and gain greater power and knowledge with experience.

If properly cultivated, a shaman's ability to call upon spirits of the dead could be used to summon a tribe's

greatest ancestors. These spirits may grant spells, knowledge, and powers that could be used to benefit a tribe. Kerri is wise for her age; she has a good plan in place to learn about her connection to the spirit world. As her knowledge grows, she should be able to form new spirit bonds - eventually, with the greatest spirits of her ancestors.

Standing upon the hillside peering down across the vale, Kerri reflects upon the events that oc-

curred after her exile. Gorstag had watched over her and granted light when she could not see, and healed her broken leg after she fell into a chasm while hunting. Kerri has received protection and blessings every day since bonding with her grandfather's spirit, and for that she is truly grateful.

Tribal Power

Peren, a wood elf scout, heard the ominous sound of drums pounding in the distance foretelling dark times to come for the forest and its inhabitants. The "Red Axes," an orc tribe that had gathered in a glade in the northern part of the forest, was performing a ritual honoring a spirit shaman named, "Brogar." The tribe had grown bolder over the past month after raiding settlements and caravans along the kingdom's main trade routes; its most successful raiding parties were led by the shaman, whose deeds had gained them notoriety and power since the tribe's unwelcomed arrival in the elven wood.

Unfortunately, earlier that day, troubling news had reached the elven court that a group of scouts and rangers had been defeated by an orc raiding party. Witnesses report that Brogar led the raid transformed as a wolf spider; he crept among the trees until he had found a hidden position above the elves. From his roost, the shaman turned back into an orc and casted a polymorph spell on the squad's leader; the elf failed to resist the spell, and was transformed into a toad. Brogar then dropped down from above, and squashed the unfortunate elf under his boots. At the same time, at least a dozen orc warriors wielding greataxes leaped out of the foliage as if they had been part of the forest - elven blood flowed freely. The shaman stood in the center of the fray wielding a large staff with the head of a glowing skull as he chanted words of spiritual power.



Elemental Power

A hill giant shaman chants ancient words of power in the guttural giant tongue to call forth spirits of elemental nature. He is performing a ritual of bonding that could give his tribe an advantage in an upcoming battle against a rival tribe. Slauglor had become a powerful and respected member of the tribe. The shaman had bonded with elemental spirits of nature that allowed him to wield elemental destruction against his rivals and the tribe's enemies. The ritual was almost complete; he could feel the power of the wind as it flowed around him, stoking the flames of the bonfire.

Slauglor's new spirit bond should greatly empower his club attacks with lightning and thunder. The shaman already has the power to cast a fire storm spell, which was granted during a previous spirit bond; he plans to use the spell to bathe his enemies in fire in an important upcoming battle. The tribe could capture fertile hunting grounds with a victory, which would greatly expand its territory - ensuring its growth, influence, and dominance in the region. The power of Slauglor's bonded elemental spirits should play a vital role in the battle as he wields their destructive power with brutal efficiency.

Primal Wisdom

Shamans are rare in tribal communities; however, the ability to form bonds with spirits is even more rare among shamans. Human tribes often fear the magic of spirit shamans, but sometimes seek their advice and wisdom in times of need. Shamans that bond with spirits are often hermits or adventurers. Tribal elders often believe that summoned spirits may become angry and curse their people, so they usually force spirit shamans into seclusion or exile.

The elders of the Uthgardt tribes have good reasons to be concerned about invoking the wrath of spirits. Shamans bonding with spirits should be intelligent, wise, and charismatic in order to properly manage their connections to the spirit world; they should understand how to use granted powers without provoking the wrath

of their bonded spirits. Summoned spirits are individuals with desires, goals, and principles. An angered spirit may decide not to grant requested spells for a period. If angered too often, or if a shaman takes actions that severely oppose the principles of a bonded spirit, the bond may be permanently severed. In some cases, a spirit may bestow a curse upon a shaman before severing its bond. A minor spirit's curse lasts for one week, while a major spirit's curse lasts for a month, and a greater spirit's curse is permanent. A minor spirit's curse may be removed by a remove curse spell cast at the normal level, but the spell must be cast as a 5th level spell for a major spirit, and 7th level for a greater spirit.



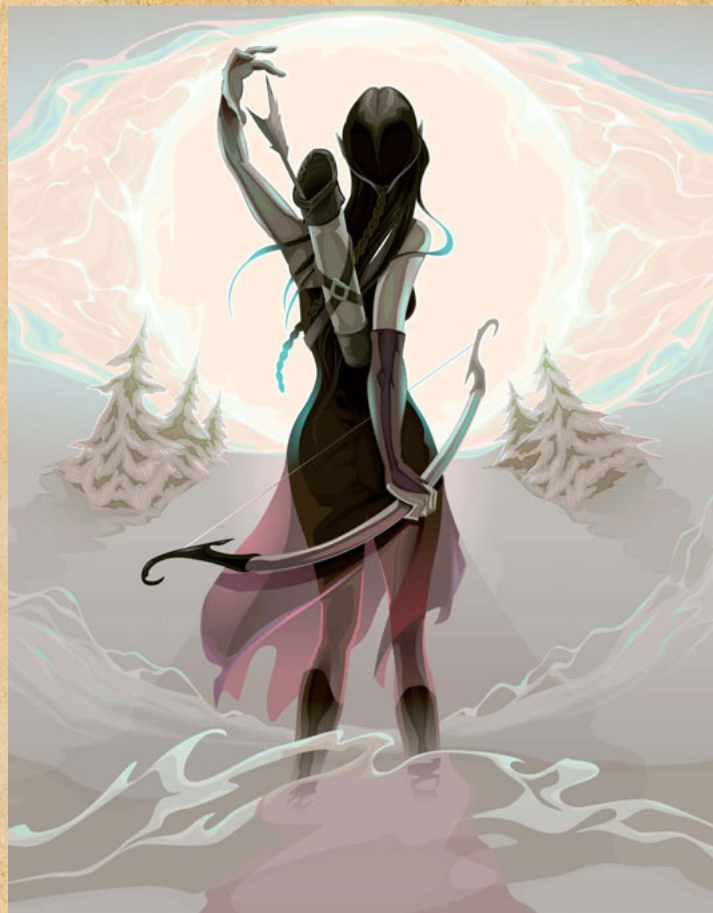
There are three types of spirits that shamans may summon through rituals of bonding - spirits of the dead, spirits of elemental nature, and spirits of animals. Each type of spirit has different goals, desires, and principles. The spirits of the dead may have complex and varying principles that depend upon their nature in life. For example, the spirit of a hill giant chieftain may have evil goals seeking dominance and destruction. In contrast, the spirit of a great Uthgardt chieftain may wish to bring prosperity to its former tribe. The goals of spirits of elemental nature and of animals are usually less complex than those of the dead; these spirits are often tied to the land. For example, an elemental spirit of fire may be tied to a region with large amounts of volcanic activity, while a water spirit to a body of water, an earth spirit to a mountain or mountain range, and an air spirit may be found almost anywhere there is open sky. If a shaman wields power granted through bonded spirits to harm the land, he or she may face retribution from bonded elemental spirits. Likewise, spirits of animals are usually angered when powers are used to destroy their kind, or the land in which their kin roam. Animal spirits may not mind shamans

hunting their species, but excessive hunting, or hunting for pleasure would not be acceptable.

In comparison, spirit shamans should be careful to act responsibly towards nature when bonded with spirits of elemental nature; they should ensure that no excessive use of natural resources or spoilage of the land has occurred due to a party's time at a given location. Also, a shaman should consult with druids, elves, and fey creatures for advice about what actions are acceptable in a given natural setting. Ultimately, the dungeon master should decide what actions may anger the spirits, and what type of action or actions each may take in response to a perceived transgression.

Class Table

Page 7 contains the spirit shaman class level progression table. The shaman gains the features, and spells indicated on the table. The spell advancement for the spirit shaman class is the same as the druid, but the spell lists are different. The spell lists for the spirit shaman are a customized combination based on the type of spirit granting spells. The descriptions for each type of spirit also includes the spell lists. However, the lists are not exhaustive. With the dungeon master's approval, a spirit shaman may include spells not listed in the player's handbook. For spirits of the dead, divination, enchantment, transmutation, illusion, necromancy, and abjuration spells should be available. For elemental spirits, any elemental and evocation spells should be available. For spirits of animals, any nature, animal based, conjuration spells should be available. Please consult with your dungeon master to discuss any restrictions, or spells that may or may not be available in a particular campaign or setting.



The Spirit Shaman - Spell Slots Granted Per Level -

Level	Proficiency Bonus	Features	Cantrips Granted	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	+2	Minor Spirit Bond, Spellcasting	2	2	-	-	-	-	-	-	-	-
2 nd	+2	Spirit Bond Feature	2	3	-	-	-	-	-	-	-	-
3 rd	+2	Minor Spirit Bond (2)	2	4	2	-	-	-	-	-	-	-
4 th	+2	Ability Score Improvement, Spirit Bond Feature	3	4	3	-	-	-	-	-	-	-
5 th	+3	Minor Spirit Bond (3)	3	4	3	2	-	-	-	-	-	-
6 th	+3	Spirit Bond Feature	3	4	3	3	-	-	-	-	-	-
7 th	+3	Major Spirit Bond	3	4	3	3	1	-	-	-	-	-
8 th	+3	Ability Score Improvement, Spirit Bond Feature	3	4	3	3	2	-	-	-	-	-
9 th	+4	Major Spirit Bond (2)	3	4	3	3	3	1	-	-	-	-
10 th	+4	Spirit Bond Feature	4	4	3	3	3	2	-	-	-	-
11 th	+4	Major Spirit Bond (3)	4	4	3	3	3	2	1	-	-	-
12 th	+4	Ability Score Improvement, Spirit Bond Feature	4	4	3	3	3	2	1	-	-	-
13 th	+5	Greater Spirit Bond	4	4	3	3	3	2	1	1	-	-
14 th	+5	Spirit Bond Feature	4	4	3	3	3	2	1	1	-	-
15 th	+5	Greater Spirit Bond (2)	4	4	3	3	3	2	1	1	1	-
16 th	+5	Ability Score Improvement, Spirit Bond Feature	4	4	3	3	3	2	1	1	1	-
17 th	+6	Greater Spirit Bond (3)	4	4	3	3	3	2	1	1	1	1
18 th	+6	Spirit Bond Feature	4	4	3	3	3	3	1	1	1	1
19 th	+6	Ability Score Improvement, Greater Spirit Bond (4)	4	4	3	3	3	3	2	1	1	1
20 th	+6	Spirit Bond Feature	4	4	3	3	3	3	2	2	1	1

Creating a Spirit Shaman

Spirit shamans are usually members of tribal communities, whether human, orc, goblin, or giant. Shamans do not have to worship particular deities, but most tribes pay homage to beast totems or gods, so shamans should follow commonly accepted spiritual practices. The Player's Handbook contains lists and descriptions of common deities; also, check with your dungeon master for deities that are acceptable in a particular campaign setting.

Spirit shamans may form bonds with several different types of spirits. They are closely bonded with nature and the elements, animals, and the spirits of tribal ancestors. Players should consider how their characters were first introduced to spiritual forces; a character may have been hunting and encountered an animal spirit, or may have wandered near an elemental node and encountered an elemental spirit. Perhaps, the character visited a tribal burial mound and encountered a spirit of a dead ancestor.

A character's first encounter with a spirit should be an important event that shaped her views about the connections between the living and spirit worlds. The character may have aligned her personal goals with those of a spirit and decided to embark on a lifelong journey as an adventurer.

Quick Build

The following choices are recommended for a quick build. Wisdom should be a spirit shaman's highest ability score followed by intelligence, and then charisma. Next, choose the outlander background.

Class Features

As a spirit shaman, you gain the following features.

Hit Points

Hit Dice: 1d8 per spirit shaman level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: All simple weapons, and scimitars

Tools: A musical instrument, and an herbalism kit

Saving Throws: Intelligence and wisdom

Skills: Choose two from arcana, animal handling, insight, medicine, nature, perception, religion, and survival

Equipment

You start with the following equipment in addition to the equipment received from your background.

- (a) a shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Hide armor, an explorer's pack, and a tribal spirit totem

Alternatively, a player may roll 2d4 x 10 for gold to purchase starting equipment.



Spellcasting

Your spellcasting ability is granted to you by the bonds that you form with spirits of elemental nature, of animals, or with spirits of the dead. Chapter 10 in the Player's Handbook contains general rules for spellcasting, and chapter 11 contains spell descriptions.

Cantrips

When you bond with a minor spirit at first level, you may select two cantrips from the spirit's spell list. Minor spirits empower you with the ability to cast those cantrips. You may request additional cantrips at the levels indicated in the spirit shaman level progression chart on page 7.

A shaman is granted cantrips through bonds formed with minor spirits. If a bond is severed with a minor spirit, then the shaman will lose the ability to cast that spirit's cantrips unless already bonded with another minor spirit that has the desired cantrips in its spell list. Once a new bond is formed with a minor spirit, a shaman may perform the daily ritual to request new cantrips; the cantrips are then fixed for that particular spirit.

Preparing and Casting Spells

The spirit shaman table on page 7 displays the number of spell slots available per day for casting spells granted by your bonded spirits. To cast one of your granted spells, a spell slot of the appropriate level must be expended. All expended spell slots are regained after a long rest.

In order to cast spells, a spirit shaman must prepare by performing a daily ritual requesting desired spells from bonded spirits with the spells in their lists. The ritual lasts for a number of minutes equal to the total number of spell levels requested. Similar to the ritual of bonding, the shaman must burn incense while playing a musical instrument and chanting to request spells. The shaman may only request spells of a level for which he or she has available spell slots. You may request a total number of spells per day equal to your wisdom modifier + your spirit shaman level. Once a ritual to request spells is completed, a shaman activates each spell as normal for the casting requirements (V, S, M).

Spellcasting Ability

Wisdom is your spellcasting ability due to your bond with nature and the spirit world. Use your wisdom whenever a spell refers to your spellcasting ability. In addition, use your wisdom to calculate your chance to hit with spell attacks.

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

Spell Attack Modifier = your proficiency bonus + your wisdom modifier

The spells granted by spirits represent three different tiers. Minor spirits may grant spells from 1st through 3rd level, major spirits may grant spells from 4th through 6th level, and greater spirits may grant spells from 7th through 9th level.

Ritual Casting

You may cast any of the spells that are granted by your bonded spirits as rituals if a spell has the ritual tag.

Spellcasting Focus

You may use a tribal spirit totem as a spellcasting focus for any of the spells granted by a bonded spirit.

Spirit Bonding

A spirit shaman may perform rituals to attract spirits of the specified strengths at the levels indicated on the class's level progression chart on page 7. A bonding ritual should last one hour; the shaman should play a musical instrument while burning specially prepared incense and chanting sacred prose. After the ritual, the shaman will have access to the spirit's cantrips and spell lists. The level after forming a new spirit bond, the shaman will gain a spirit bond feature as indicated on the class table. Alternatively, a shaman may sever a bond with one spirit upon gaining a new level; he or she must perform a new ritual to bond with a spirit of a different type. Afterwards, the shaman will gain access to the new spirit's spells and a spirit bond feature, if available. Once a spirit is bonded, it may provide its benefits anywhere the shaman travels, which includes other planes of existence. At first level, a spirit shaman may choose to perform the ritual of bonding with a minor spirit of the chosen type. At each new level, a spirit shaman may choose to release one previously bonded spirit in order to bond with another spirit of a different type, or continue with all currently bonded spirits. Once bonded, each spirit may grant a special feature through its bond at the levels specified on the class's table. However, features that enhance previously bonded features may only be selected

if the prerequisite feature or features have been met. Hence, while the class is very flexible, since shamans are not required to specialize solely in a specific spirit type, the class's power and effectiveness may be limited at higher levels. A spirit shaman may form a total of ten spirit bonds at the levels indicated in the class's table. Each spirit may only grant one feature and there are a total of ten features for each spirit type.



Spirits of the Dead

A spirit shaman may call upon the spirits of tribal ancestors to grant spells and bonded features. A spirit shaman should be near an ancestral burial mound, or another similar location for the ritual of bonding to be successful. A shaman may use the name of a specific ancestor or wait for another spirit to answer the call.

Minor Spirits

These spirits are usually recently deceased relatives, friends, or tribe members; once bonded, they may grant the shaman spells and benefits according to the class table on page 7. Minor spirits grant cantrips, 1st through 3rd level spells, and spirit bond features.

Cantrips: *Blade ward, chill touch, dancing lights, friends, guidance, light, mage hand, mending, message, resistance, spare the dying, thaumaturgy, and true strike*

1st Level Spells: *Bless, charm person, cure wounds,*

detect evil and good, detect magic, detect poison and disease, guiding bolt, healing word, inflict wounds, jump, longstrider, protection from evil and good, purify food and drink, sanctuary, and shield of faith

2nd Level Spells: *Aid, augury, calm emotions, enhance ability, find traps, gentle repose, hold person, lesser restoration, locate object, prayer of healing*

3rd Level Spells: *Animate dead, beacon of hope, bestow curse, clairvoyance, create food and water, daylight, dispel magic, feign death, haste, magic circle, mass healing word, remove curse, revivify, sending, speak with dead, and spirit guardians*

Spirit Bond Features

2nd Level: *Channel Spiritual Energy* – you may channel spiritual energy to turn undead once between a short or long rest. This feature works the same as the cleric's ability to turn undead described on page 59 in the Player's Handbook.

4th Level: *Spiritual Recovery* – Once per day, after a short rest, you commune with the spirits of your ancestors to recover expended spell slots with a total level equal to your spirit shaman level divided by two.

6th Level: *Reactive Protection* – Once on each of your turns, if you or an ally within 10' are hit with an attack, you may use your reaction to reduce the damage dealt by 1d4 + your spellcasting ability modifier. In addition, you are able to channel spiritual energy twice between a short or long rest.

Major Spirits

These are the spirits of respected ancestors of the tribe, such as past shamans or heroes of renown. Only minor spirits grant cantrips – major spirits grant spells from 4th through 6th level, and spirit bond features.

4th Level Spells: *Banishment, conjure woodland beings, confusion, death ward, divination, guardian of faith, hallucinatory terrain, and polymorph*

5th Level Spells: *Antilife shell, commune, dispel evil and good, geas, greater restoration, hallow, legend lore, mass cure wounds, planar binding, raise dead, and scrying*

6th Level Spells: *Conjure fey, find the path, harm, heal, globe of invulnerability, transport via plants, true seeing, and wind walk*

Spirit Bond Features

8th Level: *Spirit Strike* – the spirits of your ancestors infuse your weapon strikes with spiritual energy to deal an extra 1d8 radiant damage once on each of your turns; the damage increases to 2d8 at 14th level.

10th Level: *Spiritual Warding* – your attunement with spiritual forces makes you immune to charm and fear from monsters and supernatural creatures, such as dragons, undead, and fey. You also gain advantage on saving throws against charm and fear effects from spells.

12th Level: *Improved Reactive Protection* – the amount of damage reduced improves to 1d8 + your spellcasting ability modifier.

Greater Spirits

These are the spirits of great chieftains, powerful shamans, and legendary heroes of the tribe. Greater spirits grant spells from 7th through 9th level, and spirit bond features.

7th Level Spells: *Conjure celestial, etherealness, project image, reverse gravity, sequester, and symbol*

8th Level Spells: *Antipathy/sympathy, antimagic field, feblemind, mind blank, power word stun, and telepathy*

9th Level Spells: *Astral projection, foresight, gate, power word kill, true polymorph, and true resurrection*

Spirit Bond Features

14th Level: *Improved Ability Enhancement* – attunement with the spirits of your ancestors allows you to cast the enhance ability spell as a bonus action at will. Your ancestors invigorate your spirit.

16th Level: *Spirits of the Wise* – the spirits of your ancestors grant you advantage on all wisdom ability checks and saving throws.

18th Level: *Fear the Spirits* – As a bonus action, you are able to harness the spiritual energy of your ancestors to create an aura of fear within a 30' radius that frightens your enemies unless each makes a wisdom saving throw against your spellcasting DC. The aura lasts for 1 minute or until you lose concentration. You may activate the aura a number of times per day equal to your wisdom modifier. A frightened creature may make a saving throw at the end of each of its turns to recover from the aura's effects – if the save is made, that

creature is immune to your fear aura for 24 hours. In addition, you are able to channel spiritual energy three times between a short or long rest.

20th Level: *Ultimate Reactive Protection* – the amount of damage reduced is 1d10 + your spellcasting ability modifier.



Spirits of Elemental Nature

These spirits are powerful forces of nature. Tribal shamans may call upon them to harness elemental power.

Minor Spirits

These spirits represent smaller areas of nature that have spirits tied to them, such as a fresh water spring, a small hill, cave, or grove.

Cantrips: *Acid splash, dancing lights, druidcraft, fire bolt, light, poison spray, produce flame, prestidigitiation, ray of frost, shillelagh, shocking grasp, and thorn whip*

1st Level Spells: *Absorb elements, alarm, burning*

hands, chromatic orb, color spray, create or destroy water, detect magic, detect poison and disease, faerie fire, fog cloud, purify food and drink, and thunder-wave

2nd Level Spells: Barkskin, blur, continual flame, darkness, darkvision, find traps, flame blade, flaming sphere, heat metal, locate animals or plants, locate object, Melf's acid arrow, misty step, pass without trace, protection from poison, scorching ray, silence, shatter, and spike growth

3rd Level Spells: Bestow curse, call lightning, clairvoyance, create food and water, daylight, dispel magic, fireball, glyph of warding, lightning bolt, meld into stone, plant growth, protection from energy, sleet storm, speak with plants, water breathing, water walk, and wind wall

Spirit Bond Features

2nd Level: *Elemental Wrath* - As a bonus action, you may channel elemental energy once between a short or long rest. You may summon the elements to infuse your weapon with electrical energy to deal an extra 1d8 + your wisdom modifier of lightning damage on your next hit. Once summoned, the electrical energy is not discharged until a target is struck with the weapon.

4th Level: *Reactive Absorption* - you may use a reaction to absorb elements as the spell a number of times per day equal to your wisdom modifier without expending a spell slot.

6th Level: *Thunderous Strike* - you may channel elemental energy to unleash elemental wrath on your foes two times between a short or long rest. In addition, your weapon does an additional 1d8 + your spellcasting ability modifier in thunder damage when striking a foe with your elemental wrath feature.

Major Spirits

These spirits are tied to large areas of land, such as rivers, large lakes, forests, canyons, and mountains.

4th Level Spells: Conjure minor elementals, control water, fire shield, freedom of movement, grasping vine, hallucinatory terrain, ice storm, locate creature, stone shape, stonewall, wall of fire

5th Level Spells: Cloudkill, commune with nature, conjure elemental, cone of cold, flame strike, hallow, passwall, planar binding, tree stride, wall of stone

6th Level Spells: Chain lightning, disintegrate, flesh to stone, move earth, Otiluke's freezing sphere, sunbeam, transport via plants, wall of thorns, and wind

walk

Spirit Bond Features

8th Level: *Improved Elemental Wrath* - both your elemental wrath and thunderous strike damage improve to 2d8 + your spellcasting ability modifier.

10th Level: *Improved Reactive Absorption* - your ability to absorb elements improves to cast the spell at 4th level without expending a spell slot a number of times per day equal to your wisdom modifier.

12th Level: *Elemental Energy Control* - when using your elemental wrath feature, you may switch the damage type between lightning, fire, cold, or thunder as desired.

Greater Spirits

These spirits are tied to great forests, rivers, mountain ranges, and valleys. They hold great power that only few spirit shamans are strong enough to harness and wield properly.

7th Level Spells: Delayed blast fireball, fire storm, mirage arcane, prismatic spray, and reverse gravity

8th Level Spells: Antimagic field, control weather, earthquake, incendiary cloud, sunburst, and tsunami

9th Level Spells: imprisonment, meteor swarm, prismatic wall, storm of vengeance, and time stop

Spirit Bond Features

14th Level: *Summon Elemental* - you may cast the conjure elemental spell a number of times per day equal to your wisdom modifier without expending a spell slot.

16th Level: *Control Elemental* - after losing concentration, you may use a reaction to force a summoned elemental to make a charisma saving throw against your spellcasting DC to regain control. In addition, you may try to control an uncontrolled elemental that was not conjured by you by using an action to force it to make a charisma saving throw against your spellcasting DC.

Likewise, you may use an action to break an enemy's control over an elemental by forcing a concentration check against your spellcasting DC. If you successfully break an enemy's control over an elemental, you may immediately use a reaction to force the elemental to make a charisma saving throw against your spellcasting DC in order to gain control of the elemental.

18th Level: *Aura of Elemental Protection* – As a bonus action, you are able to activate an aura in a 30' radius that grants all allies within range resistance to elemental damage. You may activate the aura a number of times per day equal to your wisdom modifier. In addition, you may use your channel elemental energy feature three times between a short or long rest.

20th Level: *Master of the Elements* – you are always resistant to elemental damage. In addition, you take no damage when making a saving throw against an elemental effect. You may also absorb half the damage that you would have taken if you had missed the saving throw and form a chromatic orb of the same damage type, and immediately throw it using your reaction. Alternatively, you may hold the chromatic orb indefinitely, and cast it on one of your subsequent turns as a bonus action. The orb has a range of 120'.

Spirits of Animals

Animal spirits are present in the land in which they roamed in life. The spirits of minor animals were once the dominant animals of a pack, pride, or herd that have recently died. Major animal spirits may have been prominent members of their kind that may have died long ago. Greater



animal spirits are legendary members of their kind, and may be ancient.

Minor Spirits

Cantrips: *Blade ward, chill touch, dancing lights, friends, guidance, light, message, poison spray, prestidigitation, resistance, spare the dying, and true strike*

1st Level Spells: *Alarm, animal friendship, bless, cure wounds, disguise self, expeditious retreat, faerie fire, feather fall, jump, longstrider, and speak with animals*

2nd Level Spells: *Animal messenger, beast sense, darkvision, find traps, invisibility, levitate, locate animals or plants, pass without trace, protection from poison, see invisibility, spider climb, and web*

3rd Level spells: *Blink, conjure animals, counter-spell, fear, feign death, fly, haste, nondetection, phantom steed, protection from energy, stinking cloud, and water breathing*

Spirit Bond Features

2nd Level: *Animal Spirit Manifestation* – As an action, you may cause one of your animal spirits to manifest physically in the form of an unaligned animal, beast, or monstrosity of your choice with an intelligence of 3 or less, and a 1/8 CR or less; it appears in an unoccupied space within 30'. The incarnation acts on its own initiative, and will do its best to aid you and follow your commands until it drops to 0 hit points or you dismiss it, at which time it returns to spirit form. You may use this feature again after a long rest, but may have only one spirit animal incarnation present at a time.

4th Level: *Friend of the Animals* – you may call upon your animal spirits to enable you to cast the animal friendship spell without spending a spell slot a number of times per day equal to your wisdom modifier. In addition, your animal spirit manifestation may be a creature of your choice with up to a 1/4 CR.

6th Level: *Animal Speaker* – Your animal spirits enable you to cast the speak with animals spell at will. In addition, your animal spirit manifestation may be a creature of your choice with up to a 1/2 CR.

Major Spirits

4th Level Spells: *Conjure woodland beings, dominate beast, freedom of movement, giant insect, locate creature, Mordenkainen's faithful hound, and polymorph*

5th Level Spells: *Awaken, commune with nature, hold monster, insect plague, reincarnate, tree stride*

6th Level Spells: *Conjure fey, find the path, harm, heal, transport via plants, true seeing, and wind walk*

Spirit Bond Features

8th Level: *Animal Instincts* - due to your attunement with your bonded animal spirits, you gain advantage on wisdom (perception) checks related to sight, vision, and hearing, and on initiative rolls. In addition, your animal spirit manifestation may be a creature of your choice with up to a 1 CR.

10th Level: *Animal Swiftness* - your speed increases by 10 feet per round. In addition, your animal spirit manifestation may be a creature of your choice with up to a 2 CR.

12th Level: *Animal Walker* - natural terrain does not hinder your movement. You may also take either the dash, disengage, or hide action as a bonus action on each of your turns. In addition, your animal spirit manifestation may be a creature of your choice with up to a 3 CR.

Greater Spirits

7th Level Spells: *Conjure celestial, etherealness, project image, sequester, and simulacrum*

8th Level Spells: *Animal shapes, antipathy/sympathy, dominate monster, feblemind, mind blank, and telepathy*

9th Level Spells: *Foresight, shape change, true polymorph, and weird*

Spirit Bond Features

14th Level: *Improved Animal Spirit manifestation* - your animal spirit incarnation may be a creature of your choice with up to a 4 CR; in addition, its attacks are considered magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage.

16th Level: *Dominating Spirit Bond* - you may cast the dominate beast spell a number of times per day equal to your wisdom modifier without using a spell slot as a 4th level spell, or use a spell slot to cast the spell at a higher level. In addition, your animal spirit manifestation may take the

form of a creature with up to a 5 CR; it is also immune to turning by those who may turn summoned, celestial, and fey creatures.

18th Level: *Fear the Animals* - As a bonus action, you may activate an aura of fear in a 30' radius a number of times per day equal to your wisdom modifier. The aura forces creatures you choose within the radius to make wisdom saving throws against your spellcasting DC or become frightened for the duration. However, a frightened creature may attempt a new saving throw at the end of each of its turns to end the effect; if the save is made, the creature is immune to your fear aura for 24 hours. The aura lasts for up to one minute, or until you lose concentration. In addition, your animal spirit manifestation may be a creature of your choice with up to a 6 CR.

20th Level: *Improved Animal Spirit Manifestation (2)* - your animal spirit incarnation may be a creature of your choice with up to a 7 CR with maximum hit points for its type.

Multiclassing

Characters must have a minimum Wisdom of 13 to multiclass as a spirit shaman. The experience cost to gain a level is based on a character's total level as indicated on the character advancement table on page 15 in the Player's Handbook. A character multiclassing into the spirit shaman class gains proficiency with light and medium armor, and shields. The spirit shaman class is primarily a spellcasting class; thus each spirit shaman level is considered as a spellcaster level when determining the number of spell slots per day from the table for multiclassing spellcasters on page 165 of the Player's Handbook. Please consult the customization options section in Chapter 6 of the Player's Handbook for additional rules and information about multiclassing.

