

## **Shaman ~ The Warlock Precursor**

Shamans are magic-users who channel the powers of an Astral Totem -- a spirit guide that often personifies or reflects the spirit of an animal, an aspect of nature, or even a more mythical or psychic element.

### **Totem of the Bear**

The Totem of the Bear is the personified King of the Forest, who embodies strength, defense, and royalty. Those sworn to this Totem are strong and direct in their personality and stubborn in their personal dealings, much like their spirit guide itself.

### **Ursine Might**

At 1st level, and every Warlock level beyond 1st, you gain one additional hit point. Furthermore, you may substitute your Charisma modifier for your Strength modifier when making Strength-related ability checks, but not Strength-based attacks or saving throws.

### **Wild Fortitude**

At 6th level, when you are the target of an attack originating 60 feet or less from you, you may call upon the boundless endurance of your Totem. You take half damage from the attack, and gain resistance to all damage types except Psychic and Radiant until the start of your next turn.

You cannot use this feature again until you finish a short or long rest.

### **Wrathful Scion**

At 10th level, your connection to your Totem makes you immune to Fear. When a creature or effect attempts to frighten you, you have the opportunity to return the challenge. Hostile creatures within 30 feet of you must succeed a Wisdom save against your Warlock spell save DC. On a failed save, affected creatures have disadvantage on attack rolls against you, and cannot willingly approach you, until the end of your next turn.

### **King of the Forest**

At 14th level, wild and domesticated animals have disadvantage on all saving throws against spells or magical effects caused by you. Also, any creature of the 'Beast' subtype treats you as though you under the effect of the *Sanctuary* spell, the DC for which is equal to your spell save DC, unless you attack that creature or are otherwise blatantly hostile to it.

## Totem of the Jackal

The Totem of the Jackal is a strange one, playing the role of both the trickster and the conductor of souls to the afterlife. This Totem draws few followers and retains even less. The Spirit Guide itself is often a fickle and pessimistic companion perhaps because of its dual nature, and cultivates only applicants that can bstride the cynical outlook and the sanctified duties of their master.

## Astral Scavenger

At 1st level, your patron grants you the ability to rob others of their knowledge and talents.

Whenever you witness a spell being cast for which you have a spell slot of the prerequisite level, you gain access to that spell until the next time you take a short or long rest. The class requirement of the spell does not apply, you cast the spell using your Warlock spellcasting ability and by spending a Warlock spell slot.

You may use this ability once per short or long rest.

## Hound of the Sepulchre

Beginning at 6th level, you can stride the line between death and undeath. Whenever you take damage from an attack, but are not reduced to or below 0, you may use your reaction to gain temporary hit points equal to the total amount of damage taken and add your Charisma modifier

to your Armor Class. These effects remain active until the start of your next turn.

Once you use this feature, you must finish a short or long rest before using it again.

## Doleful Totem

At 10th level, the Totem of the Jackal instructs you in its sardonic nature. You become immune to all mind altering effects. When you are the target of one such effect, the offending enemy must make a Wisdom save against your spell save DC. If they fail, the next contested roll between the two of you (i.e.: attack roll, saving throw, ability check) has advantage or disadvantage in your favor.

## Psychopomp

At 14th level, when you hit an enemy with an attack, you may choose to push its soul towards its predetermined resting place (this destination is up to Dungeon Master discretion). If the creature is not a construct, it is pulled forward 5 feet if the corresponding space is empty, and takes 8d8 radiant damage.

You must complete a long rest before using this feature again.

## Totem of the Falcon

Visionaries and planners are drawn to the Totem of the Falcon, whose astral presence is also known as the All-Seer, the Truth Seeker, and the Eye of Truth. It is said that, in time, all things fall under her gaze. Shamans of this Totem often take on endeavors or pursuits of great magnitude, or are thought to ferret out untruths and secrets on behalf of the Falcon.

## Foresight

Starting at 1st level, your Totem grants you its first gift: to glimpse into the future. On your turn as a bonus action, or between turns as a reaction, you may impose advantage on any attack roll, ability check, or saving throw made by yourself or an ally within 30 feet. Alternatively, you may impose disadvantage on an enemy roll of the same sort within 30 feet.

Once you use this ability you must finish a short or long rest before using it again. Regardless of how many short rests you take during a day, you may only use this ability a number of times equal to your Charisma modifier per day.

## Cloaked in Sun

At 6th level, when you are the target of an attack, you may use your reaction to add your Charisma modifier to your Armor Class against

that attack. If the attack strikes you regardless, the offending enemy then takes fire damage equal to 1d10 plus your Charisma modifier.

You must finish a short or long rest before using this feature again.

## Moonwing

At 10th level your Totem gifts you with the power of flight. As an action, you may summon a pair of magical, birdlike wings which grant you a fly speed equal to your base speed plus 10 feet. The wings last for 1 minute, at the end of which, if you are in the air and conscious, you float to the ground as though under the effects of the *featherfall* spell.

You must finish a long rest before using this ability again.

## Eye of Truth

At 14th level, your connection to your Totem grants you clearer vision than any mortal. You have advantage on all Investigation and Perception checks. If you are within 20 feet of an illusion cast against you, you see through it automatically. Once per day, you may cast the *Scrying* spell without spending a spell slot or material components.

## SHAMAN EXPANDED SPELL LIST

*1st: Animal Friendship, Beast Bond*

*2nd: Animal Messenger, Locate Animals/Plants*

*3rd: Plant Growth, Speak with Plants*

*4th: Dominate Beast, Grasping Vine*

*5th: Awaken, Commune with Nature*

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