

SHAMAN



warrior leads his clan into battle, growing to a giant's size as his clanmates raise the sacred totem. A soothsayer prays, the totems glow as their energy spreads to an ill child, curing it. Leaders and Sages, Shamans' are the spiritual conduits for their peoples.

SPIRITS AND THEIR TOTEMS

Shamans derive their power from the spirits of nature. By crafting and displaying their Totems they draw the spirits to themselves for communion, and through this communion the Shaman can ask for great power from the spirits. Shamans will typically focus on communion with either Animal Spirits, Elemental Spirits, or the Spirits of the Dead. Regardless of their spiritual focus, all Shamans must take great care in the creation and maintenance of their Totems in order to respect the spirits and be worthy of their presence.

SEERS, GUIDES, AND LEADERS

The rare combination of great mental and physical power, along with the care and respect demanded by the Spirits means that Shamans are rare individuals, and are often of great importance to the culture they serve. Even if a Shaman uses the Spirit's power to his own ends, the Spirits will not lend their powers to those who do not respect them. A Shaman must always show great deference to the spirits, else she might lose their favor.

CREATING A SHAMAN

Shamans typically seek to specialize in either martial pursuits or mystical ones. Both rely on and support their allies in combat.

QUICK BUILD

Choose what archetype to follow, Animal Seer for a martial focus and Elemental Seer or Grave Seer for a casting focus. Prioritize Strength for Animal Shamans and Wisdom for Elemental and Grave Shamans.

SHAMAN

Level	Proficiency Bonus	Features	Totems Prepared	Cantrips Known (Elemental/Grave)		Spells Known	Spell Slots:				
				1st	2nd		1st	2nd	3rd	4th	5th
1st	+2	Seer Path, Path Focus, Spirit Guide	-	2	—	—	—	—	—	—	—
2nd	+2	Path Feature, Spellcasting	-	2	2	2	2	—	—	—	—
3rd	+2	Cultural Leader, Totemic Channeling	2	2	2	3	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	3	3	3	—	—	—	—
5th	+3	Path Upgrade	3	3	4	4	4	2	—	—	—
6th	+3	Sturdy Totems	3	3	4	4	4	2	—	—	—
7th	+3	New Greater Totem	4	3	5	4	3	—	—	—	—
8th	+3	Ability Score Improvement	4	3	5	4	3	—	—	—	—
9th	+4	—	5	3	6	4	3	2	—	—	—
10th	+4	Totem Pole	5	4	6	4	3	2	—	—	—
11th	+4	New Greater Totem	6	4	7	4	3	3	—	—	—
12th	+4	Ability Score Improvement	6	4	7	4	3	3	—	—	—
13th	+5	—	7	4	8	4	3	3	1	—	—
14th	+5	Improved Totem Pole	7	4	8	4	3	3	1	—	—
15th	+5	New Greater Totem	8	4	9	4	3	3	2	—	—
16th	+5	Ability Score Improvement	8	4	9	4	3	3	2	—	—
17th	+6	—	9	4	10	4	3	3	3	1	—
18th	+6	Path Feature	9	4	11	4	3	3	3	1	—
19th	+6	Ability Score Improvement	10	4	12	4	3	3	3	2	—
20th	+6	Path Feature: Totem Rush	12	4	13	4	3	3	3	2	—

CLASS FEATURES

As a Shaman, you gain the following class features:

HIT POINTS

Hit Dice: 1d8

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Shaman level after 1st.

PROFICIENCIES

Armor: Light armor, Shields.

Weapons: Club, Great-Club, Hand-Axe, Light Hammer, Mace, Quarterstaff, Sickle, Shortbow and Sling.

Tools: Woodcarver's Tools or Mason's Tools.

Saving Throws: Wisdom, Strength

Skills: Nature, and one of your choice between Animal Handling, Arcana, Athletics, History, Insight, Medicine, Perception, or Survival.

EQUIPMENT

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

- (a) a simple weapon and a shield or (b) two simple weapons
- (a) a priest's pack or (b) an explorer's pack
- (a) Woodcarver's Tools or (b) Mason's Tools.
- Leather armor and a palm-sized totem of either wood or stone that serves as your spellcasting focus.
- 2d4 x 10gp starting gold.

SEER PATH

When you create a Shaman, you must choose between the Path of the Seer of Animals, that of the Seer of Elements, or the Seer of Graves. Once you have chosen, add the Path Focus for that Path as starting feature.

SPIRIT GUIDE

Once per long rest, You may enter a trance and pray for guidance. After 5 minutes a Small incorporeal representation of a spirit, such as a wolf or elemental sprite, appears in an unoccupied space you can see within range. The guide exists for up to 8 hours, but it disappears if you teleport, travel to a different plane of existence, or you enter combat.

When the guide appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and remembered it. If the landmark is unknown to the spirits, the spell fails. Otherwise, whenever you move toward the guide, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you.

If you don't move toward the guide, it remains in place until you do and beckons for you to follow once every 1d4 minutes.

SPELLCASTING

All Shamans get access to 1st level spells when they reach their 2nd Shaman level, however Elemental Seer and Grave Seer Shamans receive access to Shaman cantrips starting at their 1st Shaman level.

SPELL SLOTS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell Cure Wounds and have a 1st-level and a 2nd-level spell slot available, you can cast Cure Wounds using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the spell list for your Seer Path.

The Spells Known column of the Shaman table shows when you learn more shaman spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the shaman spells you know and replace it with another spell from the spell list for your Seer Path, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your Shaman spells. 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

SPELLCASTING FOCUS

You use a palm-sized totem you crafted yourself as spellcasting focus. If this focus is destroyed or severely damaged it will not function as a focus. You can create a new focus from either solid wood or solid stone with the Woodcarver's Tools or the Mason's Tools respectively.

Crafting a new focus totem takes 8 hours of work to complete, as the totem requires an exceptionally high level of detail to please the spirits in spite of its small size. Work directed towards crafting a focus totem cannot be done during a short or long rest.

CULTURAL LEADER

You are a figurehead in your community, as a Shaman you're expected to perform the tribe's rites. Starting at 3rd level, once per week you may cast the Ceremony spell without paying its costs. In addition to its other requirements, you and anyone participating in the Ceremony must stay within 10 feet of one of your Greater Totems.

TOTEMIC CHANNELING

Beginning at 3rd level, you can construct and place Greater Totems. Animal Seers and Elemental Seers differ in their use of Greater Totems, yet they share some fundamental principles:

- Greater Totems can be placed as a bonus action.
- A Greater Totem, when placed, is considered 'active' for one minute and counts as a magical object that occupies a one foot cube and weighs one pound.
- Greater Totems have an AC equal to one third (1/3) of your character's base AC (i.e. without equipment), rounded down, plus your proficiency bonus.
- Greater Totems have hit points equal one fourth (1/4) of your character's max hit points, rounded up, plus your proficiency bonus.
- If a Greater Totem is being used as part of a spell or spell-like ability, such as during use of the Cultural Leader feature, that would require it to last longer than its normal one minute duration it instead lasts the duration of that spell or ability it is being used in.
- There is a limit to the number of Greater Totems you can have prepared and ready to use as seen in the Totems Prepared column of the Shaman table.
- You can replenish your entire store of Greater Totems during a long rest. During a short rest, if you have less than half your total potential Greater Totems available, you can create enough Greater Totems to restore yourself to half capacity. Crafting new Greater Totems require either Woodcarver's Tools or Mason's Tools, and suitable raw material to work with.
- Greater Totems that are placed and used, or survive longer than their duration, are considered depleted. Depleted Greater Totems are non-magical objects and have half max AC and hit points, rounded down, with a minimum value of 1 for each value.
- Depleted Greater Totems can be collected and restored to Greater Totems as per the rules governing crafting Greater Totems. Greater Totems restored this way bypass the raw material requirements of Greater Totem crafting.
- The number of Greater Totems you can have placed (not including Depleted Greater Totems) is limited by your Shaman level. You may have only one active Greater Totem at 3rd level, two total active Greater Totems at 7th level, three total at 11th level and finally four total at 15th level.
- Placing another Greater Totem when you're at your limit of active Greater Totems will deplete a corresponding active Greater Totem.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

STURDY TOTEMS

You've become more attuned to the spirits and how they connect to you through your totems. You've learned special patterns that allow your totems to be made even more physically resilient by the spiritual power flowing through them.

- Your Greater Totems now have an AC equal to two thirds (2/3) of your character's AC, rounded down, plus your proficiency bonus.
- Focus Totems (your spellcasting focus) you craft are noticeably more durable than before, and require significant direct damage to deface them enough to be rendered unusable.

TOTEM POLE

Beginning at 10th level, you've become familiar enough with how spirits flow through totems that you have gained the ability to combine Greater Totems to create a whole that is more than the sum of its parts.

As an action, you can combine and place at least two and up to four Greater Totems as a Totem Pole, a Medium-sized magical object.

- Greater Totems that are a part of a Totem Pole still count as Greater Totems for all intents and purposes, but have a shared AC and hit points, and have their based duration increased to five minutes. Totem Pole cannot bypass the limit on placed Greater Totems.
- A Totem Pole has an AC equal to the AC of your Greater Totems, plus one.
- A Totem Pole has a max hit points equal to the combined value of the max hit points of each Greater Totem that is a part of it, plus fifteen.
- Active Greater Totems that are already placed and not part of a Totem Pole can be used as a part of a Totem Pole, however they must be within three feet of the spot where you would construct the Totem Pole. Active Greater Totems that are made a part of Totem Pole this way have their duration increased by four minutes.
- A Totem Pole maintains its magical status, max AC, and max hit points so long as at least one of the Greater Totems that comprise it still remain active and not depleted. Once all the Greater Totems in the Totem Pole are depleted, the Totem Pole is considered a Depleted Totem Pole.
- Depleted Totem Poles are non-magical objects and have halved max AC and hit points, rounded down, with a minimum value of 10 for each value. May be collected.
- Totem Poles can be used for Animalistic and Elemental Totemic Channeling. Animal Seers should designate each specific Greater Totem in the Totem Pole normally.

THE SEER PATHS

Several Paths lie before the Shaman. Spirits take on aspects of nature in their purest of forms, or linger from the souls of the deceased. Some spirits choose to represent pure life, and take on the forms of the wild creatures of the land, absorbing their memory and energies as they leave this world, remaining so they might be an eternal memory of their beauty. Other spirits align themselves to the core, distilled energies that are fundamental to all existence. Those spirits become aspects of the elements themselves, manifesting themselves as, and through, that power. Souls of the Dead may linger for a myriad of reasons, willingly or not. They may curse or protect the living, or be damned to haunt blighted lands.

The nature of one spirit is not wholly like that of any other spirit. The difficulty of any mortal mind to understand the will of any spirit means that Shamans naturally grow accustom to communing to one 'kind' of spirit than another. Thus, they are deemed either Seers of Animals, Seers of The Elements, or Seers of Graves. As the nature of these two groups differ so drastically, so do the powers they bestow to those they find worthy, and as such the two Paths a Shaman may walk are as different as night to day. A Shaman must choose carefully when decided how they will walk, as once they set down the Path they are bound to it forever.

SEER OF ANIMALS

The Path of Warchiefs, Warriors, and Great Hunters. The Seer of Animals understands and respects the most bestial spirits in nature, drawing upon them to boost the fighting capabilities of himself and his allies. Animal Seers have a deep respect for the wilds and its creatures, as it is from understanding the living world that a Shaman finds their way to speaking to the Animal Spirits. Animal Seers are expected to help guide their people from the front in both peace and war, so they train their body and its physical abilities in order to remain a strong speaker for their people and the spirits.

PATH FOCUS: WARRIOR OF THE WILDS

The Path of the Animal Seer inherently demands a martial soul to understand the vicious nature of the animal spirits, to reflect this warrior background those who begin their journeys' as an Animal Seer Shaman receive changes to their starting equipment:

- (a) Anywhere you would choose any simple weapon as some part of your starting equipment you have the option to instead choose any martial weapon.
- (b) You may choose to receive a Chain Shirt or set of Scale Mail instead of Leather armor as part of your starting equipment.

At first level the Animal Seer gains proficiency in medium armor and these martial weapons: Battleaxe, Greataxe, Maul, Scimitar, War-hammer, Whip, Blowgun, Longbow, and Net.

Additionally, once you gain your 2nd Shaman Level, you should choose from the Animal Seer Spell List when deciding on your spells.

FIGHTING STYLE

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Blind Fighting.

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness.

Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Defense.

While you are wearing armor, you gain a +1 bonus to AC.

Great Weapon Fighting.

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Interception (UA).

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by $1d10 +$ your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

Protection.

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Thrown Weapon Fighting (UA).

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Tunnel Fighter (UA).

As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Two-Weapon Fighting.

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Unarmed Fighting (UA).

Your unarmed strikes can deal bludgeoning damage equal to $1d6 +$ your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

- When you successfully start a grapple, you can deal $1d4$ bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

ANIMALISTIC TOTEMIC CHANNELING

Animal Seers use their Greater Totems to beckon specific Animal Spirit aspects to provide certain boons for their duration.

- Greater Totem effects start the moment they are placed.
- When Animal Seers gain access to their 2nd, 3rd, and 4th tier totems at their 7th, 11th, and 15th Shaman levels respectively, they may choose to also switch between either choice they had available at previous tiers as well (e.g. at 7th level you could choose to switch your 1st tier Greater Totem from Lamb to Stag aspect and at 11th level change it back again).
- Only one Greater Totem of each tier can be active at any time.
- Animal Seers must place their Greater Totems in ascending tier order. In other words, the Shaman must place his tier 1 Greater Totem, then place his tier 2, and so on. He cannot 'skip' tiers to place a higher tier before a lower tier.
 - **Note:** You DO NOT need to designate the tier of a Greater Totem when crafting it, only when placing it for the purposes of Animalistic Totem Channeling.

TIER 1 ANIMAL TOTEMS

At 3rd level you may select between one of two 1st tier Greater Totem Effects:

Aspect of the Stag: Whenever you place this totem you may designate up to three allies within fifteen feet. For the duration of the totem you and any ally you designated when the totem was placed deal an extra 1d6 piercing damage whenever dealing damage from a weapon attack, provided you were within fifteen feet of the Stag Totem. At level 7 it becomes 2d6 piercing damage, 3d6 at level 11, and finally 4d6 at level 15. This effect can only occur once per round for each character and up to a total number of times per round of combat equal to your Wisdom modifier + your proficiency bonus. Resets on your turn.

Aspect of the Lamb: For the duration of this totem any healing spells cast by you or your allies when within sixty feet of this totem do an extra 1d4 hit points of healing. At level 7 this increases to 1d8 healing, 1d12 at level 11, and finally 1d20 at level 15. The amount of hit points restored by this effect cannot exceed that amount restored by the initial spell that was cast. This effect can only occur once per round for each character that casts a healing spell and up to a total number of times per round of combat equal to your Wisdom modifier + your proficiency bonus. Resets on your turn.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

TIER 2 ANIMAL TOTEMS

At 7th level you may select between one of two 2nd tier Greater Totem Effects:

Aspect of the Wolf: For the duration of the totem you gain resistance to all non-magical physical damage.

Aspect of the Lizard: For the duration of the totem, once per round on your turn you gain temporary hit points equal to 1d8 + your Wisdom modifier. These temporary hit points DO NOT stack with temporary hit points gained by this ability on other turns, but DO stack ONCE with temporary hit points gained from other sources. If you have temporary hit points from this ability on your turn you may roll and replace those temporary hit points if the new roll is higher than the current amount of temporary hit points you possess from this effect. The temporary hit points provided by this effect is increased to 1d10 plus your Wisdom modifier at level 11 and to 1d12 plus your Wisdom modifier at level 15.

TIER 3 ANIMAL TOTEMS

At 11th level you may select between one of two 3rd tier Greater Totem Effects:

Aspect of the Cat: For the duration of the totem attacks made against any ally within fifteen feet of the totem have disadvantage. This effect can only occur once per round for each ally and up to a total number of times per round of combat equal to your Wisdom modifier + your proficiency bonus. Resets on your turn.

Aspect of the Mongoose: Whenever you place this totem you may designate up to three allies within fifteen feet. For the duration of the totem you and any ally you designated when the totem was placed can use a reaction to make a weapon or unarmed opportunity attack against any opponent who enters into melee range for the first time, while you are in range of the totem. This effect can only occur once per round for each ally and up to a total number of times per round of combat equal to your Wisdom modifier + your proficiency bonus. Resets on your turn.

IMPROVED TOTEM POLE

Starting at 14th level, your Totem Pole doubles the effect range of all your Animal Totem effects that come from Greater Totems that are a part of the Totem Pole.

TIER 4 ANIMAL TOTEMS

At 15th level you may select between one of two 4th tier Greater Totem Effects:

Aspect of the Elephant: While within one hundred feet of the totem you gain the following effect: for the duration of the totem you become Large-sized and gain +1 to AC and +10 to base movement speed. You additionally get access to the *Trumpet* and *Trampling Charge* abilities:

- **Trumpet:** Once per turn as an action, your warcry becomes a terrible blast and all enemies within thirty feet must make a Wisdom saving throw (DC equal to 8 + your Charisma modifier + your proficiency bonus) or be Frightened until the end of your next turn. This Effect ends if the creature ends its turn out of Line of Sight or more than 60 feet away from you.

- **Trampling Charge:** If you move at least twenty feet straight toward a creature and then hit it with a melee Attack on the same turn, that target must succeed on a Strength saving throw (DC equal to 8 + your Strength modifier + your proficiency bonus) or be knocked prone. If the target is prone, you can make one weapon Attack against it as an attack of opportunity.

Aspect of the Bear: While within one hundred and fifty feet of the totem you gain the following effect: for the duration of the totem you gain resistance to cold damage and grappling, and receive +30 to base movement speed as well as a climbing speed of sixty feet. In addition, your melee attacks inflict the *Bleeding* condition, and you may use the **Maul** ability:

- **Bleeding:** Bleeding creatures must make a Constitution saving throw (DC equal to 8 + your Strength modifier + your proficiency bonus) at the end of their turns, or lose 1d10 hit points. Lasts one minute. Beating DC 18 ends this condition. Multiple instances of bleeding do not stack but restart the duration.
- **Maul:** You can use an Attack action to leap onto an opponent within melee range, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you pin the target and subject them to the Restrained condition, though you yourself are not considered either restrained or grappled. This effect continues until you release the target, you move away from the target, **Aspect of the Bear** ends, you are incapacitated, or your target, on their turn, succeeds on a Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use) contested by your Strength (Athletics) check. You can only **Maul** one target at a time.

UNITY

Flesh and Spirit are one. You've learned that the apparent boundaries between this world and the spiritual are truly illusions, and have learned to forge a direct link between your own vitality and the power that reinforces your Greater Totems poles physical being.

Starting at 18th level, you gain the following features:

- Your active Greater Totems now share your hit points.
- If any of your active Greater Totems take damage, that damage is dealt to you instead.
- If it is not already higher by default, your active Greater Totems now have a base AC equivalent to your own max AC.
- Whenever you place a Greater Totem you calculate its max hit points normally and then add that number of hit points to your own as temporary hit points. Temporary hit points gained this way combine with other temporary hit points gained this way.
- If the total number of temporary hit points you have from this effect exceeds the calculated max hit points of a Totem Pole that your Shaman would create at this level, you instead have that number of temporary hit points from this effect.
- Totem Pole AC bonus applies normally.

- Totem Pole hit point bonus is included in the calculation when determining temporary hit points to add when placing a Totem Pole.
- Depleted Greater Totems and Depleted Totem Poles do not share your hit points, and instead follow the normal rules for Depleted Greater Totems and Depleted Totem Poles.
- Any temporary hit points gained from a Greater Totem or Totem Pole are lost when the corresponding totem becomes Depleted.

PATH FEATURE: TOTEM RUSH

At 20th level you have learned to help focus the spirits to your totems so effectively that the spirits no longer need your totems to remain planted in the earth in order for the spirits to flow through them.

- As a bonus action, you can pick up and carry one of your Active Greater Totems or your Active Totem Pole on your back.
- You place totems carried this way on the ground as bonus action. This merely sets them down again, it DOES NOT reset the duration of the totems or otherwise interact with the totem deployment mechanics described elsewhere.
- Your hands are free and you can act as normal, however the weight of the totems is added to your inventory weight.
- This ability intends, and itself only provides the ability, for totems to be carried by physical means, such as by leather or hempen should-straps, although it IS NOT required that they only be moved in such a manner. In other words, other spell or abilities that might move these objects, still do.
- Active Greater Totems and Totem Poles carried this way still count as their own objects and follow the rules of the **Unity** feature.
- Carried Totems have Total Cover from your front-facing side, but can still be hit by appropriate area of effects or from angles not covered by your body(i.e. behind, above, or from either side.)
- Active Greater Totems may be picked up and added to the Totem Pole as a bonus action, so long as the Totem Pole isn't Depleted or comprised of four totems already. Greater Totems added this way have their duration increased to match the remaining duration of the Totem Pole.
- A Totem Pole or Greater Totem on your back that becomes Depleted is automatically integrated into your inventory as Depleted Greater Totems, as if you picked up a Depleted Totem Pole normally.

SEER OF ELEMENTS

The Path of Thaumaturgists, Stormcallers, and Earthshapers. The Seer of The Elements communes directly with pure elemental aspects, and from them draws magical energy to cast powerful spells. Elemental Shamans know that all life, indeed all creation, is formed from the various amalgamations of these pure fundamental forces. Elemental Seers respect and admire these forces that contain the raw power of creation, occasionally being granted the ability to summon and direct these forces in our reality.

PATH FOCUS: FUNDAMENTAL FORCES

At first level the Elemental Seer gains the ability to cast cantrips. You know two cantrips of your choice from the Elemental Seer Spell List. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

Additionally, once you gain your 2nd Shaman Level, you should choose from the Elemental Seer Spell List when deciding on your spells.

RITUAL CASTING

Starting at 2nd level, You can cast any shaman spell you know as a ritual if that spell has the ritual tag.

ELEMENTAL TOTEMIC CHANNELING

Elemental Seers use their Greater Totems to empower their spell casting capabilities. Greater Totems you place act as conduits for the magical energy of elemental spirits.

- Once per turn, as a main action or a bonus action, you may draw energy from any or all placed Greater Totems (up to four) and become Empowered.
- Empowered state lasts until the end of your turn.
- Greater Totems are depleted when energy is drawn from them.

EMPOWERED CASTING

Casting a spell while Empowered allows you to increase the value of the spell slot you choose to expend for that spell:

When Empowered by Totem Channeling you may expend all your gathered energy to use an active spell slot below 5th level as if it were a spell slot of a level equivalent to its own level + 1 level per the number of Greater Totems consumed by Totem Channeling, up to a 5th level spell slot.

- For example, if two totems are consumed and a 2nd level spell slot is used, a 4th level spell slot is the result. However, if three totems are consumed and 4th level spell slot is used, only a level 5 spell slot will result, despite $4+3=7$, as 5 is the max value.*

All Greater Totem energy is expelled from your body when the spell slot is consumed so that you are no longer Empowered.

POTENT SPELLCASTING

Starting at 5th level, you add your Wisdom modifier to the damage you deal with any Shaman cantrip.

ADDITIONAL GREATER TOTEMS

At 7th, 11th, and 15th levels you gain the ability to have an additional active Greater Totem.

IMPROVED TOTEM POLE

At 14th level, whenever you place a Totem Pole as your action, you can cast a Shaman cantrip as a bonus action on that turn. If you cast a Shaman cantrip in this way, cast it as if you had half of your current Shaman levels.

PERFECT ELEMENTAL TOTEMIC CHANNELING

You've broken through. After years of meditation, contemplation, and direct experience, you've come to understand the elemental spirits so well you can commune with the most powerful of them directly on their own planes, where their power exists in pure states too potent for this reality.

They've acknowledged you as well, and have shown you how to deepen your connection and guide them towards our plane.

Starting at 18th level, you gain the following features:

- The limit on the amount of Greater Totems you can have placed is increased to twelve.
- The limit on the number of Greater Totems from which you can absorb and store energy is increased to twelve.
- You can have multiple Totem Poles active.
- You can now use **Empowered Casting** to raise spell slots beyond 5th level.
- Raising a spell slot to 6th level or above requires the energy for twice as many totems per level raised beyond 5th level.
- 5th level spell slots can now be empowered with Totem Channeling.
- Additionally, when using **Empowered Casting** you may cast spells from the Enhanced Totem Channeling Spell list. Note: the Enhanced Totem Channeling Spell list contains specific elemental spells of 6th, 7th, 8th, and 9th levels.

PATH FEATURE: TOTEM RUSH

You've become a functioning lightning rod to the elemental spirits, who surge forth towards our reality at your call.

At 20th level, whenever you place a Totem Pole, you may place another Totem Pole as a bonus action.

SEER OF GRAVES

The Path of Soothsayers, Gravetenders, and Witch Doctors. The Seer of Graves tends to the living souls of his tribe by making sure the souls of the dead are likewise giving attention and care. Grave Shamans have an intimate familiarity with the lingering souls of those peoples who came before them. Many are deeply reverent ancestor worshipers, but most can communicate with the spirits of any peoples, so long as they desire to be called upon.

PATH FOCUS: FOREBEARS' FORCES

At first level the Grave Seer gains the ability to cast cantrips. You know two cantrips of your choice from the Grave Seer Spell List. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

Whenever you use your Mason's Tools or Woodcarver's Tools to construct any kind of totem, you may use bones, relics, or otherwise suitably prepared remains as the crafting material for your totems instead of wood or stone.

Additionally, once you gain your 2nd Shaman Level, you should choose from the Grave Seer Spell List when deciding on your spells.

RITUAL CASTING

Starting at 2nd level, You can cast any shaman spell you know as a ritual if that spell has the ritual tag.

MYSTICAL TOTEMIC CHANNELING

Grave Seers use their Greater Totems to cast powerful concentration spells, letting the spirits sustain the spell so long as the Greater Totems remains active.

- Active Mystical Totems count towards the total allowed active Greater Totems.
- Once per turn as an action you can designate one or more active Greater Totems as Mystical Totems and use those Mystical Totems to cast a spell from your Mystical Totemic Channeling spell list.
- Spells cast this way do not consume any spell slots.
- Spells cast this way originate from the Mystical Totem(s) for targeting, range, and concentration purposes.
- If any of the Mystical Totems used to cast a spell this way are destroyed or otherwise deactivated, the spell ends.
- Mystical Totems cannot lose concentration on spells they are concentrating on.
- You can only have one Mystical Totemic Channeling spell active at a time.
- You cannot concentrate on spells while your Mystical Totemic Channeling spell is active.
- On the turn you cast a spell this way you cannot use your bonus action to cast any spells of 1st level or higher.
- Spells cast this way use your spell save DC and spell attack bonus where appropriate.
- Any Mystical Totemic Channeling spells you know can be cast with your normal Spellcasting feature, so long as you have spell slots of an appropriate level.

BALANCING THE JUJU

At 3rd level you gain the following benefits:

- You add the spells *Bane* and *Bless* to your Mystical Totemic Channeling spell list.
- Spells gained by this feature require at least 1 Mystical Totem in order to be cast with your Mystical Totemic Channeling feature and are cast at a level equal to the number of Mystical Totems used.

FEELING GOOD

You can call upon benevolent spirits to ward off evil ones, making your healing capabilities quite miraculous.

Starting at 5th level anytime you would intentionally restore hit points to a creature by any means you add extra hit points to the amount restored equal to half of the sum of your Wisdom modifier and proficiency bonus, rounded up (minimum of 1).

A BECKONER AND AN EXORCIST

At 7th level you gain the following benefits:

- You add the spells *Spirit of Death* and *Banishment* to your Mystical Totemic Channeling spell list.
- Spells gained by this feature require at least 2 Mystical Totems in order to be cast with your Mystical Totemic Channeling feature and are cast at a level equal to 2 plus the number of Mystical Totems used.

LOOK AT HIM GO!

At 11th level you gain the following benefits:

- You add the spells *Otto's Irresistible Dance* and *Tasha's Otherworldly Guise* to your Mystical Totemic Channeling spell list.
- Spells gained by this feature require at least 3 Mystical Totems in order to be cast with your Mystical Totemic Channeling feature.
- When you cast *Tasha's Otherworldly Guise* with this feature the spell affects you, not the Mystical Totems.

IMPROVED TOTEM POLE

At 14th level you gain the following benefits:

- You add an additional point to your Totem Pole's AC
- Your Totem Pole gets additional maximum hit points equal to twice your level.
- Your Totem Pole has resistance to damage dealt to it that did not originate from weapon or spell attack.

BLURRING THE LINES

At 15th level you gain the following benefits:

- You add the spells *Dark Star* and *Reality Break* to your Mystical Totemic Channeling spell list.
- Spells gained by this feature require 4 Mystical Totems in order to be cast with your Mystical Totemic Channeling feature.

PERFECT MYSTICAL TOTEMIC CHANNELING

You've mastered your abilities as a medium, and can speak with the dead as easily as the living at all times. Cursed or blessed, you are nonetheless imbued with great power.

Starting at 18th level, you gain the following benefits when casting with your Mystical Totemic Channeling feature:

- Spells added by your *Balancing the Juju* feature cast at a level equal to 1 plus twice the number of Mystical Totems used.
- Spells added by your *A Beckoner and an Exorcist* feature cast at a level equal to 4 plus the number of Mystical Totems used.
- As long as you use 4 Mystical Totems to cast the spell, spells added by your *Look at him go!* feature last twice as long and any target of *Otto's Irresistible Dance* automatically fails any save to regain control of themselves for the duration of the spell's effect.

PATH FEATURE: TOTEM RUSH

At 20th level your ancestor spirits temporary coalesce whenever you create a Totem Pole, drawn in by the power of your offerings.

- A 20 foot tall incorporeal spirit lifts the Totem Pole from the ground, hovering 10 feet off the ground with the Totem Pole remaining active in its hands.
- The spirit can't be attacked, damaged, targeted, or otherwise destroyed.
- The spirit has a flying speed of 15 feet, and can be mentally ordered to immediately move during your turn.
- Spells that restore hit points to a creature can restore hit points to your Mystical Totems and Totem Pole.

ELEMENTAL SEER SPELL LIST

CANTRIPS

Acid Splash
Control Flames
Create Bonfire
Decompose
Fire Bolt
Frostbite
Green-Flame Blade
Gust
Infestation
Lighting Lure
Magic Stone
Mending
Mold Earth
Poison Spray
Ray of Frost
Shape Water
Shocking Grasp
Thaumaturgy
Thorn Whip
Thundeclap

1ST LEVEL

Absorb Elements
Acid Stream
Bless
Burning Hands
Chromatic Orb

Create or Destroy Water

Cure Wounds
Earth Tremor
Entangle
Fog Cloud
Frost Fingers
Goodberry
Healing Word
Ice Knife
Jump
Longstrider
Purify Food and Drink
Snare
Thunderwave
Witch Bolt
Wild Cunning

2ND LEVEL

Aid
Aganazzar's Scorcher
Augury
Barkskin
Continual Flame
Dragon's Breath
Dust Devil
Earthbind
Flame Blade
Flaming Sphere

Move Earth

7TH LEVEL
Resurrection
Whirlwind

Gust of Wind

Healing Spirit
Icingdeath's Frost (UA)
Lesser Restoration
Scorching Ray
Zone of Truth

3RD LEVEL

Aura of Vitality
Call Lightning
Create Food and Water
Elemental Weapon
Erupting Earth
Fireball
Lightning Bolt
Mass Healing Word
Meld into Stone
Plant Growth

Revivify
Sleet Storm
Speak with Plants
Thunder Step
Tidal Wave
Wall of Water
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Aura of Life
Conjure Minor Elementals
Control Water
Death Ward
Elemental Bane
Fire Shield
Grasping Vine
Guardian of Nature
Ice Storm
Stoneskin
Summon Elemental
Wall of Fire
Watery Sphere

5TH LEVEL

Commune with Nature
Cone of Cold
Conjure Elemental
Contact Other Plane
Control Winds
Greater Restoration
Immolation
Mass Cure Wounds
Transmute Rock
Tree Stride
Wall of Stone
Wrath Of Nature

ENHANCED ELEMENTAL TOTEMIC CHANNELING SPELL LIST

6TH LEVEL

Bones of the Earth
Chain Lightning
Flesh to Stone

8TH LEVEL

Control Weather
Earthquake
Tsunami

9TH LEVEL

Storm of Vengeance
Power Word: Heal

ANIMAL SEER SPELL LIST

1ST LEVEL

Animal Friendship
Beast Bond
Bless
Cure Wounds
Detect Poison and Disease
Entangle
Find Familiar
Fog Cloud
Goodberry
Healing Word
Jump
Longstrider
Purify Food and Drink
Speak with Animals
Snare

Wild Cunning

2ND LEVEL

Aid
Animal Messenger
Augury
Barkskin
Beast Sense
Flock of Familiars
Healing Spirit
Lesser Restoration
Locate Animals or Plants
Protection from Poison
Spider Climb
Summon Beast
Zone of Truth

3RD LEVEL

Aura of Vitality
Conjure Animals
Create Food and Water
Fly
Mass Healing Word
Phantom Steed
Plant Growth
Revivify
Speak with Plants
Water Breathing
Water Walk

Death Ward
Dominate Beast
Grasping Vine
Guardian of Nature
Locate Creature

5TH LEVEL

Commune with Nature
Insect Plague
Greater Restoration
Mass Cure Wounds
Steel Wind Strike
Tree Stride
Wrath Of Nature

GRAVE SEER SPELL LIST

CANTRIPS

Booming Blade
Chill Touch
Decompose
Friends
Guidance
Infestation
Mending
Message
Mind Sliver
Minor Illusion
Resistance
Sapping Sting
Spare the Dying
Thaumaturgy
Toll the Dead
True Strike
Shocking Grasp
Thaumaturgy
Virtue
Word of Radiance

1ST LEVEL

Alarm
Catapult
Cause Fear
Charm Person
Comprehend Languages
Cure Wounds
Detect Evil and Good
Find Familiar
Healing Word
Heroism
Identify
Inflict Wounds
Protection from Evil and Good
Ray of Sickness
Unseen Servant

2ND LEVEL

Aid
Arcane Lock
Augury
Blindness/Deafness
Blur
Calm Emotions

Detect Thoughts

Enthrall
Flock of Familiars
Gentle Repose
Healing Spirit
Lesser Restoration
Locate Object
Misty Step
Phantasmal Force
Ray of Enfeeblement
Wither and Bloom
Zone of Truth

Sending
Speak with Dead
Spirit Guardians
Summon Undead

4TH LEVEL

Aura of Life
Blight
Death Ward
Divination
Greater Invisibility
Hallucinatory Terrain
Polymorph

5TH LEVEL

Animate Objects
Contact Other Plane
Contagion
Geas
Greater Restoration
Hallow
Legend Lore
Mass Cure Wounds
Planar Binding
Raise Dead
Scrying

Multiclassing: To multiclass into or out of Shaman, one must have at least 14 wisdom and deep respect for the spirits in order to begin communing with them or retain their favor when practicing other skills instead.