

Dragon Shaman

The veneration of dragons is as ancient as the first mortals and those that worship them are as numerous as the forms the dragons take. A dragon shaman holds a particular dragon to be sacred and often uses scales, nails, or bones of a dragon as a charm or sometimes a spellcasting focus.

If you gaze at dragons with awe and aspire to share their power and majesty, then the dragon shaman is the class for you.

Making a Dragon Shaman

A dragon shaman is at his most useful on the front lines with other melee combatants. He uses auras to boost the effectiveness of his allies. With good health and natural attacks, he can also take part in the melee as well.

A dragon shaman is not useless outside of a fight but is limited to using his auras and adaptations to further amplify the effect of his other more skilled allies. His auras are not to be laughed off, however. The myriad effects a dragon shaman can potentially use can be the deciding factor in a battle.

Together with his Totemic Powers and other draconic special abilities, a dragon shaman's auras help him stay versatile. He may not have the same combat power as a fighter, but an adventuring party would find them both equally wanted.

Class Features

As a Dragon Shaman, you gain the following class features

Hit Points:

Hit Dice: 1d10 per dragon shaman level

Hit Points at first level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dragon shaman level after 1st

Proficiencies:

Armor: Light Armor, Medium Armor, and shield

Weapons: Simple Weapons, and any Martial weapons that don't have the two-handed, heavy, or special property

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose 2 from Arcana, Athletics, History, Intimidation, Investigation, Nature, Religion

Equipment:

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

- (a) a mace, or (b) a javelin
- (a) scale mail, or (b) leather armor
- (a) a hand crossbow and 20 bolts, or (b) any simple weapon
- (a) priest's pack, or (b) an explorer's pack
- (a) A shield and a draconic totem

You can also ignore the equipment from your class and background, and start with $5d4 \times 10$ gp instead

The Dragon Shaman

Level	Proficiency Bonus	Features	Adaptations Known	Totemic Power Die
1st	+2	Totemic Power, Draconic Adaptation, Totem Dragon Feature	1	2d6
2nd	+2	Touch of Vitality 2/LR	1	2d6
3rd	+2	Aura, Dragonfire Adept	1	3d6
4th	+2	Ability Score Improvement, Draconic Versatility	1	3d6
5th	+3	Totem Dragon Feature	1	4d6
6th	+3	Lesser Touch of Restoration, Draconic Adaptation 2/LR	1	4d6
7th	+3	Totem Dragon Feature	1	5d6
8th	+3	Ability Score Improvement, Touch of Vitality 3/LR	1	5d6
9th	+4	-	2	6d6
10th	+4	Commune with Dragons	2	6d6
11th	+4	Totem Dragon Feature, Draconic Adaptation 3/LR	2	7d6
12th	+4	Ability Score Improvement	2	7d6
13th	+5	Greater Touch of Restoration	2	8d6
14th	+5	-	3	8d6
15th	+5	Totem Dragon Feature	3	9d6
16th	+5	Ability Score Improvement	3	9d6
17th	+6	Dragon Wings	3	10d6
18th	+6	-	4	10d6
19th	+6	Ability Score Improvement	4	11d6
20th	+6	Totem Dragon Feature	4	11d6

Totemic Power

Your spiritual connection to dragons allows you to harness arcane energies. Your attunement with this energy is represented by your Totemic Power Dice. Your dragon shaman level determines the number of dice you have, as shown in the Totemic Power Dice column of the Dragon Shaman table.

In addition, constitution is your ability modifier for your dragon shaman spells and abilities, and you use your Constitution modifier when setting the saving throw DC for a dragon shaman spell or ability you use and when making an attack roll with one.

- Spellcasting / Ability save DC = 8 + your proficiency bonus + your Constitution modifier
- Spell attack modifier = your proficiency bonus + your Constitution modifier

Draconic Adaptation

At 1st level, you take on an aspect of dragonkind. Choose an effect from the list of Draconic adaptations, and then choose another one at 9th, 14th, and 18th level.

As a bonus action, you may gain the effects of one of your known adaptations, targeting yourself. An adaptation remains in effect until you dismiss it or you activate another adaptation in its place.

In addition, as a bonus action, you may confer the effects of one of your known Draconic Adaptations to creatures of your choice within 60 ft. for 1 minute. You must then finish a short or long rest to use Draconic adaptation in this way again.

Beginning at 6th level, you can confer a draconic adaptation twice between rests, and beginning at 11th level, you can do so three times between rests.

When you finish a short or long rest, you regain your expended uses.

Touch of Vitality

At 2nd level, you can heal the wounds of creatures (your own or those of others) by touch.

As an Action, touch a willing target. Heal them for an amount of health equal to your Totemic Power Dice.

You can use this feature two times. You regain all expended uses of it when you finish a long rest.

Beginning at 8th level, you can use your Touch of Vitality three times between long rests.

Aura

At 3rd level, You can channel the mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit.

As a bonus action, you radiate draconic power in a 30-foot radius around you. Your aura lasts for 1 minute or until you activate your aura ability again.

When activating your aura, choose one of the effects from the auras table. Creatures of your choice within the aura's area gain the benefits of the chosen aura until the beginning of their next turn. A creature also gains the benefits of the chosen aura when it enters the aura's area for the first time on a turn or starts its turn there, until the beginning of its next turn.

You can use this feature a number of times equal to your Proficiency bonus. You regain expended uses when you finish a long rest.

Dragonfire Adept

At 3rd level, spells and abilities you gain from the Dragon Shaman class ignore resistance to damage.

Draconic Versatility

(4th-level dragon shaman optional feature)

Beginning at 4th level, whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a Draconic Adaptation you know with another Draconic Adaptation for which you qualify.

Lesser Touch of Restoration

At 6th level, whenever you use your Touch of Vitality feature you may, as a bonus action, also confer the effects of the Lesser Restoration spell to the target.

Totem Dragon Feature

At 7th level, you gain a feature granted by your Totem Dragon.

Wurm Calling

At 10th level, you can cast Commune without expending a spell slot or material components. Instead of its usual target you contact a dragon.

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

Greater Touch of Restoration

At 13th level, you can cast the Greater Restoration spell, without expending a spell slot.

Once you cast it, you must finish a long rest before you can cast it again.

Dragon Wings

At 17th level, you gain dragon wings with a flight speed of 50 ft.

If you have other wings already you may choose to gain draconic wings instead.

Aura

- **Power** - You deal an extra 1d4 damage when you hit with an attack. When you reach 11th level, the extra damage increases to 1d8.
- **Scales** - You gain resistance to acid, cold, fire, lightning, or poison damage. This aura may be activated as a Reaction.
- **Vigor** - You gain a number of temporary hit points equal to the Dragon Shaman's Constitution Modifier plus their level.
- **Presence** - You gain advantage on the next Charisma (Intimidation, Deception, or Persuasion) roll.
- **Resolve** - You gain Advantage on saving throws against becoming charmed, frightened, paralyzed, or unconscious. This aura may be activated as a Reaction.



Draconic Adaptation

- **Adaptive Scales** - You gain a swimming speed and a climbing speed equal to your normal speed, and can breathe water as if it was air.
- **Arcane Sight** - You can cast Detect Magic at will, without expending a spell slot.
- **Beast Speech** - You can cast Speak with Animals at will, without expending a spell slot.
- **Chromatophoric Camouflage (dragon shaman 9th)** - You can cast Pass Without Trace at will, without expending a spell slot.
- **Earthen Stability** - Your movement is unaffected by difficult terrain and spells and other magical effects cannot reduce your speed. In addition, you gain Advantage on saving throws and ability checks to remain standing and unrestrained.
- **Ethereal Vision (dragon shaman 9th)** - You can cast See Invisibility at will, without expending a spell slot.
- **Gliding Descent** - You can cast Feather Fall at will, without expending a spell slot
- **Heightened Reflexes** - You can cast Gift of Alacrity at will, without expending a spell slot.
- **Treasure Seeker** - You gain a +5 bonus to your passive Wisdom (perception) and passive Intelligence (Investigate) scores and advantage on Intelligence (Investigate) and Wisdom (Perception) rolls to find secret doors and hidden treasure.
- **Ur-Tongue** - You can cast Comprehend Languages at will, without expending a spell slot
- **Venom Resilience (dragons shaman 9th)** - You can cast Protection from Poison at will, without expending a spell slot.
- **Wyrm Rollick** - When you activate this adaptation and as a bonus action on each of your turns, you may take the Dash action, when you do so your jump distance is tripled until the end of your turn.
- **Wyrm Sight** - You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Adamantine Dragon

You have chosen the spawn of Bahamut, the Compassionate, righteous, and mightiest of the metallic dragons as your totem dragon. You strive to echo its powerful form and potent power. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themselves.

Totemic Power: Searing Roar

At 1st level, you roar mighty enough to disintegrate your enemies.

As an action, release a mighty roar in a 15 ft cone (30 ft Cone at 11th, 45 ft Cone at 17th Level). Each creature in that area must make a Dexterity saving throw, taking thunder damage equal to your Totemic Power Dice on a failed save, or half as much damage on a successful one. You may not use this ability again until it recharges.

Additionally, your breath weapon ignites creatures failing their saving throws and flammable objects in the area that aren't being worn or carried. Ignited creatures take 1d6 fire damage at the beginning of their turn. A creature may, as an action, end the fire effect on them (any creature may do this to any other creature). At the end of their turn, an affected creature can make another Dexterity saving throw. On a success, the effect ends on the creature.

At the start of each of the dragon shaman's turns, roll a d6. If the roll is a 5 or a 6, the dragon shaman regains the use of their Totemic Power.

Adamantine Claws:

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

In addition, you grow claws that are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d8 + \text{your Strength modifier}$ (you instead deal $1d10$ if you are not wielding a weapon or shield in either hand), instead of the bludgeoning damage normal for an unarmed strike.

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Thunderous Roar

At 7th level, you learn the Thunderclap cantrip.

In addition, when you use your Totemic Power or cast thunderclap you may, as a bonus action, make a single melee weapon attack with your claws.

Dimension Havoc:

At 11th level, you can cast the Steel Wind Strike spell, without expending a spell slot.

Once you cast it, you must finish a short or long rest before you can cast it again.

Carburizing Gaze:

At 15th level, as an action, choose up to 6 of creatures that you can see within 90 ft, that are all within 30 ft of each other. The targets must succeed on a Constitution saving throw or be petrified for 1 minute.

At the end of each of their turns, the targets can make another Constitution saving throw. On a success, the effect ends. While petrified the targets have resistance to all damage except thunder damage.

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

Adamantine Aura:

At 20th level, you may channel the power of the Adamantine dragon, radiating it around you.

As a bonus action, project a special aura from you with a 60 ft radius. The aura lasts for 1 minute; the aura moves with you, centered on you. While in the aura, each creature of your choice gains the following effects:

- bludgeoning, piercing, and slashing damage that you take is reduced by 5.
- When you hit with a weapon attack deal extra $1d8$ force damage.

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

Black Dragon Archetype

You have chosen the spawn of Tiamat, the covetous, evil, and mightiest of the chromatic dragons as your totem dragon. You strive to echo its powerful form and potent power. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themself.

Totemic Power: Envenom

At 1st level, as a bonus action you secrete an acidic concoction from your pores. The next time you hit a creature with a weapon attack within the next minute the attack deals extra acid damage equal to your Totemic Power Dice. You may not use this ability again until it recharges.

At the start of each of the dragon shaman's turns, roll a d6. If the roll is a 5 or a 6, the dragon shaman regains the use of their Totemic Power.

Additionally, you learn the Acid Splash cantrip.

Natural Poisoner

Beginning at 5th level, you can infuse insidious draconic energy into the poisons you brew. When a creature gains the Poisoned condition from you they also take 1D6 poison damage, at 11th level this damage increases to 2d6.

In addition, you gain proficiency in the Poisoner's Kit and can poison your weapon as a bonus action.

Lengthened Shadows

At 7th level, whenever you attack a creature that cannot see you, you gain advantage on attacks against that creature until the end of your next turn.

Enervating breath

At 11th level, as an action, exhale a shadowy breath in a 60 ft cone. Each creature in that area must make a Constitution saving throw, becoming poisoned for 1 minute and becoming incapacitated until the beginning of your next turn on a failed save. You cannot use this feature again until you finish a short or long rest.

Fetid Emanations

At 15th level, you can cast the Cloud Kill spell, centered on you, without expending a spell slot. You are immune to the effects of the spell for its duration. Once you cast it, you must finish a short or long rest before you can cast it again.

Meld with Darkness

At 20th level, you can meld into darkness. As an action, you gain the following benefits for 1 minute.

- You are invisible.
- If you have advantage on an attack roll, you gain a bonus to its damage roll equal to your dragon shaman level.
- If a creature moves away from you, you may teleport up to 30' towards them, as a Reaction.

Deep Dragon Archetype

You have chosen the spawn of Tiamat, the covetous, evil, and mightiest of the chromatic dragons as your totem dragon. You strive to echo its powerful form and potent power. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themself.

Totemic Power: Psyche Field

At 1st level, you begin to achieve control over those around you through subterfuge, misdirection, and direct mental assault.

When a creature other than yourself within 60 ft of you hits a creature within 60 ft of you, that you can see, with a weapon attack, you can use your reaction to cause the creature to take psychic damage equal to your Totemic Power Dice. You may not use this ability again until it recharges.

At the start of each of the dragon shaman's turns, roll a d6. If the roll is a 5 or a 6, the dragon shaman regains the use of their Totemic Power.

Additionally, the radius of your aura ability increases by 15 ft to a total radius 45 ft.

Hardened Scales

Beginning at 5th level, creatures under the effect of your Aura of Scales gain resistance to all damage except bludgeoning, piercing, and slashing damage.

In Addition, you regain all of your expended uses of Aura when you finish a short or long rest.

Augmented Reflexes

At 7th level, as an action, you may emanate a 60 ft burst of psychic energy centered on you. When you activate this ability choose one of the following effects, targeted creatures gain the effects for 1 minute or until you lose your concentration (as if you were concentrating on a spell). You cannot use this feature again until you finish a short or long rest.

- **SLOW** - Each creature of your choice in the 60 ft burst must succeed on a Wisdom saving throw. On a failed save, an affected creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.
- **HASTE** - Up to three target creature's speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, and they gain an additional action on each of their turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Gravitas

Beginning when you reach 11th level, when you activate your Aura ability you gain the effects of two auras.

In addition, the radius of your aura ability increases by 15 ft to a total radius 60 ft

Endless Resolve

At 15th level, creatures under the effect of your Aura of Resolve also gain advantage on saving throws against spells and other magical effects.

In addition, whenever you activate an Aura and are at or below half of your maximum Hit point total you regain a number of hit points equal to your level in this class.

Effusive Spirit

At 20th level, as an action, you may confer the effects of all your known Draconic Adaptations to up to six creatures within 60 ft for 1 minute.

For the duration of this effect, at the beginning of your turn, up to six allies regain a number of hit points equal to half your level in this class.

Fang Dragon Archetype

You have chosen the spawn of Tiamat, the covetous, evil, and mightiest of the chromatic dragons as your totem dragon. You strive to echo its powerful form and potent power. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themself.

Totemic Power: Thicket of Blades

At 1st level, as an action, you can unleash the ferocity of the spiked dragon, increasing your walking speed by 10 ft (20 ft at 11th level and 30 ft at 17th level) until the end of your turn. You can move through the space of any creature and your movement doesn't provoke opportunity attacks for the rest of the turn.

Each creature, whose space you move through during your turn, must make a Dexterity saving throw, taking piercing damage equal to your Totemic Power Dice on a failed save, or half as much damage on a successful one. You may not use this ability again until it recharges.

At the start of each of the dragon shaman's turns, roll a d6. If the roll is a 5 or a 6, the dragon shaman regains the use of their Totemic Power.

Additionally, you gain proficiency with all Martial Weapons.

Relentless Blitz

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

In Addition, when you use your Totemic Power you may activate it as a bonus action.

Flanking Strike

At 7th level, After using your Totemic Power, You gain Advantage to attack enemies damaged by your Totemic Power until the end of your next turn.

Draconic Scales

At 11th level, As an action, you can give yourself a number of temporary hit points equal to your Totemic Power Dice + your dragon shaman level.

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

Centrifugal force

At 15th level, when you hit a creature with a weapon attack, you may, as a bonus action, roll a d6 to recharge your Totemic Power.

Ravenous Onslaught

At 20th level, whenever you reduce a creature to 0 hit points or score a critical hit you may, as a bonus action, fly up to half your movement speed and make a single melee weapon attack.

Red Dragon Archetype

You have chosen the spawn of Tiamat, the covetous, evil, and mightiest of the chromatic dragons as your totem dragon. You strive to echo its powerful form and potent power. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themself.

Totemic Power: Fire Breath

At 1st level, you gain a breath weapon just like a true dragon.

As an action, exhale your breath in a 20 ft cone (40 ft Cone at 11th, 60 ft Half Circle Burst at 15th Level). Each creature in that area must make a Dexterity saving throw, taking fire damage equal to your Totemic Power Dice on a failed save, or half as much damage on a successful one. You may not use this ability again until it recharges.

At the start of each of the dragon shaman's turns, roll a d6. If the roll is a 5 or a 6, the dragon shaman regains the use of their Totemic Power.

Additionally, you learn the firebolt cantrip.

Rain of Fire:

At 5th level you may, as a Bonus action, make a ranged attack (or ranged spell attack) against one enemy damaged by your breath weapon.

Additionally, your Totemic Power dice become d8s.

Wing Beat:

At 7th level you can summon astral wings of a dragon.

As an action, astral dragon wings grow from your back and you may, as a bonus action on each of your turns, blast strong winds from you in a 30 ft cone in a direction you choose. Creatures in the area are pushed 10 ft back and restrained until the end of their next turn unless they succeed on a Strength saving throw. The astral wings last for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

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

Lingering Breath:

At 11th level, your breath weapon creates a cloud of cinders in the same area as its initial area of effect. Creatures that end their turn within take fire damage equal to your dragon shaman class level. This cloud lasts for 1 minute or until you use your Fire Breath again.

Deep Lungs:

At 15th level, you may, within the roiling flames of your Fire Breath, protect some creatures from its full force. When you use your Fire Breath you may choose a number of creatures up to your Constitution modifier (minimum of one creature) that automatically succeeds on their saving throw against your fire breath.

When you use your Fire Breath Weapon its area becomes a 60 ft half circle burst.

In addition, when you roll a d6 to regain the use of your Fire Breath Weapon you do so on a roll of a 4, 5, or 6.

Tyrant's Visage:

At 20th level, you can emanate the majesty and terror of a true dragon.

As an action, project an aura or terror from you with a 120 ft radius. The aura lasts for 1 minute; the aura moves with you, centered on you.

The first time a hostile creature enters the radius of your aura or that ends their turn within the aura must succeed on a Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success for the duration.

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

Silver Dragon Archetype

You have chosen the spawn of Bahamut, the Compassionate, righteous, and mightiest of the metallic dragons as your totem dragon. You strive to echo its powerful form and potent power. In assuming the abilities and likeness of a dragon, a dragon shaman seeks to emulate that might and embody that power within themselves.

Totemic Power: Frigid Shell

At 1st level, You may cause a shell of ice and light to explode outward from yourself and creatures around you.

As an action, up to six creatures of your choice within 60 ft emanate frost in a 5 ft radius (10 ft at 11th level) around them. Each creature in that area must make a Dexterity saving throw, becoming blind until the beginning of their next turn and taking cold damage equal to your Totemic Power Dice on a failed save, or half as much damage on a successful one and are not blinded.

Creatures may only be damaged or subject to the blinded condition once even if they are within multiple areas of effect. You may not use this ability again until it recharges.

At the start of each of the dragon shaman's turns, roll a d6. If the roll is a 5 or a 6, the dragon shaman regains the use of their Totemic Power.

Additionally, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal cold damage instead of bludgeoning, piercing, or slashing damage.

When you reach 5th level the attack deals an extra 1d6 damage and at 11th level the attack deals an extra 2d6 damage.

Binding Heal

At 5th level, You may use your Touch of Vitality ability as a bonus action.

Additionally, when you heal another creature with Touch of Vitality you are also healed for the same amount.

Frozen Solid

At 7th level, As an action, you can summon frigid winds within 60' of you in a 20' cube. Creatures must make a Constitution Saving throw or become Incapacitated for 1 minute.

Creatures affected may make an additional saving throw to end the effect at the end of their turn.

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

Aura of Vigor

At 11th level, you can call forth the endless vigor of a dragon to restore the strength of your allies.

While your aura ability is active you may, as a bonus action, cause one creature affected by the aura (including yourself) to regain 2d6 hit points.

Aspect of Hope

At 15th level, when you would normally roll one or more dice to restore hit points, you instead use the highest number possible for each die.

Frozen Tempest

At 20th level, As an action, you cause cold winds to blow around you.

For 1 minute any enemy that ends their turn within 30' of you takes cold damage equal to your dragon shaman class level.

Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

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

