



# SHAMAN

**T**he Shaman stalks through thick mists, a large leather satchel slung from their shoulder that struggles to contain the moss, bracken, lengths of charcoal, sticks of incense, feathers, and vials of blood.

Not all creatures are granted passage when they die, often these spirits track down those who can perceive them so that they might find peace or carry out vengeful actions. Through ritual and sacrifice, the Shaman acts as the sword of the spirits, dispensing justice and appeasing the damned.

## RITUALIST

### 3rd-level Shaman feature

Beginning at 3rd level, the Shaman learns to be a master of ceremony.

### RITUAL SPELLS

You may add any two spells with the ritual tag that is of a level you can cast to your prepared spells. You always have these rituals prepared, and they do not count against the number of Ranger spells you have prepared. These spells can only be cast as rituals. You can select one more ritual at 7th, 11th, and 15th level. In addition, when you learn a new ritual spell through this feature, you can replace one ritual you learned from this feature with another ritual of the same level.

### RITUAL WEAPON

Whenever you finish a long rest, you can anoint up to two simple or martial weapons that you are proficient with and that lack the heavy property. When you attack with those weapons, you can use your Wisdom modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest.

From 6th level attacks made with Ritual Weapons are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.

Art by [Gavin Wynford](#)

## SHAMANISTIC MAGIC

### 3rd-level Shaman feature

You learn additional spells of 1st level or higher when you reach certain levels as shown in the Shaman Spells table below. These spells are ranger spells for you and do not count against your spells known.

### SHAMAN SPELLS

Level	Spell
3rd	Inflict Wounds
5th	Misty Step
9th	Spirit Shroud
13th	Blight
17th	Speak With Dead

### SPIRIT TOUCHED

Your growing connection to the spirit realm manifests itself in physical transformations. Each time you gain a new ability from this subclass a new transformation occurs.

### d6 Appearance

1 Your eyes become black inky pools.

2 Your shadow often moves of its own accord.

3 Candles and small flames appear dim in your presence.

4 Your bare feet leave scorch marks on the earth.

5 The tips of your fingers are scorched black.

6 You always bear the faint aroma of smoke.

## THROW CURSE

### 3rd-level Shaman feature

You mark a creature within 60 ft. of you with a blood curse for one minute. As a bonus action you cut your own skin and suffer 1d4 slashing damage which cannot be reduced in any way. The target makes a Wisdom saving throw and on a failed save suffers the following effects:

- The creature has disadvantage on any attack roll against creatures other than you.
- When you hit a cursed creature with your ritual weapon, you can deal necrotic damage instead of the weapons normal damage type.

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

## SPIRIT ARMOR

### 7th-Level Shaman feature

The spirits embolden you, enhancing your physical and mental defenses.

- While you are not wearing any armor, your Armor Class equals  $10 + \text{your Dexterity modifier} + \text{your Wisdom modifier}$ . You can use a shield and still gain this benefit.
- You have advantage on saving throws against being charmed or frightened.



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## IMPOSING PRESENCE

### 11th-Level Shaman feature

The spirits begin to burst forth from your physical form, and you constantly emanate an aura of death while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

When you are hit by an attack, you can use your reaction to force a creature of your choice within your aura's radius to make a Wisdom saving throw. On a failed save, it must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. You can use this feature a number of times equal to twice your proficiency bonus, and you regain all expended uses when you finish a long rest.

At 15th level, the range of this aura increases to 30 feet.

## EXORCIST

### 15th-Level Shaman feature

Your knowledge of the soul and connection to the spirit realm allows you to splice a creature's soul from its body before its time. Choose a creature within 60 ft. of you and begin your ritual. The ritual requires the target to fail three consecutive Wisdom saving throws, during which time you enter a trance-like state to maintain concentration. On each of your subsequent turns you use your action to force the target to make its next saving throw, your speed becomes 0, and you can't benefit from any bonus to your speed.

Should the Shaman loose concentration they are shaken from their trance and their movement returns. Should they wish to resume the exorcism they must expend another use of Exorcist and start the saves again.

On a failed save, the creature takes 3d8 psychic damage and has disadvantage on their next save, inching one step closer to severance. Once the creature fails three consecutive saves (critical failures counts as two failed saves) you detach its soul from its physical form, which falls unconscious.

Once severed, the spectral form of the creature floats harmlessly in the air above its body and continues to make Wisdom saving throws at the end of each of its turns to return to its body. You awaken from your trance and no longer need to use your action each turn to force the saving throw but you must continue to maintain concentration on the ritual to keep its spirit severed.

At the end of each of its turns while severed, the creature suffers 6d8 psychic damage. A creature reduced to 0 hp by this psychic damages dies and their soul is forever trapped in purgatory, bound to the Shaman.

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