

# THE PATH OF THE SHAMAN - A BARBARIAN SUBCLASS

The Shaman serves as the conduit between the Barbarian tribe and the Gods. Drawing upon the powers of nature, the Shaman channels and weaves their magic much like the Druid. No less fearsome than other members of the tribe, the Shaman can use both their brute strength and their knowledge of magic to defeat those who dare oppose them and their tribe.

**Spellcasting.** When you reach 3rd level, you augment your physical prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid spell list.

**Cantrips.** You learn two cantrips of your choice from the druid spell list. You learn an additional druid cantrip of your choice at 10th level.

**Spell Slots.** The Shaman Spellcasting 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.

**Spells Known of 1st-Level and Higher.** You know three 1st-level druid spells of your choice, which you must choose from the abjuration and transmutation spells on the druid spell list.

The Spells Known column of the Shaman Spellcasting table shows when you learn more druid spells of 1st level or higher. Each of these spells must be an abjuration or transmutation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the druid spells you know with another spell of your choice from the druid spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or transmutation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. 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 druid 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

**Ritual Casting.** You can cast a druid spell as a ritual if that spell has the ritual tag.

Hunter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	9	4	3	2	-
15th	3	9	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

## SPIRIT GUIDE

At 3rd level, the shaman is imbued with a spirit guide. The spirit guide is not a familiar, as it does not manifest itself in a physical form. The spirit of a long deceased shaman of the same tribe, it resides within the shaman's mind and soul. This guide provides the shaman with extraordinary awareness of their surroundings. You can add your proficiency bonus to your initiative roll. You also gain proficiency in Perception.

## FOCUSED RAGE

Even in a state of rage, you are able to maintain enough clarity to cast spells. At 6th level, you may use the Attack action to cast a cantrip while you are raging. The cantrip cannot require concentration.

## LIGHTNING STRIKE

You can summon the focused power of nature and the elements to smite your enemies. At 10th level, when you hit a creature with a melee weapon Attack while raging, you can expend one spell slot to deal lightning damage to the target in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each Spell Level higher than 1st, to a maximum of 4d8.

## SHARED RAGE

Your rage electrifies the air around you and causes the ground beneath your feet to shake, allowing those friendly to you to feel your raw power and channel their inner rage. At 14th level, you give up to your allies all the benefits of the Rage ability for a number of rounds equal to your Constitution modifier.

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