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5E
Compatible

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Playtest Package

Playtest Package 2

THANATOR

Thanators are considered somewhat of an oddity by many scholars and martial masters alike. While the manifestation of their power is undeniably of necromantic nature, its true source is still unknown. The most accepted theory pins thanators as natural born warriors with a predisposition for vitamancy. Often gifted with a strong survival instinct, an unshakable willpower, or a love of challenge, thanators have a reputation as infamous adrenaline seekers. This personality trait is believed to be so intrinsic to their psyche, it subconsciously manifests itself into magical abilities, similar to the way a practitioner of vitamancy would dig into its own life force to conjure magic.

DURING COMBAT...

You hurl yourself headfirst at your foes, heedless of danger, and every hit you take makes you stronger. You have to make yourself the center of attention and risk your life to unlock your full potential.

DURING SOCIAL INTERACTIONS...

Your regular near-death experiences give you a unique perspective on things. Living for thrills and excitement, you are often the one seeking new risky adventures for you and your friends. Your obvious prowess and dangerous but hard-to-quantify aura makes it easy for you to make creatures listen to what you say.

WHILE EXPLORING...

Your combat experience keeps you on your toes and alert to potential dangers. You might make yourself an obvious easy target for an ambush in order to protect the most vulnerable party members.

IN DOWNTIME...

You may go looking for a brawl in a fighting pit, engage in dangerous activities like free climbing, or even join a revolution to overthrow a tyrannical ruler.

YOU MIGHT...

- Have a very unique perception of life and death.
- Be prone to boredom, seeking or even triggering exciting situations.
- Refuse to give up or back down from anything.

OTHERS PROBABLY...

- Are wary of your presence and your battle scars.
- See you as having some type of death wish.
- Feel both impressed and intimidated by your strong determination.

CLASS FEATURES

As a thanator, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 + your Constitution modifier

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per thanator level after 1st

THE THANATOR

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Adrenaline Flow, Diehard (1 use), Fighting Style
2nd	+2	Adrenaline Surge, Thanator Manifestation
3rd	+2	Blood for Blood, Intimidating
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Morbid Stoicism
6th	+3	Manifestation Feature
7th	+3	Juggernaut
8th	+3	Ability Score Improvement
9th	+4	Diehard (2 uses)
10th	+4	Fearsome Presence
11th	+4	Manifestation Feature
12th	+4	Ability Score Improvement
13th	+5	Unwavering Determination
14th	+5	Reactive (different reactions only)
15th	+5	Manifestation Feature
16th	+5	Ability Score Improvement
17th	+6	Death Stare
18th	+6	Diehard (3 uses), Living on the Edge
19th	+6	Ability Score Improvement
20th	+6	Reactive (any reaction)

PROFICIENCIES

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Athletics, Intimidation, Medicine, Perception, and Survival

EQUIPMENT

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

- Two martial weapons
- A longbow and 20 arrows
- Leather armor
- (a) a dungeoneer's pack or (b) an explorer's pack

ADRENALINE FLOW

You distill adrenaline into necromantic energy using a trance-like state known as Adrenaline Flow. As long as your current hit points (including temporary hit points) are lower than your hit point maximum, you are in Adrenaline Flow and you can use your Diehard feature as well as any other features or abilities that depend on it.

Normally, you gain and use Adrenaline Flow only in combat encounters; when an encounter ends, you leave Adrenaline Flow. At the beginning of an encounter, if your current hit points are lower than your maximum hit points, you enter Adrenaline Flow as soon as you lose hit points.

DIEHARD

You are exceptionally hard to kill. If you would be reduced to 0 hit points but not killed outright while in Adrenaline Flow, you can choose to be reduced to 1 hit point instead. Until the end of your next turn, you have immunity to all damage and can't regain hit points or gain temporary hit points. Once you use this feature, you can't use it again until you finish a long rest.

You can use this feature twice between long rests starting at 9th level and three times between long rests starting at 18th level.

FIGHTING STYLE

Choose a Fighting Style from among those below as your specialty. You can't take a Fighting Style option more than once, even if you later get to choose again. Whenever you gain an Ability Score Improvement, you can change your choice of fighting style from this class.

MULTICLASSING AND THE THANATOR

If your game uses the optional rule to allow multiclassing, a multiclass thanator has the following rules.

Prerequisites: Constitution 13.

Proficiencies Gained: When you take your first thanator level and it wasn't your initial class, you gain proficiency in light armor, simple weapons, and martial weapons.

Emblem Magic: If you also have the Emblem Magic feature from the shaman class and your thanator manifestation is the Manifestation of Magic, you add half your thanator level to your shaman level and use the Shaman table to determine your spells known and spell slots, and you use those slots to cast shaman spells you know from either class.

Martial Arts: If you chose the Pugilist fighting style and also have the Martial Arts feature from the monk class, you inflict unarmed damage based on the progression for the class you have more levels in; add your levels in both classes to determine your unarmed strike damage (for example, if you are a monk 2 / thanator 9, you inflict 1d8 with an unarmed strike as though you were an 11th level thanator).

Pact Magic: If you have the Manifestation of Magic and also have the Pact Magic feature from the warlock class, you can use spell slots from Pact Magic to cast shaman spells you know and you can use the spell slots you gain from the Manifestation Magic feature to cast warlock spells you know.

Spellcasting: If you have the Manifestation of Magic and also have the Spellcasting feature, you can use any spell slots to cast shaman spells you know and you can use the spell slots from the Manifestation Magic feature to cast spells you know or have prepared from classes with the Spellcasting feature.

Vitamancy Cost: If you have the Manifestation of Magic and also have levels in the shaman class, add your thanator levels to your shaman levels to determine your vitamancy cost.

BODYGUARD

You can use your reaction to interpose yourself when an ally within 5 feet takes damage from an attack or from an effect that allows a Dexterity saving throw. You must be able to see the incoming attack or effect. You can use this reaction even if you are surprised. You take the damage instead of your ally. Any additional effects also apply to you and not your ally. You have advantage on your next attack roll to hit that attacker before the end of your next turn.

BRUTALITY

You get a +1 bonus on attack rolls to hit any creature if its speed is reduced. Whenever you hit a creature with a weapon attack and deal damage, its speed is reduced by 5 feet until the start of your next turn. This reduction is cumulative if you hit it multiple times in the same round.

DOMINATION

Whenever you replace an attack with a Strength (Athletics) contest to grapple or shove and win the contest, you can attack the target with an unarmed strike or a weapon wielded in one hand as a bonus action.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage dice 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.

PUGILISM

You can use unarmed strikes with deadly efficacy. You can use your unarmed strikes like weapons with the finesse and light traits. You can roll a d4 in place of the normal damage for your unarmed strike.

Starting at 5th level, your unarmed strikes are magical for the purpose of damage resistances and immunities as long as you are in Adrenaline Flow. Your unarmed strike damage also increases as you gain levels, increasing to d6 at 5th level, d8 at 11th level, and d10 at 17th level.

PRIMAL POWER

You learn two cantrips from the shaman spell list. Your spellcasting ability for these cantrips is Constitution. Whenever you gain a Manifestation Feature or Ability Score Improvement, you can replace one of these cantrips with another shaman cantrip.

TWO-WEAPON FIGHTING

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

ADRENALINE SURGE

Starting at 2nd level, the more injured you are, the more dangerous you become. If your hit points are lower than half your hit point maximum, your Adrenaline Surge is active, and you gain the additional benefits listed in your Thanator Manifestation.



THANATOR MANIFESTATION

Thanators manifest their unusual adrenaline powers in various ways, called manifestations. Manifestations often reflect the personality of a thanator, although it may be a hidden or subtle aspect of their persona. At 2nd level, choose a thanator manifestation, which grants you a feature at 2nd level as well as at 6th level, 11th level, and 15th level.

BLOOD FOR BLOOD

Starting at 3rd level, when you are hit by an attack from a foe within your reach, you can suppress your instinct to dodge in order to create an opening to strike back. You can use your reaction to attack the creature that hit you, but if you do, the foe's attack becomes a critical hit. Even if the foe's attack knocks you unconscious or kills you, you can still attack it this way first.

INTIMIDATING

At 3rd level, you learn to use your skill at Intimidation to manipulate your foes. Choose one of the following options.

Desperate Gambit. As an action, you intentionally provoke an opportunity attack from an opponent that can reach you. You can attempt a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check or Intelligence saving throw (target's choice). If you win, the target must use its opportunity attack to attack you; if you lose, the target can choose to attack you or not. If the target attempts the opportunity attack, your attack rolls to hit it are made with advantage until the end of your next turn. If the target hits you with the opportunity attack, all attack rolls to hit that opponent by other creatures are also made with advantage until the end of your next turn, and you can attack that foe once with a weapon or unarmed strike as a bonus action this turn.

Frighten. As an action, you can scare all opponents within 30 feet that can see or hear you. Make a single Charisma (Intimidation) check; each creature must contest your check with its own Charisma (Intimidation) check or Charisma saving throw (its choice). Each target that loses the contest becomes frightened of you until the end of your next turn.

Provoke. As an action, you can challenge a creature within 60 feet who can see you. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check or Wisdom saving throw (target's choice). If you succeed, the target becomes fixated on you until the end of its next turn. While fixated, it must move toward you and take a hostile action on its turn, using its free interaction with an object if necessary to facilitate targeting you (such as opening a door or drawing a ranged weapon). Then, if it can target you

with the Attack action or by casting a cantrip, it must do so; otherwise, it takes the Dash action or another appropriate action to better reach you. All other creatures are lightly obscured to the creature while it is fixated on you.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

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

MORBID STOICISM

By 5th level, your close calls with death have become so mundane that the forces of death leave you unfazed. You have advantage on saving throws against necromancy spells, any saving throw to avoid your hit point maximum being reduced, and any saving throw to avoid or remove the frightened condition.

JUGGERNAUT

Beginning at 7th level, your toughness becomes so extraordinary you can shrug off certain extreme conditions and poisons, such as a naga's bite, a *blight* spell, or a *cone of cold* spell. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

FEARSOME PRESENCE

At 10th level, your closeness to death becomes palpable, making your presence terrifying to your foes. As long as you are in Adrenaline Flow, you can use your Intimidating feature as a bonus action. When you use your Diehard feature, you can use your Intimidating option as a reaction. You can't target the same creature more than once each round with your Intimidating feature.

UNWAVERING DETERMINATION

Beginning at 13th level, when you succeed at a death saving throw, you regain a number of hit points equal to 2d12 + your Constitution modifier. Once you use this feature, you can't use it again until you finish a long rest.

REACTIVE

At 14th level, you can use a reaction on every turn of a combat, but each time you do, you must choose an option you haven't used since the end of your last turn.

When you reach 20th level in this class, you no longer have a restriction on what reactions you can take each turn.

DEATH STARE

At 17th level, you can overwhelm foes already intimidated by you. Whenever you start your turn with a foe within range of your Intimidating feature and already under its effects, you can use your action to overwhelm that foe. The target must make a Constitution saving throw unless it is a Construct or Undead. The save DC is 8 + your proficiency bonus + your Constitution modifier. On a failed save, the target dies if it has 100 hit points or fewer, or takes 10d10 necrotic damage if it has more hit points. On a successful save, it takes 5d10 necrotic damage. Whether the saving throw succeeds or fails, that target becomes immune to this feature until you finish a long rest.

LIVING ON THE EDGE

Beginning at 18th level, you regain all of your expended uses of Diehard when you finish a short or long rest.

THANATOR MANIFESTATIONS

Below are thanator manifestations you can choose from at 2nd level.

FRENZY MANIFESTATION

You fully embrace the frenzy of combat and let it electrify you.

FRENZIED ATTACKS

Beginning when you choose this manifestation at 2nd level, you move with furious speed while in Adrenaline Flow. You can make a single weapon attack or unarmed strike as a bonus action. It doesn't add your ability modifier to the damage unless it is a light weapon or an unarmed strike.

SAPPING STRIKES

Also at 2nd level, you learn to fuel necromantic forces into your weapons, keeping yourself standing by leeching the lifeforce of your opponents. While in Adrenaline Surge, the first time on each of your turns that you deal damage to a creature other than a Construct with a melee weapon attack or unarmed strike, you regain hit points equal to half your level (unless you are using Diehard).

ACCELERATED FRENZY

Beginning at 6th level, you can Dash as a bonus action as long as you are in Adrenaline Flow. Your walking speed and any other speed you have increases by 10 feet as long as you are in Adrenaline Surge and you are not wearing heavy armor nor using a shield.

CLOSE THE GAP

Also at 6th level, you can use your Blood for Blood feature when you are hit by a foe within a distance equal to your speed. You can and must move up to your speed to reach it before attacking it; this movement does not provoke opportunity attacks.

TRIPLE ATTACK

At 11th level, the number of attacks you can make with the Attack action on your turn increases to three as long as you are in Adrenaline Flow.

RELENTLESS SAPPING STRIKES

Starting at 15th level, your Sapping Strikes allow you to regain hit points any number of times per turn as long as you are in Adrenaline Surge and not using Diehard.

MANIFESTATION OF FOCUS

The crystallized adrenaline steadies your hands and sharpens your sight.

STEADY HAND

Beginning when you choose this manifestation at 2nd level, while you are in Adrenaline Flow, you can spend your bonus action to gain advantage on the next attack roll or Strength check you make before the end of your turn.

SURGING CRITICAL

Also starting at 2nd level, while you are in Adrenaline Surge, your attacks critically hit on a 19 or 20 on the die.

SURGING STEADINESS

Beginning at 6th level, your adrenaline steadies your hand automatically as long as you are in Adrenaline Surge, giving you advantage on the first attack roll or Strength check you make on each of your turns.

STRIKE FROM DEATH'S DOOR

Also starting at 6th level, your weapon always aims true while you are on the verge of death, as if it had an unnatural attraction to vital organs. Once per round when you hit with an attack you attempt while you have exactly 1 hit point, you score a critical hit.

NECROMANTIC CRITICAL

At 11th level, you learn to infuse weapons with your necromantic power when they reach a foe's vitals. When you score a critical hit with your weapon attack or unarmed strike, it deals an additional 1d10 necrotic damage and the target has disadvantage on its next attack roll before the end of your next turn.

FLOWING CRITICAL

Starting at 15th level, as long as you are in Adrenaline Flow, your attacks critically hit on a 19 or 20 on the die.

SUPERIOR NECROMANTIC CRITICAL

Also at 15th level, the extra damage from Necromantic Critical increases to 2d10 and the disadvantage applies to all attacks the target makes until the start of your next turn.

MANIFESTATION OF MAGIC

Your conversion of adrenaline into necromancy is more precise and deliberate than most thanators.

EMBLEM MAGIC

When you choose this manifestation at 2nd level, you gain the ability to cast spells using the primal power of nature and your own vitality.

Spell Slots. The Manifestation of Magic table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have one 3rd-level spell slot. To cast the 1st-level spell *entangle*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st Level and Higher. You know two 1st-level spells of your choice from the shaman spell list on page xxx, which must be evocation or necromancy.

The Spells Known column of the Manifestation of Magic table shows when you learn more shaman spells of your choice. Each of these spells must be of a level no higher than what's shown in the table's Slot Level column for your level. For instance, when you reach 6th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level. These spells must be necromancy or evocation spells except at 8th, 12th, and 19th levels.

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 shaman spell list, which also must be of a level for which you have spell slots. You can only replace a necromancy or evocation spell with another necromancy or evocation spell from the shaman list.

LEVEL	SPELLS KNOWN	SPELL SLOTS	SLOT LEVEL	FEATURES
2nd	2	2	1st	Emblem Magic, Enduring Concentration
3rd	3	2	1st	—
4th	3	3	1st	—
5th	3	3	1st	—
6th	4	3	2nd	Fast Healing, Rush of Magic (1st level)
7th	4	3	2nd	—
8th	5	3	2nd	—
9th	5	3	2nd	—
10th	5	3	2nd	—
11th	6	3	3rd	Magical Attack, Rush of Magic (2nd level)
12th	6	3	3rd	—
13th	7	3	3rd	—
14th	7	3	3rd	—
15th	8	3	4th	Surge of Magic
16th	8	3	4th	—
17th	9	3	4th	Rush of Magic (3rd level)
18th	9	3	4th	—
19th	10	3	5th	—
20th	10	3	5th	—

Spellcasting Ability. Constitution is your spellcasting ability for your shaman spells, since your magic draws on your channeling primal magic through your body. You use your Constitution whenever a spell refers to your spellcasting ability.

In addition, you use your Constitution 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 Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

Spellcasting Focus. You can use a druidic focus or shaman emblem (including a weapon) as a spellcasting focus.

Vitamancy Cost. If you must pay a vitamancy cost as a component to cast a shaman spell, treat your thanator levels as shaman levels and use the vitamancy cost for a shaman of that level.

ENDURING CONCENTRATION

Your emotional balance is unparalleled. When you take damage in Adrenaline Surge while concentrating on a spell, as well as any time you use either Blood for Blood or Diehard, you don't have to make a Constitution saving throw to maintain your concentration. You apply double your proficiency bonus, rather than your proficiency bonus, when you do have to attempt a Constitution save to maintain your concentration.

FAST HEALING

Beginning at 6th level, at the start of each of your turns while you are in Adrenaline Surge (but not while using Diehard), you regain hit points equal to half your level.

RUSH OF MAGIC

Also beginning at 6th level, when you start your turn at exactly 1 hit point, you can cast a 1st level spell you know without expending a spell slot. Once you cast a spell using this feature, you can't do it again until you finish a short or long rest. The maximum level of spell you can cast using this feature increases to 2nd level when you reach 11th level, and to 3rd level spells when you are 17th level.

MAGICAL ATTACK

Starting at 11th level, whenever you use your action to cast a spell, you can make a single weapon attack or unarmed strike as a bonus action. That attack counts as magical for the purpose of bypassing damage immunities and resistances.

SURGE OF MAGIC

Starting at 15th level, you can use Rush of Magic as long as you are in Adrenaline Surge, but you don't get to use it more frequently.

MANIFESTATION OF MIGHT

You crystalize adrenaline into raw strength.

NECROMANTIC MIGHT

The necromantic energy within you extends to your weapons, making them more dangerous. When you hit with a weapon attack or unarmed strike or succeed at a Strength (Athletics) contest while in Adrenaline Flow or Adrenaline Surge, you can choose to deal your choice of radiant or necrotic to your opponent. If you are in Adrenaline Surge, the damage is equal to your proficiency bonus. If you are in Adrenaline Flow, the damage is half your proficiency bonus.

DESTABILIZING STRIKE

At 6th level, you learn to knock the wind out of foes with every strike. As long as you are in Adrenaline Surge, when you hit a creature with a weapon attack, you can choose one of the following effects to apply. You can use this feature no more than once each turn.

Flatten. You make a Strength (Athletics) contest to shove the target.

Guard Break. The next attack or Strength check against the target before the end of your next turn is made with advantage.

BREAK THROUGH

At 11th level, you learn to charge your body with necromantic power that protects you and smashes through magical resistances. As long as you are in Adrenaline Flow, you have resistance to necrotic damage and can use a bonus action to change the damage type of your weapon attacks and unarmed strikes to necrotic or radiant (your choice) until the start of your next turn.

UNDYING MIGHT

Also beginning at 11th level, being on the edge of death makes you stronger than ever. While you have exactly 1 hit point, the damage from your Necromantic Might increases to twice your proficiency bonus and you treat any roll of 7 or less on the d20 for a Strength (Athletics) check as an 8.

NECROMANTIC IMMERSION

At 15th level, as long as you are in Adrenaline Flow, you become immune to necrotic damage and allies within 10 feet of you have resistance to necrotic damage.

SHAMAN

Where some find power in books, the divine, or even a performance, you draw your power from the primal forces of life through a shamanic emblem. Whether it be the markings on your body, a weapon you hold high in battle, or an item of strong significance to you, your emblem makes you a force to be reckoned with as you wade into combat slinging spells, bringing hope to your allies, and sundering the health of your enemies.

DURING COMBAT...

You use your vital essence to manipulate the battlefield, either by empowering your allies or crippling your foes. Fighting as a shaman might feel like a race against the clock as your hit points drain away.

DURING SOCIAL INTERACTIONS...

Your understanding of natural energies, specifically of life forces and necromancy, allow you to bring insight to the party. You often lean toward solutions who go with the flow of events rather than oppose them directly.

WHILE EXPLORING...

You help out your allies, assisting them in their task and keeping them healthy all along your travels.

IN DOWNTIME...

You might further meditate and develop your ability to channel your vital essence or search for ritual spells to enhance your emblem more. You might also work to craft magic items for yourself and allies to make them better, or conduct research into magic and traditions.

YOU MIGHT...

- Assume everything has a cost and be very willing to make sacrifices and compromise.
- Put the well-being of your friends and allies before your own.
- Find strength in numbers and value the importance of teamwork.

OTHERS PROBABLY...

- Appreciate your dedication to the group and your support on the battlefield.
- Assume you know and understand every style of obscure magic.
- Are wary of your unusual practice or feel uneasy when you use vitamancy.

CLASS FEATURES

As a shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 + your Constitution modifier

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

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Animal Handling, Arcana, Insight, Intimidation, Medicine, Nature, Perception, Religion, and Survival

EQUIPMENT

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

- (a) a greatclub or (b) any melee martial weapon
- (a) a shortbow or (b) any ranged martial weapon
- Leather armor, an explorer's pack, and a druidic focus if you can use it (determined by your choice of emblem, below)

MULTICLASSING AND THE SHAMAN

If your game uses the optional rule to allow multiclassing, a multiclass shaman has the following rules.

Prerequisites: Constitution 13.

Proficiencies Gained: When you take your first shaman level and it wasn't your initial class, you gain proficiency in light armor, simple weapons, and martial weapons.

Emblem Magic: If you also have the Manifestation of Magic from the thanator class, you add half your thanator level to your shaman level and use the Shaman table to determine your spells known, spell slots, and Secrets of High Magic. You use those combined slots to cast shaman spells you know from either class.

Pact Magic: If you also have the Pact Magic feature from the warlock class, you can use spell slots from Pact Magic to cast shaman spells you know and you can use the spell slots you gain from the Emblem Magic feature to cast warlock spells you know.

Spellcasting: If you also have the Spellcasting feature, you can use any spell slots to cast shaman spells you know and you can use the spell slots from the Emblem Magic feature to cast spells you know or have prepared from classes with the Spellcasting feature.

Vitamancy Cost: Add your levels in all classes to your shaman level to determine your vitamancy cost.

EMBLEM MAGIC

You can feel and manipulate the primal forces of nature, using your emblem as a catalyst to shape it into spells.

CANTRIPS

At 1st level, you know three cantrips of your choice from the shaman spell list. You learn additional shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Shaman table.

SPELL SLOTS

The Shaman table shows how many spell slots you have to cast your spells of 1st level and higher. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your shaman spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are 5th level, you have three 3rd-level spell slots. To cast the 1st-level spell *entangle*, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

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 no higher than what's shown in the table's Slot Level column for your level. For instance, when you reach 6th level in this class, you can learn one new spell of 1st, 2nd, or 3rd level.

REPLACING CANTRIPS AND SPELLS KNOWN

Whenever you gain a level in this class, you can choose a shaman cantrip or a shaman spell of 1st level or higher that you know to replace. You can replace a cantrip with another shaman cantrip. You can replace a spell of 1st level or higher with another spell from the shaman list, which must also be of a level for which you have spell slots.

SPELLCASTING ABILITY

Constitution is your spellcasting ability for your shaman spells, since your magic draws on your channeling primal magic through your body. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution 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 Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

RITUAL CASTING

You can cast a shaman spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use your chosen shaman emblem (described below) as a spellcasting focus for your shaman spells.

SHAMAN EMBLEM

As a shaman, you select one Emblem at 1st level from the list at the end of the class description. The type of emblem you wield represents how you use your vitamancy and how it manifests itself. You can use the ability granted by your emblem no more than once a round. Your emblem grants you a feature at 1st level as well as at 6th level, 10th level, and 14th level.

THE SHAMAN

LEVEL	PROFICIENCY BONUS	CANTRIPS KNOWN	SPELLS	SPELL SLOTS	SLOT LEVEL	VITAMANCY COST	SECRETS KNOWN	FEATURES
1st	+2	3	2	2	1st	2	—	Emblem Magic, Shaman Emblem, Vitamancy
2nd	+2	3	4	3	1st	4	1	Ritual Expert, Shaman Secret
3rd	+2	3	5	3	2nd	6	1	Internal Vitamancy, Vital Casting (1st level, 1/rest)
4th	+2	4	6	3	2nd	8	1	Ability Score Improvement
5th	+3	4	7	3	3rd	11	2	Vital Casting (2nd level)
6th	+3	4	8	3	3rd	13	2	Emblem Feature
7th	+3	4	9	3	4th	15	3	Vital Casting (2/rest)
8th	+3	4	10	3	4th	18	3	Ability Score Improvement
9th	+4	4	11	3	5th	20	3	Vital Casting (3rd level)
10th	+4	5	12	3	5th	22	4	Emblem Feature
11th	+4	5	12	4	5th	25	4	Secret of High Magic (6th level), Vital Casting (4th level)
12th	+4	5	13	4	5th	27	4	Ability Score Improvement
13th	+5	5	14	4	5th	29	5	Secret of High Magic (7th level)
14th	+5	5	15	4	5th	32	5	Emblem Feature
15th	+5	5	15	4	5th	34	5	Secret of High Magic (8th level), Vital Casting (5th level)
16th	+5	5	16	4	5th	36	6	Ability Score Improvement
17th	+6	5	16	5	5th	38	6	Secret of High Magic (9th level)
18th	+6	5	17	5	5th	40	6	Vital
19th	+6	5	18	5	5th	43	6	Ability Score Improvement
20th	+6	5	18	5	5th	45	6	Vital Casting (6th level), Vitamancy Visionary

VITAMANCY

You are a practitioner of the unconventional art of Vitamancy, allowing you to use vital essence as a resource. To use any vitamancy power, you must spend hit points as listed for your level on the Shaman table. This is referred to as your vitamancy cost. Your vitamancy cost is not damage, doesn't break your concentration, and can't be reduced in any way. You can't use more than one Vitamancy power per turn (not even the same Vitamancy power repeatedly). You can't pay a vitamancy cost that would reduce you below 0 hit points, but you can reduce yourself to exactly 0 hit points (in which case you fall unconscious and begin making death saving throws normally).

You start with two Vitamancy powers determined by your emblem. Some emblems grant you additional Vitamancy powers as you advance in levels, as noted in the emblem description.

Some Vitamancy effects require saving throws. When you use such an effect from this class, the DC equals your shaman spell save DC.

RITUAL EXPERT

At 2nd level, you learn two spells with the ritual tag and add a minor decoration to your emblem, such as a dried plant or feather, to represent each one. The spells need not be from the shaman spell list, but none can be of a higher spell level than your shaman spell slot level. They don't count against the number of shaman spells you know. You can't cast the spells except as rituals, unless you've learned them by some other means.

On your adventures, you can learn other ritual spells using this feature. When you find such a spell—whether a spellcasting teacher, a spellbook, or another shaman's emblem—you can add another decoration to represent it on your emblem. The spell's level must be equal to or less than your shaman spell slot level and you must spend the time and materials to ritually prepare the decoration to correspond to the spell. For each level of the spell, preparing the decoration for it takes 2 hours and costs 50 gp in incense, ceremonial herbs, and other ritual components.

SHAMAN SECRET

Also at 2nd level, you begin to unlock the deep magical secrets of the living world. You gain one shaman secret of your choice. Your options are listed at the end of the class description. When you gain certain shaman levels, you gain an additional shaman secret, as shown in the Secrets Known column of the Shaman table.

Additionally, when you gain a level in this class, you can choose to replace one shaman secret you know with another secret that you could learn at that level.

INTERNAL VITALITY

At 3rd level, you develop an internal reservoir of vitamancy power. As a bonus action, you can regain hit points equal to your vitamancy cost. You can't use this feature if you already paid your vitamancy cost this turn, and you can't pay your vitamancy cost on the same turn after using this feature. Once you use this feature, you can't use it again until the turn after you next pay your vitamancy cost or you finish a long rest.

VITAL CASTING

Also at 3rd level, you learn to pay your vitamancy cost instead of a spell slot to cast a 1st level shaman spell you know. Once you do this, you can't use this feature again until you finish a short or long rest.

At higher levels, you can cast higher-level shaman spells you know this way: 2nd level or lower when you are 5th level, up to 3rd level spells when at 9th level, up to 4th level spells at 11th level, up to 5th level spells at 15th level, and up to 6th level spells at 20th level.

Beginning at 7th level, you can use Vital Casting twice between rests, and beginning at 18th level, you can use it thrice between rests.

VITAMANCY AND BLOOD MAGIC

Contrary to popular belief, not all vitamancy is blood magic. The art of vitamancy manipulates the necromantic energy animating living and Undead alike, working on forces far more primal than simple blood. This is not to say blood magic does not exist. Some necromancers, blood mages, and shamans have developed and mastered the art of blood manipulation, but it is only one niche of the vitamancy arts, one frowned upon by many practitioners of the art (who find it to be simplistic and disgraceful).

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

SECRET OF HIGH MAGIC

At 11th level, your connection with your emblem helps you discover a powerful magical secret. Choose a 6th-level spell from the shaman spell list as this secret.

You can increase the level of one of your spell slots to 6th and cast your secret spell with it. Once you cast a spell using a spell slot increased by this feature, you can't cast that spell again using this feature until you finish a long rest.

At higher levels, you gain more shaman spells of your choice that can be cast only in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. The slot level you can raise a spell slot to increases to match the highest level of spell you know as a visionary secret. Each time you learn a new visionary secret, you can replace one lower-level secret with another spell of the same spell level.

VITAL CONCENTRATION

Beginning at 18th level, when you cast a spell of up to 5th level with a duration of concentration, you can pay your vitamancy cost to change the spell's duration to 1 minute. You do not need to concentrate to maintain the spell for the duration.

VITAMANCY VISIONARY

At 20th level, you can pay 20 hit points instead of your vitamancy cost except when you use Vital Concentration or cast a 6th-level spell with Vital Casting. You don't regain the use of your Internal Vitality feature after paying this discounted cost.

SHAMAN SECRETS

Below are shaman secrets you can choose from starting at 2nd level. You must meet any listed prerequisites to learn a secret, but you can meet the prerequisite at the same time that you learn the secret. A level prerequisite refers to your level in the shaman class. If a secret requires you to pay your vitamancy cost, you can't use that secret if you already paid your vitamancy cost this turn.

FOUNTAIN OF HEALTH

When you cast a spell of 1st level or higher that heals hit points, one target of the spell heals additional hit points equal to your Constitution bonus (minimum 1).

GIFT OF LIFE

Prerequisite: 9th level

You gain a Vitamancy power: You can pay your vitamancy cost as an action to give up to three allies within 30 feet (other than you) temporary hit points equal to the hit points you paid. The hit points last for 1 hour. Constructs are not affected by this power.

LIFE AWARENESS

Prerequisites: 15th level

You are always aware of the location of all creatures within 30 feet except for Constructs. Your awareness can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.



MASTER RITUALIST

You learn two spells with the ritual tag that have an increased effect when cast using a higher-level spell slot. If you have the Ritual Expert feature, you can choose them from any class's list and they are shaman spells for you. (You lose these spells if you ever replace this shaman secret.) Whenever you cast a spell with the ritual tag using a spell slot, you can meditate for 10 minutes to regain the spell slot you used to cast it.

OMNIPRESENT VITALITY

You gain a Vitamancy power: When you cast a spell that heals hit points or removes conditions, you can pay your vitamancy cost to target an additional creature within 30 feet.

POTION SIPHON

You can draw upon the life energy stored in *potions of healing*. If you would pay your vitamancy cost, you can destroy a potion in your hand instead. The minimum rarity of potion you must destroy depends on your level. Once you siphon a potion, you can't siphon any potion again until you finish a short or long rest.

LEVEL	MINIMUM RARITY
1st-3rd	common
4th-6th	uncommon
11th-12th	rare
13th+	very rare

VITAL QUICKENING

When you cast a spell with a casting time of 1 action using a spell slot, you can change the casting time to 1 bonus action for this casting by paying your vitamancy cost. (As normal, you can't cast a spell other than a cantrip using your action in a turn you cast a non-cantrip spell with your bonus action.) You can't use this secret again until you finish a short or long rest.

RHYTHM OF LIFE

Prerequisite: 12th level

You gain a Vitamancy power: You can spend your bonus action and pay your vitamancy cost to infuse the frenetic energy of life into up to three allies within 30 feet (other than you). They each get an additional action on their next turn that they can only use to Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object. Constructs are not affected by this power.

SENSE VITALITY

Prerequisite: 5th level

As a bonus action, you learn whether there are non-Construct creatures other than the ones you were already aware of within 30 feet. Your sense can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you.

VITAL AID

You gain a Vitamancy power: You can spend your bonus action and pay your vitamancy cost to magically give an ally within 30 feet of you temporary hit points equal to your vitamancy cost. The temporary hit points last until the end of your next turn. Constructs are not affected by this power.

VITAL RESERVE

You learn to store a little bit of vital essence for later. When you finish a long rest, you can spend 2 Hit Dice to charge your emblem instead of regaining hit points. The emblem remains charged until you discharge it. You can discharge it as part of using Vitamancy instead of paying your vitamancy cost.

SHAMAN EMBLEMS

Below are shaman emblems you can choose from at 1st level.

EMBLEM OF BLOOD

Your emblem is something written upon your body, typically a tattoo, a face paint, scarification, or some other permanent body marking.

BLOOD BOLT

You gain the ability to fire a bolt of crystallized blood as an action. It is a ranged spell attack with a range of 120 feet. On a hit, it deals magical piercing damage equal to 1d10 + your Constitution modifier.

VITAMANCY

You have the following vitamancy powers.

Blood Manipulation. You can manipulate the flow of blood in a creature's body to hinder its movements as a bonus action on your turn by paying your vitamancy cost. As long as the creature has blood and has no more hit points than five times your vitamancy cost, it has one of the following effects until the start of your next turn:

- When the creature rolls weapon damage, a Strength check, a Strength saving throw, or Constitution saving throw, it must roll a d4 and subtract the number rolled.

- When the creature rolls any attack roll, or rolls an ability check using Dexterity, Intelligence, or Charisma, it must roll a d4 and subtract the number rolled..

Bleeding Wound. Whenever you hit a creature with a weapon or Blood Bolt attack on your turn, you can pay your vitamancy cost as a bonus action to give that creature a bleeding wound. The bleeding creature takes 1d4 necrotic damage at the start of each of your turns for each bleeding wound it has from this power and it can then make a Constitution saving throw against your spell DC, ending the effect of all bleeding wounds on it on a success. The wounded creature or any creature within 5 feet of it can use an action to make a Wisdom (Medicine) check against the same DC, ending the effect of all such wounds on a success.

The amount of damage increases at higher levels, to 2d4 necrotic damage per wound at 6th level, 3d4 damage at 10th level, and 4d4 damage at 14th level.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, rather than once, when you take the Attack action on your turn. You can make two Blood Bolt attacks this way.

BLOOD GUSH

Beginning at 10th level, whenever a creature you can see within 20 feet takes damage, you can use your Bleeding Wound Vitamancy power as a reaction to target that creature. Up to once per turn when you hit a creature with your Blood Bolt, it gets a bleeding wound without you spending or reaction or paying your vitamancy cost.

EXSANGUINATION AURA

Starting at 14th level, all foes within 20 feet of you that have a bleeding wound can't take bonus actions or reactions.

WIDE BLOOD MANIPULATION

Also at 14th level, you can use your Blood Manipulation Vitamancy power to target any number of creatures within 20 feet by paying the vitamancy cost only once.

BEAST EMBLEM

Your emblem is a druidic focus made from a fang, a claw, a horn or something else from a magical beast and engraved with runes.

BOUND COMPANION

You learn the *find familiar* spell. It doesn't count against your number of shaman spells known. Instead of choosing from the beasts listed in the spell, you can choose any beast of up to challenge rating 1/4.

VITAMANCY

You have the following Vitamancy options.

Ferocious Transformation. As an action, you can pay your vitamancy cost to infuse your companion with ferocity for as long as you concentrate, as if concentrating on a spell, to a maximum of 1 minute. It loses the powers of a familiar and gains the statistics of a companion creature such as one of those listed starting on page xxx with adjustments for your proficiency bonus. Your companion doesn't normally have its own turns and instead acts after you on your turn. On its own, without your command, your companion can only move, use the Dash or Dodge actions, and cannot take reactions unless you take a reaction to command it (for instance, command your companion to make an opportunity attack). When you Disengage, Hide, or Search, you can choose for it to take that action as well. When you Ready an action, it tries to Help you if possible. You can use a bonus action on your turn to command your companion, allowing your companion to take any action available to it (such as Attack), move up to its speed, and/or use a bonus action before the end of your turn. If you do not command it, your companion acts on your turn as the GM dictates, typically continuing to do what you last commanded it, protect you, or protect itself, in that order of priority.

If your transformed companion is reduced to 0 hit points, it falls unconscious and must make death saving throws like a player character. You can stabilize it when it is dying as a bonus action if you are within 5 feet of it, requiring no ability check. If it would die, it disappears instead as normal for a familiar.

If your companion is frightened, you must succeed at a Wisdom (Animal Handling) check to command it. The DC is the same as the effect that frightened the companion, or 10 if there was no DC. Once your check succeeds, you don't have to check for that condition again until your companion takes damage or is frightened by a new effect.

Primal Resistance. When your companion is hit by a weapon attack, you can spend your reaction and pay your vitamancy cost to give your bound companion resistance to bludgeoning, piercing, and slashing damage from nonmagical weapon attacks until the start of your next turn.

ELDRITCH COMPANION

At 6th level, you gain the Creature Companion and Advanced Creature Companion feats on page xxx. You also learn the *eldritch companion* spell on page xxx. The spell doesn't count against your shaman spells known.

GREATER VITAMANCY

At 10th level, you gain the following vitamancy powers.

Primordial Resistance. When your companion takes damage, you can spend your reaction and pay your vitamancy cost to give it resistance to all damage types other than psychic until the end of your next turn.

Vital Command. When you spend a bonus action to command your companion creature, you can pay your vitamancy cost to gain an additional bonus action this turn. (The extra bonus action can't be used to command your ally or use a Vitamancy power.)

SUPERIOR VITAMANCY

At 14th level, you gain the following Vitamancy powers.

Stay with Me. When your companion would be reduced to 0 hit points but is not killed outright, you can cause it to drop to 1 hit point instead as a reaction by paying your vitamancy cost. Once you use this vitamancy option, you can't use it again until you finish a short or long rest.

Titantic Stature. As a bonus action, you can pay your vitamancy cost to cause your companion or familiar to become Huge for 1 minute. It has advantage on Strength checks and Strength saving throws. Its attacks deal 1d4 extra damage.

EMBLEM OF DEATH

Your emblem is a druidic focus made from part of a dead creature's body or a cultural icon of death.

EXTRA PROFICIENCY

You are proficient with herbalism kits. You can make an Intelligence check using an herbalism kit instead of any Wisdom (Medicine) check to treat a creature. As long as you are in the wilderness or another place with fresh useful plants, you have advantage on ability checks using herbalism kits.

SHARED VITALITY

As your bond with your allies grows, you learn to borrow their essence to feed your vitamancy. Whenever you would pay your vitamancy cost, any of your allies within 30 feet of you that can see or hear you can choose to pay your vitamancy cost in your place. Once you borrow life from an ally using this feature, you can't borrow from any other ally using this feature until you finish a short or long rest, and you can't borrow from that specific ally using this feature until you finish a long rest.

VITAMANCY

You gain the following vitamancy powers.

Necromantic Occlusion. When a creature you can see within 20 feet would regain hit points or gain temporary hit points, you can use your reaction and pay your vitamancy cost to negate the effect.

Pull of Death. You can pay your vitamancy cost as a bonus action on your turn to give a creature you can see within 20 feet disadvantage on Constitution saving throws until the start of your next turn. If it dies during that time, you can use your reaction to drain some of its essence into yourself or another creature within 20 feet of both you and the dying creature, giving the recipient temporary hit points equal to your vitamancy cost for 1 minute.

ADVANCED VITAMANCY

At 6th level, you gain the following vitamancy powers.

Plague Carrier. As a bonus action, you can relieve yourself of all diseases, poisons, and the blinded and deafened conditions by giving them to a creature within 5 feet. For each of these that you have, the target can either willingly accept it (curing you automatically) or attempt a Constitution saving throw against your spell DC, preventing the transfer on a success.

Vital Resurrection. You can cast the *animate dead* spell as an action by paying your vitamancy cost instead of using a spell slot. When you do, your hit point maximum is reduced by the vitamancy cost but the Undead you create remains under your control until your hit point maximum is restored. If you would be hit by an attack while this Undead is within 5 feet of you, it uses its reaction to give you a +2 bonus to AC (which can cause the attack to miss). The Undead is always willing to pay your vitamancy cost for you using your Shared Vitality feature (above). Whenever you finish a long rest, you can choose to end this reduction to your hit point maximum and destroy the Undead if it still exists.

The number of Undead you create using this power increases at higher levels: two at 10th level and three at 14th level.

REACH OF DEATH

Starting at 10th level, your Pull of Death vitamancy power and any cantrip you cast can target an additional creature within range. Whenever a creature under your Pull of Death dies, you can use your reaction to transfer your Pull of Death to a new target.

SUPERIOR VITAMANCY

Starting at 14th level, you gain the following vitamancy power.

Death's Call. As a bonus action, pay your vitamancy cost and choose a creature you can see within 20 feet that has disadvantage on Constitution saving throws. It must make a Constitution saving throw. It takes 12d6 necrotic damage on a failed save, or half as much damage on a successful one. If it rolls a 1 on this saving throw, it instantly dies. Regardless of the saving throw, it then becomes immune to Death's Call for 24 hours.

EMBLEM OF WAR

Your emblem is something held aloft in battle, usually a weapon or a banner. It can be any visually recognizable item weighing at least 3 pounds and held in one hand. You can change your choice of emblem with a ritual that takes 8 hours, which you can perform as part of a long rest. You can't affect an artifact or a sentient weapon in this way.

UNARMORED DEFENSE

You learn to scribe magical runes into your skin that grant you magical protection. You can calculate your Armor Class as 10 + your Constitution modifier + your Dexterity modifier. (Bonuses such as from shields are still added to this calculation.)

VITAMANCY

You gain the following vitamancy powers.

Emblem Strike. When you use the Attack action, you can pay your vitamancy cost to make a weapon attack with your emblem in addition to the attacks you can normally make.

Roar of Power. As a bonus action on your turn, you can pay your vitamancy cost to unleash a roar that grants strength to yourself and your allies. You and allied creatures within 20 feet of you that can hear you get one of the following benefits of your choice until the start of your next turn:

- Add 1d4 to all weapon damage rolls; instead add 1d6 if you are at least 10th level, or 1d8 if you are at least 14th level.
- Resistance to bludgeoning, piercing, and slashing damage from weapon attacks that aren't magical; if you are at least 10th level, the resistance applies to all bludgeoning, piercing, and slashing damage as well as to necrotic and radiant damage.
- Advantage on Strength (Athletics) checks and Strength saving throws.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, rather than once, when you take the Attack action on your turn.

GREATER VITAMANCY

At 10th level, you gain the following vitamancy power.

Unstoppable Force. You exude magical protection that keeps your allies from being confined. As a bonus action, you can pay your vitamancy cost to cast *freedom of movement* on yourself and all allies within 20 feet of you. It lasts for 1 minute.

SUPERIOR VITAMANCY

At 14th level, you gain the following vitamancy power.

Aura of Iron. You can spend a bonus action and pay your vitamancy cost to protect your allies with the runes carved on your body for 1 minute. Their AC becomes 10 + your Constitution modifier + their own Dexterity modifier if that is better. (Bonuses such as from shields are still added to this calculation.)

SHAMAN SPELLS

Below are all spells on the shaman's list. Each spell has its school of magic noted in parentheses. If a spell can be cast as a ritual, the appropriate tag follows the school of magic. Spells marked with an asterisk (*) are from this book starting on page xxx.

Hit Point Component. If a spell lists a component of HP, that means that you must pay your vitamancy cost as part of the action to cast the spell. You can't cast the spell in the same turn you have used a vitamancy power or otherwise paid your vitamancy cost. If a character without the vitamancy feature casts such a spell (such as with the Magical Secrets feature of the bard class), add all their class levels together to find their vitamancy cost on the Shaman table.

Spells from Other Sources. If your game uses spells from other sources, the player and GM should work together to decide what spells are on the shaman list. As a general guideline, most druid spells other than those that use fire or earth, most healing and necrotic spells from any list, and most spells that create spiritual forces from any list should be on the shaman list.

0 LEVEL (CANTRIPS)

Dancing Lights (evocation)
Druidcraft (transmutation)
Guidance (divination)
Mending (transmutation)
Poison Spray (conjunction)
Resistance (abjuration)
Shillelagh (transmutation)
Spare the Dying (necromancy)

1ST LEVEL

Animal Friendship (enchantment)
Charm Person (enchantment)
Create or Destroy Water (transmutation)
Cure Wounds (evocation)
Detect Magic (divination; ritual)
Detect Poison and Disease (divination; ritual)
Entangle (transmutation)
Faerie Fire (evocation)
Fog Cloud (conjunction)
Goodberry (transmutation)
Healing Word (evocation)
Inflict Wounds (necromancy)
Jump (transmutation)
Longstrider (transmutation)
Protection from Evil and Good (abjuration)
Purify Food and Drink (transmutation; ritual)
Speak with Animals (divination; ritual)
*Upwelling of Life** (evocation)

2ND LEVEL

Aid (abjuration)
Animal Messenger (enchantment; ritual)
Augury (divination; ritual)
Barkskin (transmutation)
Darkvision (transmutation)
Enhance Ability (transmutation)
Enlarge/reduce (transmutation)
Gust of Wind (evocation)
Hold Person (enchantment)
Lesser Restoration (abjuration)
Locate Animals or Plants (divination; ritual)
Locate Object (divination)
Moonbeam (evocation)
Pass without Trace (abjuration)
Protection from Poison (abjuration)

Spiritual Weapon (evocation)
Warding Bond (abjuration)
*Waves of Hurt** (necromancy)

3RD LEVEL

Beacon of Hope (abjuration)
Call Lightning (conjunction)
Conjure Animals (conjunction)
Daylight (evocation)
Dispel Magic (abjuration)
*Essence Flow** (necromancy)
Mass Healing Word (evocation)
Plant Growth (transmutation)
Protection from Energy (abjuration)
Revivify (necromancy)
Sleet Storm (conjunction)
Speak with Dead (necromancy)
Speak with Plants (divination; ritual)
Spirit Guardians (conjunction)
*Until Death Do Us Part** (necromancy)
Water Breathing (transmutation; ritual)
Water Walk (transmutation; ritual)
Wind Wall (evocation)

4TH LEVEL

*Aura of Immortality** (abjuration)
Blight (necromancy)
Conjure Minor Elementals (conjunction)
Conjure Woodland Beings (conjunction)
Control Water (transmutation)
Death Ward (abjuration)
Divination (divination; ritual)
Dominate Beast (enchantment)
Freedom of Movement (abjuration)
Giant Insect (transmutation)
Hallucinatory Terrain (illusion)
Ice Storm (evocation)
Locate Creature (divination)
Polymorph (transmutation)
Stoneskin (abjuration)

5TH LEVEL

Antilife Shell (abjuration)
Awaken (transmutation)
Commune with Nature (divination; ritual)
Cone of cold (evocation)
Conjure Elemental (conjunction)

Contagion (necromancy)
Dream (illusion)
Geas (enchantment)
Greater Restoration (abjuration)
Insect Plague (conjunction)
Mass Cure Wounds (evocation)
Planar Binding (abjuration)
Reincarnate (transmutation)
Scrying (divination)
Tree Stride (conjunction)

6TH LEVEL

Conjure Fey (conjunction)
Circle of Death (necromancy)
Find the Path (divination)
Harm (necromancy)
Heal (evocation)
Heroes' Feast (conjunction)
Sunbeam (evocation)
Transport via Plants (conjunction)
*Vital Drain** (necromancy)
Wall of Thorns (conjunction)
Wind Walk (transmutation)

7TH LEVEL

Etherealness (transmutation)
Mirage Arcane (illusion)
Plane Shift (conjunction)
Regenerate (transmutation)
Symbol (abjuration)

8TH LEVEL

Animal Shapes (transmutation)
Antipathy/Sympathy (enchantment)
Control Weather (transmutation)
Feeblemind (enchantment)
Sunburst (evocation)

9TH LEVEL

*Deadly Vitamancy** (necromancy)
Foresight (divination)
Mass Heal (evocation)
Shapechange (transmutation)
Storm of Vengeance (conjunction)
True Resurrection (necromancy)

AURA OF IMMORTALITY

4th-level abjuration (shaman)

Casting Time: 1 reaction, which you take when you or an ally within 30 feet of you is reduced to 1 or 0 hit points

Range: Self (30-foot-radius)

Components: S

Duration: Until the end of your next turn

Casting this spell reduces you to 1 hit point if you were not already at 1 hit point. Allies in the area that would be reduced to 0 hit points can instead choose to be reduced to 1 hit point. They become immune to all damage but also can't regain hit points or gain temporary hit points for the duration.

DEADLY VITAMANCY

9th-level necromancy (shaman)

Casting Time: 1 bonus action

Range: 30 feet

Components: S, HP

Duration: Instantaneous

You almost effortlessly strike at the core of a creature's life force. Choose a creature within range that you can see. If it is not a Construct, it makes a Constitution saving throw. The saving throw gets a +5 bonus unless it has 100 hit points or fewer. On a failed save, it dies.

ESSENCE FLOW

3rd-level necromancy (shaman)

Casting Time: 1 reaction, when an ally is reduced to 0 hit points but does not die

Range: 30 feet

Components: V, S, HP

Duration: Instantaneous

The ally regains hit points equal to 3d8 + your spell-casting ability modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the hit points healed increase by 1d8 for each slot level above 3rd.

UNTIL DEATH DO US PART

3rd-level necromancy (shaman)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You connect your life-force to an opponent. Make a spell attack roll. Allies can willingly accept the attack if they are neither incapacitated nor restrained. Constructs are immune. On a hit, the target is bound to you by a spectral chain for the duration. If your hit point total was above half your hit point maximum, you lose hit points to reduce you below half your maximum just before the chain appears (which doesn't break your concentration). Whenever you lose hit points after the chain appears, the target takes necrotic damage equal to half the amount you lost if it is within 150 feet of you. Whenever you regain hit points or gain temporary hit points, the creature does the same for half the amount if it is within 150 feet. You can dismiss the spell as an action. The spell ends if the target drops to 0 hit points, if your hit point total is ever above half your hit point maximum (after that healing is shared), or if this spell is cast again by either you or the target.

UPWELLING OF LIFE

1st-level evocation (shaman)

Casting Time: 1 reaction, which you take when you are damaged

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

When you cast this spell, you send some of your spilled life-force to bolster your allies. Up to two allied creatures (other than you) of your choice in range regain hit points equal to your spellcasting ability modifier, up to a maximum of the damage you took. Until the duration ends, when you take damage you can use your reaction to restore 1 hit point to up to two allied creatures within range as long as the damage doesn't break your concentration. Constructs and Undead are not affected by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing when you cast the spell increases by 1 hit point per slot level above 1st and the healing when you use your reaction while you maintain concentration increases to equal the slot level.

VITAL DRAIN

6th-level necromancy (shaman)

Casting Time: 1 action

Range: 30 feet

Components: V, S, HP

Duration: Concentration, up to 1 hour

As part of casting this spell, you can force a creature within 30 feet to make a Constitution saving throw. On a failure, that creature loses hit points to pay your vitamancy cost to cast the spell instead of you. On a success, you pay the vitamancy cost normally. Either way, that creature is then immune to this spell from you for 1 day. Up to once per turn when you would pay a vitamancy cost for as long as the spell lasts, you can force a new creature to make the saving throw against this spell and pay the cost for you on a failure.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the duration is 1 hour and any target with 100 hit points or fewer automatically fails its saving throw.

WAVES OF HURT

2nd-level necromancy (shaman)

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: 1 minute

Your feelings of pain are amplified and echo around you to wound your foes. Whenever you lose hit points when you already had fewer hit points than half your hit point maximum, each opponent within range takes 1d4 necrotic damage. You can dismiss the spell as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d4 per two slot levels above 2nd.