

PATH OF THE SHAMAN



*A PRIMAL PATH FOR THE
SUPPORT BARBARIAN*

PATH OF THE SHAMAN

Born with magic in your veins, you've learned to harness its power while raging to aid and strengthen your allies.

SHAMANIC SACRIFICE

3rd-level Path of the Shaman feature

You can use your bonus action to heal a creature that you can see within 30 feet by expending a hit die. The creature regains an amount of hit points equal to 1d12 + your proficiency bonus. You can use this feature an amount of times equal to your proficiency bonus per long rest.

RAGING AURA

6th-level Path of the Shaman feature

When you go into a rage, any allies within 5 feet of you gain a number of temporary hit points equal to your barbarian level.

IMPROVED OPPORTUNITY

10th-level Path of the Shaman feature

While raging, if you make an opportunity attack, you do so at advantage. In addition, if an ally starts their turn in melee with you and then moves out of that space, you can use your reaction to grant them the benefits of the Disengage action.

PRIMAL BEACON

14th-level Path of the Shaman feature

Once per long rest, while not raging, you can cast the *beacon of hope* spell. This casting of the spell does not require concentration, and lasts the full duration or until you fall unconscious or die. In addition, creatures affected by this spell gain the following:

- +1 to AC
- Melee weapon attacks deal an additional 1d4 acid damage
- Advantage on Constitution saving throws



LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2021 by Christoph Langum and published under the Community Content Agreement for Dungeon Masters Guild.

THANK YOU!

A huge thanks to anyone who checks out this subclass. I hope you like it and, if you don't, please tell me why. I playtest these subclasses with my players, but any additional feedback that would improve things for them (and anyone else who tries this stuff for some crazy reason) would be insanely helpful to everyone involved.

Even if you downloaded this for free and never use it, I still appreciate the support.

Christoph

