Circle of the Eternal Sky (The Shaman)

A great bonfire lights up the earth under the eternal blue sky; a woman covered from head to toe in vibrantly coloured robes and ribbons conducts a ceremony of rhythm and soul. Soon, the spirits are compelled to answer her call and reveal themselves within the fire. With them they bring divine words and

Druid

Level Spells

3rd prayer of healing, lesser restoration

5th conjure animals, speak with dead

7th banishment, divination

9th commune, conjure elemental

prophecy to those with wisdom enough to understand them. An omen of war, a warning of a famine that only the scorching sun can bring, or a sign of prosperity and victory. The spirits obey her commands, the forefathers abide by her orders, the mother earth answers her prayers. She sees the underworld - her people call it the Tamag, the black hells of Erlik.

Druids of the Eternal Sky, called qamana (Shaman Matriarch) or qamata (Shaman Patriarch) in nomadic steppe traditions, is a powerful ambassador of mother

nature and the circle of the sky. Their role is to try to understand the messages and words in the upper or lower worlds. Their connection with nature enables them to contact spirits, the deceased, and other otherworldly beings. They value freedom above all else, and the fact that their home is everywhere under the eternal blue sky.

Circle of the Eternal Sky Spells

a certain creature for connection but the feature does not guarentee a connection with it. It is up to the GM which entity you connect.

D You reach out to the eternal blue sky or the black hell for magical powers. The demands are the same with the ones mentioned above. The eternal blue sky grants the ability to heal. For the next 8 hours, you can touch up to three creatures as a bonus action and heal them for 1d6 + spellcasting ability modifier (minimum of 1). The black hell grants the ability to harm with eyes. For the next hour, with your action, you can mark up to three creatures and force them to make a Wisdom saving throw against your spell save DC, and on a failed save they take 2d6 psychic damage or half as much on a successful one.

Level 2: The Forefathers: The long-gone spirits of your forefathers can be called forth for their assistance. Whenever a creature within 60 ft. of you that you can see takes damage, you can use your reaction to roll a 1d6 and reduce the damage by the total amount. If the reduction exceeds the damage, that creature gains temporary hit points equal to the excess. You can use this feature a number of times equal to your proficiency bonus.

Additionally, when a creature dies within 60 ft. of you in the past hour, you can enter a trance state

and guide that creature’s spirit away from a horrible fate. At the end of 1 minute, you must succeed on a Wisdom saving throw (DC 12). On a failed save, you take 2d6 psychic damage. On a success, that creature cannot be turned into an undead anymore, and you gain 2d4 temporary hit points.

Alternatively, when a creature rolls for a death save within 60 ft. of you that you can see, you can use your reaction to grant advantage to the roll.

At 6th level, the damage reduction becomes 2d6; at 10th level, 3d6; at 14th level, 4d6.

Level 6: Connecting to the Blue Sky

Starting at 6th level, you can expend one of your Wild Shape uses to connect the blue sky and ask for help. In return, the blue sky favors you with an aid you can choose from below (You can choose one of them):

D You turn into a spirit and can go through objects, but if you end your turn in an object, you take 5 (1d10) psychic damage. If you use a damaging spell, you deal an extra 1d6 psychic damage to enemies. This form lasts for 1 minute and as if you are concentrating on a spell.

D When you cast conjure animals, you can turn into one of the animals you have summoned and no longer need to concentrate on the spell, but the spell ends if it has already been active for more than 1 minute. If not, the spell ends after 1 minute.

Level 2: The Spirit Walk: Starting at 2nd level, your connection with the spirits allows you to use your Wild Shapeas an action to start a Spirit Walk rather than turn into a beast. A Spirit Walk lasts for 10 minutes and can be dismissed as an action. While in the Spirit Walk, you gain the following benefits:

D You transform into a form that resembles an elemental spirit (you can choose the form’s

physical features). You can see and talk to spirits and detect the undead within 120 feet of you that are not obscured by total cover.

D Near a bonfire, you can ask the blue sky or the black hell a question that can be answered with a yes or no and about the future or the past. The blue sky demands a sacrifice of your soul’s energy, and if you expend a spell slot, you gain a truthful answer. The black hell demands a blood sacrifice, and if you spill your own blood (5 piercing damage) or sacrifice another’s, you gain a truthful answer as well. The blue sky answers questions about the future, and the black hell answers questions about the past. Your answers may be truthful, but both aspects are not omniscient: your answer will depend on the knowledge of the creature you connected to in the blue sky or the black hell. You can specify

Subclass Options

D You can choose a name (it must be a real name, not a nickname or a pseudonym) from among the deceased and ask that spirit one question. The spirit’s face appears in a surface near you. You must succeed on a Wisdom saving throw (DC 13). On a success, you can ask that dead spirit 3 questions. The spirits are under no compulsion to tell you the truth and their answers are mostly brief, cryptic and mysterious.

Level 6: Connecting the Black Hell: Starting at 6th level, you can expend one of your Wild Shape uses to connect the black hell and ask for help. In return, the black hell aids you. The black hell is capricious, and you can never be exactly in what form the help will be granted. Roll on the following table.

D You are considered to have entered The Spirit Walk form.
D You have advantage on saving throws to maintain your concentration on a conjuration spell.
D This form lasts for 10 minutes, and you can’t use this feature again until you finish a long rest.
Level 14: The Home Under the Sky: Starting at 14th level, you are one of the most capable druids of your circle and have access to certain abilities:
D You can cast these spells once a day each, without expending a spell slot: banishment, commune, conjure animals. You can’t do so again until you finish a long rest.
D You can cast the speak with animals spell at will.
D You can expend one of your spell slots (at least 6th level) to disperse your spirit from your body without dying and travel with your spirit during the process. You can name a location and meditate on it for 10 minutes, as if you are casting a ritual spell. You must use incense and herbs worth at least 500 gp, which this process consumes.
After 10 minutes, your spirit leaves your body, appears at the place you meditated and cannot be detected by mere mortal eyes. See invisibility and true seeing spells can detect you. Creatures that see through the ethereal plane can also see and interfere with you. If detect evil and good or divine sense is used to determine what you are, the caster will get an unusual result: The enduring spirit.
You can protect this form for 8 hours. Your walking speed is 60 ft., and you have a flying speed equal to your walking speed. You can travel great distances by expending your spell slots. By spending a 1st level spell slot, you can travel up to 1 mile instantly. After that every spell slot level increases the range by 1

mile. If you use a 9th-level spell slot, you can go any distance instantly.

While in this form, you can only interfere with neardeath creatures, djinns, and other ethereal beings, otherwise only your voice can be heard. You can choose to be seen by mortal beings with a bonus action. You can revert back with a bonus action as well. You can only cast the four spells granted by this level's ability in this form.

Your body is in a state of suspended animation, but if it or your spirit form take damage, you are forced back to your body.

1d6 Result

1-2 You gain immunity to fire damage for 1 hour.

3-4 You gain the ability of Devil's Sight for 1 hour.

5-6

Your body twists, bones pop into new alignments, and your flesh melts like tallow as you turn into a hell hound for 1 hour. Your mental ability scores and your alignment doesn't change. This transformation only ends if your hit point reaches 0 or when 1 hour passes. With every druid level you gain, this hound form gains temporary hit points equal to your druid level. You gain bonuses to attack rolls and damage rolls in certain levels: At 9th level (+1), at 12th (+2), at 15th (+3)

Level 10: The Sound of Underground: Starting at 10th level, you gain the ability to invoke the vengeful spirits around you. By spending both of your Wild

Shape uses to transform into a spirit form which resembles a woodland spirit. While in this form, you have the following benefits:

D You are under the effects of the protection from evil and good spell.

D You are under the effects of the speak with animals spell.

D You can cast the dispel evil and good spell once, without expending a spell slot, but you can’t do so again until you finish a long rest.

D You gain one of the Level 6 abilities, either from the blue sky or the black hell. If you choose the black hell, you can determine the benefit.

Revision #1
Created 31 October 2025 12:04:21 by Andrej
Updated 5 November 2025 04:57:36 by Andrej