

# THE SPIRITUALIST

AN OCCULT CLASS OF SPIRITS AND SPOOKS



ARCHETYPE & CLASS DESIGN: BENJAMIN HUFFMAN, DESKTOP PUBLISHING: NATHANAËL ROUX



# CREDITS

Product Lead: [Benjamin Huffman](#)  
[Sterling Vermin Adventuring Co.](#)

Writing & Game Design: Benjamin Huffman

Layout & Graphic Design: [Nathanaël Roux](#)

Cover Illustrator: Matt Morrow

Interior Illustrators: Daniel Comerci, Gary Dupuis, Matt Morrow, Nathanaël Roux.

# CONTENTS

<b>SPIRITUALIST</b>	3
<b>DEATH'S THRESHOLDS</b> .....	6
Beast & Briar .....	6
Bloody Blade .....	7
Plague & Poison.....	8
<b>SPIRITS</b> .....	8
<b>SPIRITUALIST SPELL LIST</b> .....	10
<b>SPIRITUALIST &amp; MULTICLASSING</b> .....	12

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, 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. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK. 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 2016-2018 by Benjamin Huffman and published under the Community Content Agreement for Dungeon Master's Guild.





## SPIRITUALIST

Breathing deeply as wisps of incense rise around her, a human focuses her will on the mystical bonds that tie the objects in her hands to the person who once owned them. As she inhales, her eyes roll back and her eyelids flutter while her mind fills with a vision of a far away place. Through the haze, she sees the young half-dwarf she was searching for and the filthy tavern room he was hiding in.

A halfling watches intently as the planchette moves across the board, hovering over one letter after another. As the letters string together into a name, the identity of the murder she's been chasing reveals itself and she raises one hand to her mouth in horror.

Stopping suddenly, a lemurian listens intently to a sound no of his companions heard. Something had followed him back from the Ethereal Plane. Something too dangerous to leave be. He turns quickly, making a sign of exorcism in the air while walking towards the dark presence.

Spiritualists are mediums, bridging the worlds of the living and the dead. Having barely escaped an encounter with death themselves, spiritualists commune with restless spirits for mystical power. They use their spells and occult talents to ensure their second chance at life isn't wasted.

### BRUSH WITH DEATH

Not everyone who has a near death experience becomes a spiritualist but all spiritualists have survived an encounter that brought them to the brink of death. Spiritualists remember the specifics of the event unclearly. They often recall an ominous figure stepping out from the darkness offering an extension on their lives but further details, such as the cost of the favor, elude them. This incident was the catalyst for the acquisition of their occult powers, from spellcasting to communing with the dead to seeing beyond the borders of the physical realm.

The specific circumstances of a spiritualist's brush with death leaves a permanent impression on them. Those who survive the attack of a wild beast find they have the ability to command such predators following the experience. Spiritualists that survive a potentially fatal illness discover they can withstand diseases and toxins that would have previously been lethal.



## THE SPIRUALIST

Level	Proficiency Bonus	Ectoplasm Points	Features	Cantrips Known	Spells Slots	Spell Slots Level	Spirits Known
1st	+2	—	Pact Magic, Death's Threshold	2	1	1st	—
2nd	+2	2	Channel Spirit, Ectoplasm	2	2	1st	1
3rd	+2	3	Sixth Sense, Thanatophobia	2	2	2nd	1
4th	+2	4	Ability Score Improvement	3	2	2nd	2
5th	+3	5	Lingua Mortis	3	2	3rd	2
6th	+3	6	Death's Threshold feature	3	2	3rd	3
7th	+3	7	—	3	2	4th	3
8th	+3	8	Ability Score Improvement	3	2	4th	3
9th	+4	9	—	3	2	5th	3
10th	+4	10	Stygian Inhalation	4	2	5th	4
11th	+4	11	Occult Insight (6th level)	4	3	5th	4
12th	+4	12	Ability Score Improvement	4	3	5th	4
13th	+5	13	Occult Insight (7th level)	4	3	5th	4
14th	+5	14	Death's Threshold feature	4	3	5th	4
15th	+5	15	Occult Insight (8th level)	4	3	5th	4
16th	+5	16	Ability Score Improvement	4	3	5th	4
17th	+6	17	Occult Insight (9th level)	4	4	5th	4
18th	+6	18	Spectral Shroud	4	4	5th	5
19th	+6	19	Ability Score Improvement	4	4	5th	5
20th	+6	20	Ectoplasmic Transubstantiation	4	4	5th	5

## BEYOND THE VEIL

Before they can see spirits, spiritualists can sense them. In the presence of ethereal beings the hair on the back of their necks will stand up or they'll get a splitting migraine or they hear the sound of a river rushing when none is nearby. Soon after they learn to beckon spirits to the share their minds and bodies. Then at last the spiritualist's eyes open to the world they already knew existed, the world of spirits that coexists alongside the physical realm.

Novice spiritualists quickly discover that, while the world is full of dead people, they tend to attract a certain type. The reason for this isn't precisely known, but among themselves spiritualists believe that the kinds of spirits they resonate with are representative of the spiritualist's own repressed or unexpressed emotions.

## CREATING A SPIRITUALIST

Spiritualists are torn between the worlds of the living and the dead. As you create your spiritualist character, the most important question to consider is: how do you see your role as a medium between these two worlds? Are your abilities the unwanted repercussions of a traumatic experience you'll never forget? Did the instance of your brush with death mark the start of a new and better life for you? Do you wish you could turn your senses away from the spirits of the departed? Did your awareness of the ethereal realm bring about an unexpected reunion with someone you lost?

Spiritualists are further defined by the circumstances of their near death experience and the spirits they most frequently contact. Were you the child of a minor noble, targeted for assassination as a way of intimidating the upper class? Did you grow up in a rural village only to find that one year a plague swept through and only you survived? Were you traveling from one city to the next when a pack of wolves set upon you and your caravan and nearly took your life? The moment you came within a breath of dying, but didn't, you became a spiritualist.

As a spiritualist, the unquiet dead seek you out, pleading for you to intervene on their behalf. What kind of requests are you most sympathetic to? Has a spirit ever asked you to do something you were unwilling to do? Have you ever agreed to help a spirit and later regretted it? Do you feel greater responsibility to the dead or the living? Are the spirits of the departed tools to use for your own gain or companions in their own right?

The answer to these questions will define you as a spiritualist.

### QUICK BUILD

You can make a spiritualist quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity or Constitution. Second, choose the acolyte, charlatan, or hermit background.

## CLASS FEATURES

As a spiritualist, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d8 per spiritualist level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per spiritualist level after 1st

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons, nets

**Tools:** None

**Saving Throws:** Wisdom, Charisma

**Skills:** Choose two from Arcana, Deception, History, Insight, Intimidation, Investigation, Medicine, Perception, Performance, and Religion.



## EQUIPMENT

You start with the following equipment in addition to the equipment gained by your background.

- (a) a component pouch or (b) a crystal or (c) a reliquary or (d) a spirit board or (e) a totem
- (a) a burglar's pack or (b) a priest's pack or (c) a scholar's pack
- Leather armor and a simple weapon of your choice

## PACT MAGIC

Your ability to pierce the veil that separates the living from the dead grants you the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and this document for the spiritualist spell list.

## CANTRIPS

You know two cantrips of your choice from the spiritualist spell list. You learn additional spiritualist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Spiritualist table.

## PREPARING AND CASTING SPELLS

The Spiritualist table shows how many spell slots you have. 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 spiritualist 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.

You prepare the list of spiritualist spells that are available for you to cast, choosing from the spiritualist spell list. When you do so, choose a number of spiritualist spells equal to your Charisma modifier + half your spiritualist level, rounded down (minimum of one spell). The spell must be of a level for which you have spell slots.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell *forsaken chains*, you must spend one of those slots, and you cast it as a 3rd-level spell. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spiritualist spells required time spent in meditation and communion with the spirits of the departed: at least 1 minute per spell level for each spell on your list.

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for spiritualist spells. Your ability to call out to the unquiet dead and reach into the minds of the living comes from a powerful sense of self. You use your Charisma whenever a spiritualist spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spiritualist spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## RITUAL CASTING

You can cast a spiritualist spell as a ritual if that spell has the ritual tag and you have the spell prepared.

## SPELLCASTING FOCUS

You can use a crystal, reliquary, spirit board, or totem (see chapter 5, "Equipment", of the *Player's Handbook*) as a spellcasting focus for your spiritualist spells.

### SPRIT BOARDS

A spirit board consists of a planchette and small board or tablet, often made from paper and laminated to wood, that is decorated with letters and numbers. People use spirit boards to attempt to communicate with the dead by asking a question outloud and touching the planchette lightly, believing that unquiet spirits will use the planchette to spell out answers to the petitioner's questions. Spiritualists can use spirit boards as a spellcasting focus. Spirit boards costs 3 sp and weigh 1 lb.

## DEATH'S THRESHOLD

At 1st level, your psychic abilities stem from the cause of your near death experience, called a threshold: *beast & briar*, *bloody blade*, or *plague & poison*, each of which is detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, and 14th level.

## CHANNEL SPIRIT

Your connection to death allows you to channel the restless spirits of the dead. While channeling these spirits you remain in control of your behavior and actions. In exchange for the vicarious experience of living once more, the spirit lends you a portion of its mystical power.

At 2nd level, you know one spirit. You can perform a 10 minute ritual to channel a spirit you know. The spirit remains channeled until you go unconscious, use an action to dismiss it, or perform this ritual again. When you gain certain spiritualist levels, you come to know additional spirits of your choice, as shown in the Spirits Known column of the Spiritualist table.

Additionally, when you gain a level in this class, you can choose one of the spirits you know and replace it with another spirit.





## ECTOPLASM

---

Starting at 2nd level, you learn to manipulate the invisible and ethereal energy of death, ectoplasm. Your access to this substance is represented by a number of ectoplasm points. Your spiritualist level determines the number of points you have, as shown in the Ectoplasm Points column of the Spiritualist table.

You can spend these points to activate certain spiritualist features, most of which are dependent on the spirit you have channeled. Additionally, you can use a bonus action on your turn to convert your ectoplasm points into additional Spell Slots. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots up to the level than you can cast with your Pact Magic. You lose unused spell slots created in this way when you take a long rest.

When you spend an ectoplasm point, it is unavailable until you finish a long rest, at the end of which you regain all of your expended ectoplasm.

### CREATING SPELL SLOTS

Spell Slot Level	Ectoplasm Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

## SIXTH SENSE

---

At 3rd level, you can use an action and spend 1 ectoplasm point to open your senses to the invisible world for 1 hour. During this time, you see invisible creatures and objects as if they were visible, and you can see and hear into the Ethereal Plane.

## THANATOPHOBIA

---

At 3rd level, you are proficient in death saving throws.

## ABILITY SCORE INCREASE

---

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.

## LINGUA MORTIS

---

Starting at 5th level, you can use an action and spend 1 ectoplasm point to cast the *speak with dead* spell. When you do, you and the corpse perfectly understand each other, even if you don't share a language.

## STYGIAN INHALATION

---

At 10th level, you can inhale the deathly vapors let off by living creatures as they pass. When a living creature within 30 feet of you dies, you can use your reaction to gain temporary hit points equal to twice your level in this class. While you have temporary hit points granted by this feature, wisps of black smoke escape your mouth when you speak and you have resistance to nonmagical damage. Once you use this feature, you must finish a short or long rest before you can use it again.

## OCCULT INSIGHT

---

At 11th level, your spiritual power evolves, giving you the ability to cast higher level spells. Each time you finish a long rest, you can choose one 6th level spiritualist spell. You can cast that spell without expending a spell slot and must finish a long rest before you can do so again.

At higher levels, you gain the ability to cast additional spiritualist spells in the same way: at 13th level you can choose one 7th-level spell, at 15th level you can choose one 8th-level spell, and at 17th level you can choose one 9th-level spell. You regain the ability to cast a spell of each of these levels with this feature when you finish a long rest.

## SPECTRAL SHROUD

---

At 18th level, you are so shrouded in spectral energy that death has difficulty finding you. You cannot die of old age and when you roll a 1 on the d20 when making a death saving throw, it only counts as one failure, rather than two as normal.

## ECTOPLASMIC TRANSUBSTANTIATION

---

At 20th level, you have discovered the ability to transform your flesh into the substance of spirits. When you take an action to do so, you gain half your maximum ectoplasm points and the following benefits for 1 minute:

- You gain a fly speed of 60.
- You are immune to nonmagical damage.
- You can move through, but not end your movement in, creatures and objects.
- You have truesight out to a range of 300 feet.
- As a bonus action on each of your turns, you can step from the material plane into the Border Ethereal or from the Border Ethereal into the material plane.

After you use this feature, you must finish a long rest before you can use it again.

## DEATH'S THRESHOLDS

---

Every spiritualist has come face to face with their own mortality and lived to tell the tale. The cause and circumstance surrounding this experience create a strong psychic impression on the spiritualist, molding the nascent mystical powers of the spellcaster. These experiences can be divided into broad categories, thresholds, that describes a spiritualist's near death experience and defines their unique relationship with death.

## BEAST & BRIAR

---

A violent encounter with a wild beast or the sting of poisonous nettles nearly laid you low. When you survived, you discovered your experience had changed you. Not only were you aware of the inconstant boundary between life and death, you also found you had a connection to the natural world.

### EXPANDED SPELL LIST

The nature of your near death experience expands the magic available to you. The following spells are added to the spiritualist spell list for you.



## BEAST & BRIAR EXPANDED SPELLS

Spell Levels	Spells
1st	<i>animal friendship, entangle</i>
2nd	<i>animal messenger, spike growth</i>
3rd	<i>conjure animals, plant growth</i>
4th	<i>grasping vine, polymorph</i>
5th	<i>commune with nature, tree stride</i>

### GREY GARDENER

Starting when you choose this threshold at 1st level, you gain the *druidcraft* cantrip, which is considered a spiritualist cantrip for you. This cantrip does not count against the number of spiritualists cantrip you know.

Additionally, moving through nonmagical difficult terrain costs no extra movement and you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

### POSSESS BEAST

At 6th level, you can use an action to try to possess a beast you can see within 120 feet. When you do, choose a beast within range and spend any number of ectoplasm points. Roll 5d8 + an additional 1d8 for every ectoplasm point you spent. If the total number equals or exceeds the current hit points of the beast and the beast has an Intelligence of 3 or lower, you possess it. This possession ends after a number of hours equal to your level in this class, when you use an action to end it, or when the possessed creature is reduced to 0 hit points.

While you possess the creature, you experience things from the beast's perspective through its senses and have complete control of its actions. During this time, you cannot cast spells or take actions that would require your own body to move to be successful and you are blind and deaf in regards to your own senses.

After you use this feature, you must finish a long rest before you can use it again.

### GREEN GRAVEYARD

At 14th level, you can use an action to cause spectral flora and fauna to manifest around you for 1 minute. When you do, the area within 60 feet of you is considered difficult terrain to creatures of your choice. In addition, you can use a bonus action on each of your turns to take one of the following effects.

**Spectral Vines.** Choose a creature you can see within 60 feet. That creature must make a Dexterity saving throw as spectral vines clutch at it. On a failure, the creature takes 2d6 piercing damage and its movement speed is halved until the end of its next turn. On a success, it takes half damage and its speed is not reduced.

**Ectoplasmic Animals.** Choose a creature you can see within 60 feet. That creature must make a Wisdom saving throw as ectoplasmic beasts attack it. On a failure, the creature takes 1d8 psychic damage and is frightened of you until the end of its next turn.

After you use this feature, you must finish a long rest before you can use it again.

## BLOODY BLADE

You were nearly done in by an attack at the hands of another humanoid. Whether it was a trusted friend, a stranger, or a hired assassin, the experience branded you with an interest in and capacity to inflict physical violence upon others. Spiritualists of this threshold sometimes see themselves as angels of death, saddled with the responsibility of judging who lives and who dies.

### EXPANDED SPELL LIST

The nature of your near death experience expands the magic available to you. The following spells are added to the spiritualist spell list for you.

### BLOODY BLADE EXPANDED SPELLS

Spell Levels	Spells
1st	<i>hunter's mark, wrathful smite</i>
2nd	<i>branding smite, magic weapon</i>
3rd	<i>haste, vampiric touch</i>
4th	<i>freedom of movement, mordenkainen's faithful hound</i>
5th	<i>passwall, steel wind strike<sup>XGE</sup></i>

### BONUS PROFICIENCIES

At 1st level, you gain proficiency with medium armor and martial weapons.

### BAD BLOOD

Also at 1st level, your hit point maximum increases by 1. It increases by 1 again each time you gain a level in this class.

### EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### KILLING FIELD

At 14th level, you can use an action to suffuse the area around you with violent energy. When you do, on each of your turns for the next minute you can use a bonus action to cause harm to a creature you can see within 60 feet. If the creature's current hit points equal its hit point maximum, it takes 1d6 necrotic damage. If the creature's current hit points equal more than half its hit point maximum, it takes 2d6 necrotic damage. If the





creature's current hit points are equal to or less than its hit point maximum, it takes 3d6 necrotic damage.

After you use this feature, you must finish a long rest before you can use it again.

## PLAGUE & POISON

Just when a disease or toxin brought you to the brink of death, your fever broke and you survived. The foreign element that nearly killed you left a stain on your soul, giving you an unnatural affinity for plagues and poisons. Some spiritualists of this threshold appear perpetually ill or afflicted by the toxin that nearly killed them.

### EXPANDED SPELL LIST

The nature of your near death experience expands the magic available to you. The following spells are added to the spiritualist spell list for you.

#### PLAGUE & POISON EXPANDED SPELLS

Spell Levels	Spells
1st	<i>detect poison and disease, purify food and drink</i>
2nd	<i>lesser restoration, protection from poison</i>
3rd	<i>gaseous form, vampiric touch</i>
4th	<i>blight, sickening radiance<sup>XGE</sup></i>
5th	<i>contagion, enervation<sup>XGE</sup></i>

### INURED TO TOXINS

Starting when you take this threshold at 1st level, you have resistance to poison damage. In addition, you have advantage on saving throws against disease and being poisoned.



### DEVITALIZING TOUCH

At 6th level, when you use an action to touch a creature, you can unleash a devastating ailment into their system. When you do, you may expend any number of ectoplasm points. The creature loses 1d6 hit points + an additional 1d6 for every ectoplasm point you spent. The creature must succeed on a Constitution saving throw or have its maximum hit points reduced by the same amount. This reduction in maximum hit points ends when the creature finishes a long rest.

After you use this feature, you must finish a long rest before you can use it again.

### SCARLET FEVER

At 14th level, you can use an action to emit a fast acting airborne disease to each creature of your choice within 60 feet. Chosen creatures must succeed on a Constitution saving throw or take 3d6 necrotic damage. For the next minute, you can use a bonus action on each of your turns to make a creature who failed this saving throw repeat the saving throw, taking the damage again on a failure.

After you use this feature, you must finish a long rest before you can use it again.

## SPIRITS

Spiritualists channel disembodied spirits, allowing these ectoplasmic beings to live vicariously through the spiritualist's body in exchange for access to the spirit's mystic talents. While channeling a spirit, spiritualists remain in complete control of their actions but may be goaded into out of character behaviors by their ectoplasmic companion.

### DESPAIR

Spirits of despair left the world of the living convinced there was no hope for someone like themselves. In death, they work to convince the living that the fatalistic outlook the spirits have is the only realistic one. While channeling a spirit of despair, you gain the following abilities.

**Spell List.** While you are channeling a spirit of despair, the following spells are considered spiritualist spells prepared by you.

#### Spiritualist

Level	Spells
2nd	<i>sleep</i>
3rd	<i>silence</i>
5th	<i>slow</i>
7th	<i>confusion</i>
9th	<i>stolen life<sup>SV</sup></i>

**Sense Despair.** When you make a Wisdom (Insight) ability check to understand the circumstances of someone's sadness, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Abandon Hope.** You can use an action and spend 3 ectoplasm points to cause crippling melancholy in one creature you can see within 60 feet. That creature must succeed on a Charisma saving throw or have disadvantage on all attack rolls and saving throws until the end of its next turn.



## GREED

Those who die wishing for nothing but a chance to acquire more wealth become spirits of greed. In death, their state makes riches pointless but they crave them all the same. While channeling a spirit of greed, you gain the following abilities.

**Spell List.** While you are channeling a spirit of greed, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>tenser's floating disk</i>
3rd	<i>knock</i>
5th	<i>clairvoyance</i>
7th	<i>leomund's secret chest</i>
9th	<i>animate object</i>

**Sense Greed.** When you make a Wisdom (Insight) ability check to understand the object of someone's envy, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Blood Money.** When a creature within 60 feet of you dies, you can use your reaction and spend 1 ectoplasm point to turn their fleeing soul into stygian coins. When you do, you gain a number of stygian coins equal to the creature's challenge rating or 1 (whichever is higher).

**STYGIAN COINS**  
Stygian coins are made of a polished black reflective metal. On one side is a skull with a crown of flowers. On the other side is a wrought iron gate. To creatures who can't see through illusions and are not spiritualists, each one looks identical to a gold piece.

## HATE

Spirits of hate died under bitter circumstances and passed on with nothing in their hearts but ill will towards their enemies. In death, they rage against every perceived slight and never forget a grudge. While channeling a spirit of hate, you gain the following abilities.

**Spell List.** While you are channeling a spirit of hate, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>hellish rebuke</i>
3rd	<i>shadow blade</i> <sup>XGE</sup>
5th	<i>enemies abound</i> <sup>XGE</sup>
7th	<i>banishment</i>
9th	<i>cloudkill</i>

**Sense Hate.** When you make a Wisdom (Insight) ability check to understand the circumstances of someone's anger, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Spiteful Refrain.** You can use a bonus action and spend 2 ectoplasm points to cause a creature you have already dealt damage to this turn further harm. That creature must succeed on a Wisdom saving throw or take 3d6 psychic damage.

## HUBRIS

Those whose last moments on earth were spent reliving cherished memories of their own grandeur pass on to become spirits of hubris. In death, a spirit of hubris seeks to impress upon the living the importance of its accomplishments in life and desires in death. While channeling a spirit of hubris, you gain the following abilities.

**Spell List.** While you are channeling a spirit of hubris, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>command</i>
3rd	<i>suggestion</i>
5th	<i>fly</i>
7th	<i>banishment</i>
9th	<i>dominate person</i>

**Sense Hubris.** When you make a Wisdom (Insight) ability check to understand a creature's sense of self-worth, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Grandiose Delusion.** When you make an ability check that does not add your proficiency bonus, you can spend 2 ectoplasm points to gain advantage on the roll.

## JEALOUSY

Spirits of jealousy spent their final moments fixated on a person, object, or status that they understood would soon be forever beyond their grasp. In death, they are obsessed with control and possession. While channeling a spirit of jealousy, you gain the following abilities.

**Spell List.** While you are channeling a spirit of jealousy, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>charm person</i>
3rd	<i>detect thoughts</i>
5th	<i>bestow curse</i>
7th	<i>locate creature</i>
9th	<i>modify memory</i>

**Sense Jealousy.** When you make a Wisdom (Insight) ability check to understand the circumstances of someone's envy, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Possessive.** You can use an action and spend 3 ectoplasm points to attempt to lure a creature you can see within 30 feet with your charms. When you do, the creature must make a Wisdom saving throw. On a failure, the creature is charmed by you for 1 minute or until it takes damage from you or one of your companions. In addition, if the creature is charmed by any other creature that effect ends immediately.



## MADNESS

A spirit of madness may not have been insane in life but all spent their last living moments cracking under intense psychological pressure. In death, they are consumed by derangement. While channeling a spirit of madness, you gain the following abilities.

**Spell List.** While you are channeling a spirit of madness, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>tasha's hideous laughter</i>
3rd	<i>crown of madness</i>
5th	<i>major image</i>
7th	<i>confusion</i>
9th	<i>mislead</i>

**Sense Madness.** When you make a Wisdom (Insight) ability check to discover if someone is of sound mind, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Fracture Psyche.** When a creature you can see within 60 feet fails an Intelligence, Wisdom, or Charisma saving throw you can use your reaction and spend 2 ectoplasm points to scream so loud it fractures their enfeebled mind. When you do, that creature must make an Intelligence saving throw. On a failure, it takes 3d6 psychic damage. On a success, it takes half damage.

## SHAME

When someone dies full of self-loathing and regret, they may become a spirit of shame. In death, spirits of shame lament their own wasted time among the living and castigate what they perceive as the shortcomings of others as well. While channeling a spirit of shame, you gain the following abilities.

**Spell List.** While you are channeling a spirit of shame, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>disguise self</i>
3rd	<i>zone of truth</i>
5th	<i>meld into stone</i>
7th	<i>mordenkainen's private sanctum</i>
9th	<i>antilife shell</i>

**Sense Shame.** When you make a Wisdom (Insight) ability check to understand a creature's self-hatred, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Toxic Shame.** You can use a bonus action and spend 2 ectoplasm points to choose a creature within 60 feet that you can see. Until the start of your next turn, the first time that creature fails an ability check, attack roll, or saving throw it is overcome with self-hatred and takes 2d6 psychic damage.

## TERROR

Spirits of terror passed away in a state of absolute fear. In death, they have become fixated on afflicting others with the same sensation. While channeling a spirit of terror, you gain the following abilities.

**Spell List.** While you are channeling a spirit of terror, the following spells are considered spiritualist spells prepared by you.

Spiritualist Level	Spells
2nd	<i>web</i>
3rd	<i>invisibility</i>
5th	<i>fear</i>
7th	<i>phantasmal killer</i>
9th	<i>dream</i>

**Sense Terror.** When you make a Wisdom (Insight) ability check to understand the circumstances of someone's fear, you can spend 1 ectoplasm point to gain advantage on that ability check.

**Paralyzing Fear.** You can use a bonus action and spend 2 ectoplasm points to cause a creature you can see within 60 feet to experience paralyzing fear. When you do, that creature must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn. While it is frightened of you, its movement speed is reduced to 0.

## SPIRITUALIST SPELL LIST

### CANTRIPS (0 LEVEL)

Blade Ward  
Chill Touch  
Dancing Lights  
Exorcise<sup>SV</sup>  
Guidance  
Mage Hand  
Message  
Minor Illusion)  
Prestidigitation  
Resistance  
Spare the Dying  
Thaumaturgy  
Toll the Dead<sup>XGE</sup>  
Vicious Mockery

### 1ST LEVEL

Bane  
Cause Fear<sup>XGE</sup>  
Catapult<sup>XGE</sup>  
Comprehend Languages  
Corpse Mask<sup>SV</sup>  
Detect Evil and Good  
Dissonant Whispers  
Drain<sup>SV</sup>  
False Life  
Feather Fall  
Fog Cloud  
Forsaken Chains<sup>SV</sup>  
Healing Word  
Hex  
Identify  
Illusory Script  
Inquisitor's Eye<sup>SV</sup>  
Mage Armor  
Protection from Evil and Good  
Ray of Sickness  
Silent Image  
Sleep  
Tasha's Hideous Laughter  
Unseen Servant

### 2ND LEVEL

Augury  
Aid  
Blindness / Deafness  
Calm Emotions  
Darkvision  
Detect Thoughts  
Enemies Abound<sup>XGE</sup>  
Enthrall  
Find Traps  
Gentle Repose  
Hold Person  
Invisibility  
Knock  
Lesser Restoration  
Levitate  
Locate Animals or Plants  
Locate Object  
Mind Spike<sup>XGE</sup>  
Phantasmal Force  
Rope Trick  
See Invisible  
Silence  
Zone of Truth

### 3RD LEVEL

Animate Dead  
Bestow Curse  
Blink  
Clairvoyance  
Dispel Magic  
Fear  
Feign Death  
Major Image  
Remove Curse  
Revivify  
Sending  
Shadow Blade<sup>XGE</sup>  
Slow  
Speak with Dead  
Tongues



#### 4TH LEVEL

Arcane Eye  
Banishment  
Confusion  
Death Ward  
Divination  
Greater Invisibility  
Hallucinatory Terrain  
Locate Creature  
Phantasmal Killer  
Shadow of Moil<sup>XGE</sup>

#### 5TH LEVEL

Contact Other Plane  
Danse Macabre<sup>XGE</sup>  
Dispel Evil and Good  
Dominate Person  
Dream  
Greater Restoration  
Hallow  
Hold Monster  
Legend Lore  
Mislead  
Raise Dead  
Reincarnate  
Scrying  
Stolen Life<sup>SV</sup>  
Summon Ghost<sup>SV</sup>  
Synaptic Static<sup>XGE</sup>  
Telekinesis

#### 6TH LEVEL

Circle of Death  
Create Undead  
Disintegrate  
Eyebite  
Find the Path  
Guards and Wards

Magic Jar  
Mass Suggestion  
Mental Prison<sup>XGE</sup>  
Programmed Illusion  
Soul Cage<sup>XGE</sup>  
True Seeing

#### 7TH LEVEL

Etherealness  
Finger of Death  
Forcecage  
Power Word Pain<sup>XGE</sup>  
Project Image  
Regenerate  
Resurrection  
Sequester  
Simulacrum  
Symbol

#### 8TH LEVEL

Abi-Dalzim's Horrid  
Wilting<sup>XGE</sup>  
Antimagic Field  
Demiplane  
Dominate Monster  
Feeblemind  
Maddening Darkness<sup>XGE</sup>  
Mind Blank  
Power Word Stun  
Telepathy

#### 9TH LEVEL

Astral Projection  
Foresight  
Imprisonment  
Power Word Kill  
Psychic Scream<sup>XGE</sup>

#### DRAIN

*1st-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a red ribbon)

**Duration:** Instantaneous

Stretching out your hand and pointing your finger at a creature within range, a flash of negative energy briefly connects the two of you. The targeted creature must succeed on a Constitution saving throw or take 3d4 necrotic damage. If the creature fails its saving throw, you gain a number of temporary hit points equivalent to the damage the creature takes. You lose any temporary hit points granted by this spell after one minute.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each level beyond the first adds 2d4 to the damage dealt by this spell.

#### EXORCISE

*Abjuration cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a prayer book)

**Duration:** Instantaneous

You make a sign of protection in the air between you and one creature you can see within range. If the target is undead or is not native to the Material Plane, it must succeed on a Charisma saving throw or take 1d8 force damage and cannot willingly move closer to you until the end of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

#### FORSAKEN CHAINS

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a length of chain)

**Duration:** Concentration, up to 1 minute

You gesture at a creature within range and three ghostly manacles and chains spring from the ground, latching onto the creature. Each time the creature moves 5 feet, one of the chains breaks and the creature takes 1d12 necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, two additional chains latch onto the creature per spell slot above 1st level.

#### INQUISITOR'S EYE

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 10 minutes

You open your mind to details that might otherwise escape your notice. Whenever you make an Insight, Intimidation, Investigation, or Perception ability check before the end of this spell you can roll a 1d4 and add it to the result. After making an ability check with one of those skills you can end this spell early to change the result of the d20 roll to 20.

## NEW SPIRITUALIST SPELLS

### CORPSE MASK

*1st-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Touching the corpse of a humanoid you transform your physical appearance - including your clothing, armor, weapons, and other belongings on your person - to look like the corpse did in life minutes before its death. You retain all of your own ability scores, features, traits, and other abilities.

While disguised as the dead you also instinctively mimic its mannerisms. Creatures familiar with the deceased humanoid can attempt to ascertain if you are in fact the deceased by using its action to make an Intelligence (Investigation) check against your spell save DC.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 8 hours. When you cast this spell using a spell slot of 5th level or higher, the duration increases to 24 hours.



**STOLEN LIFE**  
*5th-level necromancy*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M (a calendar or timepiece older than you are worth 1 sp or more)  
**Duration:** Instantaneous

Running your fingers across a creature, their body is wracked with the pain of stolen life as years that were theirs become yours. Make a melee spell attack against a creature within reach. On a hit, deal 8d8 necrotic damage. If that creature is a humanoid it must succeed on a Constitution saving throw or age 1d12 years. You add the years that creature aged to your maximum natural life span.

**SUMMON GHOST**  
*5th-level conjuration*

**Casting Time:** 1 minute  
**Range:** 90 feet  
**Components:** V, S, M (a bed sheet)  
**Duration:** Concentration, up to 1 hour

You call out to the restless dead to enter your presence, summoning one ghost. The ghost appears in an unoccupied space you can see within range, and the ghost disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the ghost, which has its own turns. One each of its turns, you can issue a verbal command (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

When this spell ends, the ghost makes a Charisma saving throw. The ghost has disadvantage on this saving throw if you know its name and how it died. On a failed save, the spell ends and the ghost disappears. On a successful save, your control over the ghost ends and it is free to return to where it came from or remain where it is.

## SPIRITUALIST & MULTICLASSING

Spiritualists follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

### MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Spiritualist	Charisma 13

### MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Spiritualist	Light armor, simple weapons

In addition, if you are multiclassed into another class that has Pact Magic, you add all your levels together in those classes. Use this total to determine your Pact Magic spell slots as if you were a Spiritualist of that level. Otherwise, the normal rules for multiclassing with spellcasting apply.

