

CIRCLE OF SPIRITS

Members of the circle of spirits have suffered a near death experience. This has granted some the ability to peer in the veil beyond death. But a few have gone further, anchoring the spirits of the dead to their body. Through zealous practice with masters, they learn to enhance their ability by sacrificing the ghostly essence. This power is a dangerous one, and many have lost their sanity to the voices from beyond the grave.

BOUND SPIRITS

Starting at 2nd level, you master control over the spirits of the dead, using them to amplify your powers. You have a pool of spirits represented by a number of d4s, called spirit dice, equal to your Wisdom modifier. At the end of every short or long rest you can focus and peer in the veil beyond death, regaining all expended spirit dice.

You can expend your spirit dice in the following ways:

SPECTRAL GUIDANCE

You can expend one of your spirits to guide your attacks. As a reaction, when you make an attack roll, you can expend one spirit dice and add it to the roll. Alternatively, as a reaction, when you force a creature to make a saving throw, you can subtract the number rolled from their save. You can use this ability before or after the roll, but before any of the effects are applied.

PHANTASMAL RESILIENCE

You use your spirits to strengthen your body. As a reaction, when you are forced to make a Strength, a Dexterity, or a Constitution saving throw, you can expend one spirit dice to add it to the roll. You can use this feature only before learning if the save succeeded or failed.

SUPERNATURAL SIGHT

When you make a Wisdom (Perception) check, or an Intelligence (Investigation) check, you can expend one spirit dice and add it to the roll. If you choose to do so you gain truesight out to a range of 30 feet until the start of your next turn.

GHOSTLY PROTECTION

When an attack is made against you, as a reaction, you can use one of your spirits to protect you, expend one spirit dice, adding the number rolled to your AC until the start of your next turn, including against the triggering attack.

SPECTRAL WILD SHAPE

At 6th level, you can expend one spirit dice and one use of Wild Shape to turn into a **Specter**, following all the other rules of Wild Shape. In addition when you transform you become invisible for a number of minutes equal to the number rolled on the spirit dice or until you attack or cast a spell.

IMPROVED SPIRITS

At 10th level, your spirit dice turn into d6s. At 15th level, they turn into d8s. In addition you learn a new way to use your spirit dice:



SPIRITUAL SHACKLES

As bonus action, you can expend one spirit dice, sending the spirits bound to you to shatter the mind of your enemies. Choose a creature within 60 feet of you, it must succeed on a Wisdom saving throw or take necrotic damage equal to twice the number rolled on your spirit dice and be stunned until the end of your next turn.

SPIRIT FUSION

At level 14, you gain the ability to become one with the spirits you control. As a bonus action, you can trigger this fusion, expending 1 spirit dice and gaining the following powers:

- Your form becomes spectral, you can move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object.
- While transformed you gain a flying speed equal to your movement speed.
- You have resistance to bludgeoning, piercing, slashing damage and necrotic damage.
- While transformed you don't expend spirit dice when using them, although you still roll them, drawing from the power of the fusion instead.

This transformation lasts for one minute and you can't use it again until you take a long rest.

Art by Warm_tail