

Huge Nerd Games  
presents

# Spectral Magic

A Sorcerer Build for D&D 4th Edition



# Spectral Magic

## HUGE NERD GAMES

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# Spectral Sorcerer

*“Do you feel a chill running up your spine? Good, it means they’re here.”*

## Spectral Magic

**Spectral Power:** You gain a bonus to the damage rolls of arcane powers equal to your Dexterity modifier. The bonus equals your Dexterity modifier + 2 at 11th level and your Dexterity modifier + 4 at 21st level.

**Spectral Soul:** You gain resist 5 necrotic and resist 5 psychic. This resistance increases to 10 at 11th level and 15 at 21st level. Your arcane powers ignore all targets’ resistance to that damage type up to the value of your resistance.

**Vanishing Spirit:** The first time you become bloodied during an encounter, you become insubstantial and ignore difficult terrain until the end of your next turn.

## Level 1 At-Will Spells

### Winds of Dread Sorcerer Attack 1

*A mournful wind surrounds the target, the spirits you’ve called weeping for the fate of their victim.*

**At-Will** ♦ Arcane, Implement, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Charisma modifier psychic damage, and the target grants combat advantage to you until the end of your next turn.

**Level 21:** 2d8 + Charisma modifier psychic damage.

**Special:** This power can be used as a ranged basic attack.

## Level 1 Encounter Spells

### Conjure Phantom Sorcerer Attack 1

*You call forth a phantom spirit, and it eagerly scares the living for a short time.*

**Encounter** ♦ Arcane, Conjunction, Fear, Implement, Psychic

**Standard Action** Ranged 5

**Effect:** You conjure a phantom in an unoccupied square within range. The phantom occupies 1 square and lasts until the end of your next turn. Enemies that end their turn adjacent to the phantom take 1d12 + Charisma modifier psychic damage. When the phantom appears, it makes the following attack.

**Target:** Each enemy adjacent to the phantom

**Attack:** Charisma vs. Will

**Hit:** 1d8 + Charisma modifier psychic damage, and the target can’t shift until the end of your next turn.

### Ghostly Touch Sorcerer Attack 1

*Your hands are as cold as the grave as you grasp your foe, leaving it slow to react.*

**Encounter** ♦ Arcane, Cold, Implement, Necrotic

**Standard Action** Melee touch

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d10 + Charisma modifier cold and necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Spectral Magic:** The target takes an additional penalty to opportunity attack rolls equal to your Dexterity modifier.

## Level 1 Daily Spells

### Ectoplasmic Wave Sorcerer Attack 1

*A splash of ethereal substance coats your enemies, leaving them more vulnerable to the clutches of the dead.*

**Daily** ♦ **Arcane, Arcane, Implement**

**Standard Action** Close burst 5

**Target:** Each creature in the blast

**Attack:** Charisma vs. Reflex

**Hit:** 2d6 + Charisma modifier acid damage, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic (save ends both).

**Miss:** Half damage, and the target gains vulnerable 5 necrotic and vulnerable 5 psychic until the end of your next turn.

### Vengeful Presence Sorcerer Attack 1

*Your enemy's terrible wrongdoings return to haunt them, manifesting as a hideous spirit.*

**Daily** ♦ **Arcane, Implement, Necrotic**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 2d12 + Charisma modifier necrotic damage, and the target is haunted (save ends). While haunted, whenever the target deals damage to you or one of your allies, you can spend an immediate reaction to deal necrotic damage to the target equal to one-half of the triggering damage.

**Miss:** Half damage, and the target is haunted until the end of your next turn.

## Level 2 Utility Spells

### Protect the Spirit Sorcerer Utility 2

*Your ghostly allies swirl protectively, warding off attacks on the spirit.*

**Daily** ♦ **Arcane**

**Immediate Interrupt** Close burst 5

**Trigger:** You or an ally within range would become dominated, stunned, or weakened

**Effect:** The target can make an immediate saving throw against the triggering effect.

### Soul Link Sorcerer Utility 2

*You temporarily link yourself to the essence of the recently-slain, creating a magical connection that you can exploit.*

**Encounter** ♦ **Arcane**

**Minor Action** Close burst 10

**Target:** The body of a living enemy reduced to 0 hit points or fewer in the current encounter

**Effect:** Until the end of your next turn, you can use one of the target's squares as the origin square for your sorcerer attack powers.

## Level 3 Encounter Spells

### Spreading Chill Sorcerer Attack 3

*Your mere presence drops the surrounding temperature to a freezing chill, slowing the reaction times of those around you.*

**Encounter** ♦ **Arcane, Cold, Implement**

**Standard Action** Close burst 2

**Target:** Each creature in the burst

**Attack:** Charisma vs. Fortitude

**Hit:** 1d8 + Charisma modifier cold damage, and the target cannot take opportunity actions until the end of your next turn.

**Spectral Magic:** The attack deals extra cold damage equal to your Dexterity modifier.

### Terrible Scare Sorcerer Attack 3

*Your sudden transformation into a ghostly figure causes your enemies quite a fright.*

**Encounter** ♦ **Arcane, Fear, Implement, Psychic**

**Standard Action** Close burst 3

**Target:** Each enemy in the blast that can see you

**Attack:** Charisma vs. Will

**Hit:** 2d6 + Charisma modifier psychic damage, and you push the target 3 squares.

**Spectral Magic:** Until the end of your next turn, whenever an enemy starts or ends its turn adjacent to you, you can push that enemy 1 square as a free action.



## Level 5 Daily Spells

### Frightening Aura Sorcerer Attack 5

*The dead whirl around you, snatching at the living dragging them away to their doom.*

**Daily** ♦ Arcane, Fear, Implement, Necrotic, Psychic

**Standard Action** Close burst 1

**Target:** Each creature in the burst

**Attack:** Charisma vs. Will

**Hit:** 1d10 + Charisma modifier necrotic and psychic damage, and the target is pushed 3 squares and is immobilized until the end of your next turn.

**Miss:** Half damage, and the target pushed 1 square and is slowed until the end of your next turn.

**Effect:** The burst creates a zone of spirits that lasts until the end your next turn. When you move, the zone moves with you, remaining centered on you. Each creature that starts its turn within the zone takes necrotic and psychic damage equal to your Charisma modifier and is pushed 1 square.

**Sustain Minor:** The zone persists.

### Whispers of the Dead Sorcerer Attack 5

*But a single whisper of the secrets of the dead breaks your foe's mind.*

**Daily** ♦ Arcane, Implement, Psychic

**Standard Action** Ranged 5

**Target:** One creature that can hear you

**Attack:** Charisma vs. Will

**Hit:** 4d4 + Charisma modifier psychic damage, and the target is stunned (save ends).

**Miss:** Half damage, and the target is dazed (save ends).

## Level 6 Utility Spells

### Ghost Lock Sorcerer Utility 6

*You force an otherwise ethereal creature to manifest fully.*

**Encounter** ♦ Arcane

**Minor Action** Close burst 5

**Target:** One insubstantial creature in the burst

**Effect:** The target loses the insubstantial property (save ends).

### Smell Fear Sorcerer Utility 6

*You pick out a target that would be especially frightened by your powers.*

**Encounter** ♦ Arcane

**Minor Action** Close burst 5

**Target:** One creature in the burst

**Effect:** Once before the end of your turn, when you use an arcane attack power with the fear keyword against the target, you can roll the attack roll twice and use the higher result.

## Level 7 Encounter Spells

### Desolate Wind Sorcerer Attack 7

*A gust of wind swirls around your foes, howling like the screams of the dead. The clamor only goes stronger if they try to escape.*

**Encounter** ♦ Arcane, Implement, Thunder

**Standard Action** Area burst 2 within 10

**Target:** Each creature in the burst

**Attack:** Charisma vs. Fortitude

**Hit:** 1d6 + Charisma modifier thunder damage, and you slide the target 2 squares closer to the origin square of the burst.

**Effect:** The burst creates a zone of desolate wind that lasts until the end of your next turn. Whenever a creature leaves the zone, each creature in the zone takes thunder damage equal to your Charisma modifier.

**Spectral Magic:** The damage instead equals your Charisma modifier + your Dexterity modifier.

**Spectral Blood Sorcerer Attack 7**

*Sudden spurts of ghostly blood convince your enemies that they've suffered grievous wounds.*

**Encounter** ♦ Arcane, Implement, Psychic

**Standard Action** Ranged 10

**Target:** One, two, or three creatures

**Attack:** Charisma vs. Will

**Hit:** 2d8 + Charisma modifier psychic damage, or 4d8 + Charisma modifier psychic damage if you target only one creature. In addition, the target is considered to be bloodied regardless of its current hit points until the end of your next turn.

**Spectral Magic:** You gain a +2 power bonus to attack rolls against bloodied enemies until the end of your next turn.

### Level 9 Daily Spells

**Host of Souls Sorcerer Attack 9**

*A wave of the restless dead flows from the earth, snatching the life force from the living and granting it to you.*

**Daily** ♦ Arcane, Implement, Necrotic

**Standard Action** Close burst 3

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Reflex

**Hit:** 1d12 + Charisma modifier necrotic damage and ongoing 5 necrotic damage (save ends).

**Miss:** Half damage and no ongoing damage.

**Effect:** You gain 15 temporary hit points. Whenever a target fails its save against ongoing necrotic damage, you can shift 1 square as a free action.

**Taken by the Dead Sorcerer Attack 9**

*Ghosts descend upon your foe, causing it to vanish. It returns a moment later a short distance away, shivering in cold and fear.*

**Daily** ♦ Arcane, Cold, Fear, Implement, Psychic, Teleportation

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 6d8 + Charisma modifier cold and psychic damage, and you teleport the target 5 squares.

**Miss:** Half damage.

**Effect:** The target takes a -2 penalty to attack rolls (save ends).

### Level 10 Utility Spells

**Pass Without Trace Sorcerer Utility 10**

*Your form melds into shadows that easily pass through any barrier.*

**Daily** ♦ Arcane

**Minor Action** Personal

**Effect:** You gain phasing and do not provoke opportunity attacks until the end of your next turn.

**Spirit Form Sorcerer Utility 10**

*In a flash your body melds into the background, your new form making you as light—and as difficult to see—as a ghost.*

**Encounter** ♦ Arcane

**Minor Action** Personal

**Effect:** Until the end of your next turn, you gain a fly speed equal to your speed and a +5 power bonus to Stealth checks.

**Spectral Magic:** The fly speed equals your speed + your Dexterity modifier.



## Level 13 Encounter Spells

### Conjure Dread Omen Sorcerer Attack 13

*A shadowy figure merely points at your enemies, and their fate is sealed.*

**Encounter** ♦ Arcane, Conjunction, Fear, Implement, Psychic

**Standard Action** Area burst 1 within 10

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Will

**Hit:** 1d10 + Charisma modifier psychic damage.

**Effect:** You conjure a dread omen in a square within the burst that lasts until the end of your next turn. Enemies in the dread omen's space or adjacent to the dread omen gain vulnerable 10 to all damage.

**Spectral Magic:** Enemies in the dread omen's space gain additional vulnerability to all damage equal to your Dexterity modifier.

### Ghoulish Claws Sorcerer Attack 13

*Your hands warp into hideous claws that pierce your target's very soul.*

**Encounter** ♦ Arcane, Implement, Necrotic

**Standard Action** Melee touch

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Charisma modifier necrotic damage, and the target is immobilized until the end of your next turn.

**Spectral Magic:** Before and after the attack, you can shift 2 squares.

## Level 15 Daily Spells

### Heart-Stopping Scream Sorcerer Attack 15

*Your unearthly scream shatters the senses and stops the hearts of those who hear it, if only for a moment.*

**Daily** ♦ Arcane, Fear, Implement, Psychic, Thunder

**Standard Action** Close burst 3

**Target:** Each creature in the burst that can hear you

**Attack:** Charisma vs. Will

**Hit:** 2d10 + Charisma modifier psychic and thunder damage, and the target is stunned until the end of your next turn.

### Call the Black Hound Sorcerer Attack 15

*You beckon forth a canine beast of shadow and fire, a terrifying omen to your enemies.*

**Daily** ♦ Arcane, Conjunction, Fear, Fire, Implement, Psychic

**Standard Action** Ranged 5

**Effect:** You conjure a black hound in an unoccupied square within range. The black hound occupies 1 square and lasts until the end of the encounter. As a move action, you can move the black hound up to 7 squares. Enemies adjacent to the black hound grant combat advantage. Whenever an enemy adjacent to the black hound is hit by an attack, you can spend an immediate reaction to deal 2d12 + Charisma modifier fire and psychic damage to that enemy.

## Level 17 Encounter Spells

### Ominous Thunder Sorcerer Attack 17

*A boom of thunder heralds the height of your sorcerous powers.*

**Encounter** ◆ Arcane, Implement, Thunder

**Standard Action** Close burst 2

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Fortitude

**Hit:** 2d6 + Charisma modifier thunder damage, and you gain a +5 power bonus to damage rolls until the end of your next turn.

**Spectral Magic:** The bonus to damage rolls with cold, necrotic, and psychic powers instead equals 3 + your Dexterity modifier.

### Spectral Fear Sorcerer Attack 17

*A burst of supernatural fear causes your enemies to make reckless escapes.*

**Encounter** ◆ Arcane, Fear, Implement, Psychic

**Standard Action** Close blast 3

**Target:** Each enemy in the blast

**Attack:** Charisma vs. Will

**Hit:** 1d12 + Charisma modifier psychic damage, and the target moves its speed away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

**Spectral Magic:** The target moves its speed + your Dexterity modifier.

## Level 19 Daily Spells

### Ghostly Summons Sorcerer Attack 19

*For each enemy whose name you speak, a spirit waits for their time to strike.*

**Daily** ◆ Arcane, Implement

**Standard Action** Close burst 5

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Fortitude

**Hit:** The target is haunted until the end of the encounter. While the target is haunted, you can use the Ghostly Summons Attack against the target.

**Miss:** The target is haunted (save ends).

### Ghostly Summons Attack

*For each enemy whose name you speak, a spirit waits for their time to strike.*

**At-Will** ◆ Arcane, Cold, Implement, Necrotic

**Opportunity Action** Close burst 5

**Attack:** Charisma vs. Fortitude

**Trigger:** The target takes an action that provokes opportunity attacks.

**Hit:** 2d8 + Charisma modifier cold and necrotic damage.

**Requirement:** The power Ghostly Summons must be activated for you to use this power.

### Spirit Possession Sorcerer Attack 19

*You command a ghost to possess the target, and you can control your victim like a puppet for a short time.*

**Daily** ◆ Arcane, Charm, Implement, Psychic

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 6d6 + Charisma modifier psychic damage, and the target is dominated until the end of your next turn.

**Miss:** Half damage, and the target makes a basic attack against an enemy of your choice as a free action.



## Level 23 Encounter Spells

### Hideous Laughter Sorcerer Attack 23

*Though your enemies fail to see the humor, your laughter at their fate spreads through their ranks, leaving them incapacitated.*

**Encounter** ♦ Arcane, Charm, Implement, Psychic

**Standard Action** Ranged 10

**Target:** One enemy that can hear you

**Attack:** Charisma vs. Will

**Hit:** 2d8 + Charisma modifier psychic damage, and the target is knocked prone.

**Effect:** Make a secondary attack.

**Secondary Target:** One or two creatures within 5 squares of the primary target that can hear the primary target

**Secondary Attack:** Charisma + 2 vs. Will

**Hit:** 2d8 + Charisma modifier psychic damage, and the target is knocked prone.

**Spectral Magic:** For each target, you may choose to daze the target until the end of your next turn instead of knocking it prone.

### Terrifying Truth Sorcerer Attack 23

*Ghastly specters convince your foes that doom is coming, and their panic makes it a self-fulfilling prophesy.*

**Encounter** ♦ Arcane, Implement, Necrotic

**Standard Action** Area burst 2 within 10

**Target:** Each enemy in the burst

**Attack:** Charisma vs. Will

**Hit:** You slide the target 2 squares, and the target grants combat advantage until the end of your next turn. The first time the target takes damage before the end of your next turn, you can spend a free action to deal 4d6 + Charisma modifier necrotic damage to the target.

**Spectral Magic:** Add your Dexterity modifier to the necrotic damage.

## Level 25 Daily Spells

### Consumed by Darkness Sorcerer Attack 25

*A shadow falls over your foe, and when it lifts, the foe is gone.*

**Daily** ♦ Arcane, Implement, Necrotic, Reliable  
**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 2d8 + Charisma modifier necrotic damage, and the target is removed from play and takes ongoing 10 necrotic damage (save ends both).

**Aftereffect:** The target reappears in its square, or in the nearest unoccupied square of your choice.

### Wrench the Soul Sorcerer Attack 25

*Your fingers reach out, and with a sharp pull you take for yourself pieces of each of your victims' very soul.*

**Daily** ♦ Arcane, Implement, Necrotic

**Standard Action** Close blast 3

**Target:** Each enemy in the blast

**Attack:** Charisma vs. Fortitude

**Hit:** 5d12 + Charisma modifier necrotic damage.

**Miss:** Half damage.

**Effect:** You gain 5 temporary hit points for each enemy you hit with this attack.

## Level 27 Encounter Spells

### Chill to the Bone Sorcerer Attack 27

*The spirits assail your enemy with a clutch of their frozen claws, sapping the living of their heat.*

**Encounter** ◆ Arcane, Cold, Implement, Necrotic

**Standard Action** Ranged 5

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Spectral Magic:** Charisma + 2 vs. Fortitude

**Hit:** 3d10 + Charisma modifier cold and necrotic damage, and the target is weakened until the end of your next turn.

### Conjure Poltergeist Sorcerer Attack 27

*A whirlwind of crashing and screaming force announces the presence of a spirit of hatred.*

**Encounter** ◆ Arcane, Conjunction, Force, Implement

**Standard Action** Area burst 2 within 10

**Target:** Each creature in the burst

**Attack:** Charisma vs. Reflex

**Hit:** 2d12 + Charisma modifier force damage, and you slide the target 2 squares.

**Effect:** You conjure a poltergeist in a square within the burst that lasts until the end of your next turn. Whenever an enemy ends their turn within 2 squares of the poltergeist, you may repeat the attack against that enemy as a free action.

**Spectral Magic:** When you repeat the attack, if the attack hits, you slide the target a number of squares equal to your Dexterity modifier.

## Level 29 Daily Spells

### Wail of the Banshee Sorcerer Attack 29

*Your ghostly wail is powerful enough to be deadly to those who hear its notes.*

**Daily** ◆ Arcane, Implement, Psychic, Thunder

**Standard Action** Close burst 3

**Target:** Each bloodied creature in the burst that can hear you

**Attack:** Charisma vs. Will

**Hit:** 6d8 + Charisma modifier psychic and thunder damage. If the power reduces the target to 20 hit points or fewer, the target drops to 0 hit points.

**Miss:** Half damage, and the target is deafened until the end of your next turn.

## Feats

### Frightening Potency

**Prerequisite:** Sorcerer, Spectral Magic class feature

**Benefit:** You gain a +2 feat bonus to damage rolls with powers with the Fear and Psychic keywords. This bonus increases to +3 at 11th level and to +4 at 21st level.

### Ghostly Grip

**Prerequisite:** Sorcerer, Spectral Magic class feature

**Benefit:** You gain a +2 feat bonus to damage rolls with powers with the Cold and Necrotic keywords. This bonus increases to +3 at 11th level and to +4 at 21st level.



## Dread Sorcerer

*“One shouldn’t be afraid of fear itself. Fear is a natural emotion, after all. What you should be afraid of? Me.”*

**Prerequisite:** Sorcerer

Powerful, dominating, overwhelming. These describe not just the sorcerer, but the fear the powers of the arcane can cause those who don’t understand them. Rare is the sorcerer to seek to dispel the myths surrounding their powers, as fear can be a useful tool. No one knows that more than the dread sorcerer. You revel in fear, and have learned the art of magical manipulation to enhance your powers.

To you, causing fear is the ultimate expression of your sorcerous abilities. It represents not just an emotion, but power itself: those that fear you are helpless against you. Likewise, those who can break through your fear are the most dangerous enemies of all, and must be tightly controlled lest they fight back. Fear is the means and the end unto itself, and you won’t rest until all tremble at the very mention of your name.

### *Dread Sorcerer Path Features*

**Dread Action (11th Level):** When you spend an action point to take an extra action, each target hit by your next attack before the end of your next turn grants combat advantage (save ends).

**Improved Fear (11th Level):** Whenever you grant an enemy a penalty to attack rolls or a defense with a sorcerer or dread sorcerer power with the Fear keyword, that penalty is increased by 1. Whenever you push, pull, or slide an enemy with a sorcerer or dread sorcerer power with the Fear keyword, increase the distance of the forced movement by 1.

**Fearsome Critical (16th Level):** Your sorcerer and dread sorcerer attack powers with the Fear keyword can score a critical hit on a roll of 18-20.

## *Dread Sorcerer Spells*

### **Frightening Bolts**    **Dread Sorcerer Attack 11**

*A nauseating spike of fear overwhelms your foes, making them easy targets.*

**Encounter** ♦ **Arcane, Fear, Implement, Psychic**

**Standard Action**                      **Ranged 10**

**Target:** One, two, or three creatures

**Attack:** Charisma vs. Will

**Hit:** 2d8 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls and Will defense until the end of your next turn.

### **Fear Transfer**                      **Dread Sorcerer Utility 12**

*Your allies’ apprehension vanishes, while your enemies’ grows only deeper.*

**Encounter** ♦ **Arcane, Fear**

**Minor Action**                      **Close burst 5**

**Target:** Each enemy in the burst

**Effect:** The target takes a -2 penalty to attack rolls until the end of your next turn, and one ally in the burst gains an equal power bonus to attack rolls.

### **Mind-Killing Fear**                      **Dread Sorcerer Attack 20**

*Crushed by dread, your victim is paralyzed as its mind goes blank.*

**Daily** ♦ **Arcane, Fear, Implement, Psychic**

**Standard Action**                      **Ranged 10**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3d8 + Charisma modifier psychic damage, and the target is stunned (save ends).

**Miss:** Half damage, and the target is stunned until the end of your next turn.

## Ghost Hunter

*"Afraid? Ha! It's time these things found out what death **really** is."*

Your time with ghosts has left you jaded, and you've slowly come to view these creatures as a threat. You see these trapped souls as unnatural; spirits are meant to move on to the Shadowfell and their eventual reward, and those stuck in the world are aberrations. You've sworn yourself against any who've sided themselves with the dead, be they necromancers, channelers, or simply sympathizers.

Slowly you've been gathering the tools and resources you need to combat these dark menaces, and now you consider yourself ready. With an arsenal of abilities that allow you to pierce their spectral defenses and resist their attacks, you're a force to be reckoned with. You'll finally lay these lost souls to rest, whether they like it or not.

### Ghost Hunter Path Features

**Piercing Action (11th Level):** When you spend an action point to take an extra action, your attacks ignore resistances, immunities, and the insubstantial quality until the end of your next turn.

**Spiritual Defenses (11th Level):** You gain a +1 bonus to Will defense and a +5 bonus to saving throws against the dominated condition and Fear effects.

**Spectral Lockdown (16th Level):** Whenever you score a critical hit with an attack power, one target of the attack is stunned until the end of your next turn.

## Ghost Hunter Spells

### Ghost Hunter's Assault

#### Ghost Hunter Attack 11

*Imbuing your attack with arcane force, you strip your target of its magical protections.*

**Encounter** ◆ Arcane, Force

**Free Action**                      **Personal**

**Trigger:** You hit an enemy with an attack

**Target:** The triggering enemy

**Effect:** The target takes an extra 4d6 force damage, and the target loses the insubstantial quality and its resistances are reduced by 10 until the end of your next turn.

### Improved Ghost Lock

#### Ghost Hunter Utility 12

*You've learned to summon a powerful beam of force that snares your foe and makes it an easier target for you and your allies.*

**Daily** ◆ Arcane

**Minor Action**                      **Close burst 5**

**Target:** One creature in the burst

**Effect:** The target loses the insubstantial and phasing qualities, grants combat advantage, and is slowed (save ends all).

### Spectral Banishment

#### Ghost Hunter Attack 20

*Your attack deals damage to more than your opponent's body; slowly, it begins to fade from this world altogether.*

**Daily** ◆ Arcane, Force

**Free Action**                      **Personal**

**Trigger:** You hit an enemy with an attack

**Target:** The triggering enemy

**Effect:** The target takes an additional 3d10 force damage and is removed from play (save ends).

**Aftereffect:** The target reappears in its square, or in the nearest unoccupied square of your choice.



## Spirit Master

*“The ghosts of the past are all around us. Come, sit for a while, and you too will hear them.”*

**Prerequisite:** Sorcerer with Spectral Magic class feature or Shaman

Despite their frightening nature, the spirits of the dead are a natural phenomenon, simply the result of the lingering needs and desires of those who have passed on. After contact with these spirits, you have pledged yourself to their defense. Whether you hear their call thanks to an innate arcane connection or one forged with primal powers, you empathize with their plight and rally them with your magic.

For the sorcerer, it might seem strange to command a spirit companion. Sorcerers tend to be self-reliant and are used to having total command of their domain; needing to share some of that power with a separate entity can be disconcerting. Still, there's no denying that the spirit is a useful addition to the sorcerer's magical repertoire. And, after all, a companion can be a refreshing change from the sorcerer's usual solitary existence.

For the shaman, communing specifically with the spirits of the dead rather than the primal spirits as a whole is often seen as a strange and dark path. While taking more of a sympathetic path than necromancers and the like, shaman spirit masters risk delving too deeply in the matters of the dead rather than the world of the living. It's important for those who take this path not to forget that although death is a natural part of life, life itself is worth preserving.

## Spirit Master Path Features

**Spirit Call (11th Level):** You gain the *call spirit companion* power if you do not have it already, and it gains the Arcane and Primal keywords. You also gain the *spirit strife* power.

**Spiritual Action (11th Level):** When you spend an action point to take an extra action, each enemy within 5 squares of you takes psychic damage equal to your Charisma or Wisdom modifier. If you are a sorcerer, add your Dexterity modifier to the damage. If you are a shaman, for each enemy that takes damage, one ally within 5 squares of you regains an equal amount of hit points.

**Spiritual Awakening (11th Level):** Choose one shaman or sorcerer encounter power of 7th level or lower. You gain that power, it gains the Arcane and Primal keywords, and you can use either you or your spirit companion as the origin square when using that power.

**Dread Spirits (16th Level):** You gain a +3 bonus to damage rolls with powers with the Necrotic and Psychic keyword. This bonus increases to +4 at 21st level.

**Séance Master (16th Level):** You gain Ritual Caster as a bonus feat, allowing you to use magical rituals. You own a ritual book, and it contains the following rituals that you have mastered: Last Sight Vision, Hand of Fate, Ancestral Whispers, Speak with Dead, Visage of Life, Consult Oracle. At 26th Level, you also master the Voice of Fate ritual. Whenever you would make a check when using one of the listed rituals, you can make an Arcana or Nature check instead. In addition, once per day, you can use one of the listed rituals without expending its component cost.

## Spirit Master Spells

### Call Spirit Companion Spirit Master Feature

*Your soul reaches out to your spirit friend, which faithfully appears at your side.*

**At-Will** ♦ Arcane, Conjuration, Primal  
**Minor Action** Close burst 20

**Requirement:** Your spirit companion must not be present.

**Effect:** You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious or until you dismiss it as a minor action. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

### Spirit Strife Spirit Master Feature

*The grasp of your spirit companion is not easily broken, and those who try are left with a wounded soul.*

**At-Will** ♦ Arcane, Implement, Necrotic, Primal, Psychic

**Opportunity Action** Melee spirit 1

**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting

**Target:** The triggering enemy

**Attack:** Charisma or Wisdom vs. Fortitude

**Hit:** 1d6 + Charisma or Wisdom modifier necrotic and psychic damage, and the target gains vulnerability to all damage equal to your Constitution, Dexterity, or Intelligence modifier until the end of your next turn.

**Level 21:** 2d6 + Charisma or Wisdom modifier necrotic and psychic damage.

### Spirit Master Meditation

#### Spirit Master Utility 12

*As you rest, you communicate with the spirits and awaken feeling refreshed.*

**Daily** ♦ Arcane, Primal

**No Action** Personal

**Trigger:** You take a short rest or an extended rest

**Effect:** You gain temporary hit points equal to your level. These temporary hit points last until your next short rest or extended rest.

### Restless Soul

#### Spirit Master Attack 20

*In your efforts to calm a particularly agitated spirit, you channel its aggression through your spirit companion against your enemies.*

**Daily** ♦ Arcane, Implement, Necrotic, Primal  
**Standard Action** Melee spirit 1

**Target:** One creature

**Attack:** Charisma or Wisdom vs. Fortitude

**Hit:** 4d12 + Charisma or Wisdom modifier necrotic damage and ongoing 10 necrotic damage (save ends). Whenever the target fails a saving throw against the ongoing damage, you can slide target 1 square and knock it prone.

**Miss:** Half damage and ongoing 5 necrotic damage (save ends).



## Epic Destiny: Freed Soul

**Prerequisite:** 21st level

The world of the living has no interest for you anymore, for you have seen the impermanence of death. You long to throw aside the cares of a mortal existence, and finally you have found the perfect solution: the path of the freed soul. By slowly separating your spirit from your body, you risk many terrible things, but the reward is great. Soon, true freedom will be yours.

What does it mean to be a freed soul? Immortality, for one, but also liberty from the tyranny of life. Spirits have no need for food, drink, or even air. They are unbound by matter and gravity, able to fly where they please with no regard for barriers. Lacking base needs, they view the world far more clearly than the living, able to advance whatever causes they deem fit without need for petty desires. Truly, the unlife of the freed soul is paradise, one that you will soon be a part of.

When the time is right, you enter a final meditative state. During this trance, your soul finally emerges from its former husk and gains a life of its own. Having transcended life, you wave goodbye to your former companions and join the ranks of the other freed souls in an eternal being. Perhaps you will return to the places you regarded fondly in life, or explore the cosmos in curiosity. Will you attempt to communicate with the living, or will your newfound existence be a solitary one? Whatever you choose, you will finally be free.

## Freed Soul Features

**Spectral Freedom (21st Level):** Increase one ability score of your choice by 2. In addition, at the start of each of your turns, designate a square within 5 squares of you. You are considered to occupy both that square and your current square until the start of your next turn.

**Restless Spirit (24th Level):** Once per day, when you die, you rise as a restless spirit. You regain all of your hit points and have the insubstantial and phasing qualities. You can use encounter and at-will powers as a restless spirit, but you can't use daily powers, activate magic items, or perform rituals.

At the end of the encounter, if you have any hit points remaining, you return to life with 1 hit point. If your body is missing or destroyed, you can continue adventuring as a restless spirit until you can be resurrected.

**Ghostblooded (30th Level):** While bloodied or in your restless spirit form, you gain the insubstantial quality, a fly speed equal to your speed, and can hover.

## Freed Soul Powers

### Vanished Soul

### Freed Soul Utility 26

*In a blink you become a spirit, disappearing from this world and reappearing where you please.*

**Encounter** ◆ **Shadow, Teleportation**

**Move Action**

**Personal**

**Effect:** You teleport a number of squares equal to your speed. Until the end of your next turn, you have total concealment and all creatures grant combat advantage to you.

## Theme: Spirit-Talker

You are haunted, but you find it not an entirely terrible predicament. You are a spirit-talker, a naturally gifted person who can communicate with the spirits of those who have passed on. Whether you are a shaman who channels your ancestors, a student of the arcane who seeks knowledge about the dead, or an everyday person with an extraordinary gift, you have utilized this connection to make the spirits your partners. Though your allies may believe you mad or a charlatan, the whispers of the dead are real enough to you; soon, you hope, you'll be able to show them the extent of your abilities.

### Starting Feature

Your ability to speak with spirits has only begun; while you cannot control them directly, they regard you as their ally and can be easily convinced to follow your directions.

**Benefit:** Once per day, you can use the Unseen Servant ritual without a ritual book or expending components.

You also gain the *spirit trick* power.

#### Spirit Trick Spirit-Talker Attack

*Already off-balance by your attack, the spirits only need a little push to send your target tumbling.*

**Encounter**

**Free Action**

**Personal**

**Trigger:** You hit an enemy with an attack

**Target:** The triggering enemy

**Effect:** You slide the target up to 3 squares and knock the target prone.

## Additional Features

### Level 5 Feature

Spirits recognize you as a master of the spectral arts and are eager to speak with you, considering you their only conduit to the world of the living.

**Benefit:** Once per day, you can use the Speak with Dead ritual without a ritual book or expending components.

### Level 10 Feature

Quicker to your call, the spirits delight in harrying your enemies with their tricks.

**Benefit:** You gain an additional use of the *spirit trick* power.

## Optional Powers

### Level 2 Utility Power

You ask of the spirits, and they answer. The dead know many things invisible to the living, and by channeling your powers you can receive helpful information about the matter at hand.

#### Ghostly Assistance Spirit-Talker Utility 2

*You contact a spirit with expertise in a field of your choosing, and they provide advice.*

**Encounter**

**Free Action**

**Personal**

**Trigger:** You make a skill check

**Effect:** You roll twice on the check and can take either result.



*Level 6 Utility Power* When you channel your spirit-talker abilities, the spirits make themselves known in a variety of ways; gusts of wind, lowered temperatures, and dimming lights are the most common. Sometimes, however, a powerful enough spirit can amplify these effects and make them dangerous to the living.

**Deepened Shadows** Spirit-Talker Utility 6

*The arrival of the spirits of the dead is heralded by deep shadows and frigid cold.*

**Daily** ♦ **Cold, Necrotic**

**Minor Action** Personal

**Effect:** You activate an aura 1 that lasts until the end of the encounter or until you end it as a minor action. Creatures in the aura gain vulnerability to cold damage and necrotic damage equal to your highest ability modifier.

*Level 10 Utility Power* Some ghosts retain the powers they had in life, and even fewer can still interact with the world of the living. When in dire need, your spirit ally can defend you by temporarily turning you into a ghost yourself.

**Spectral Disappearance** Spirit-Talker Utility 10

*Just before an attack hits home, you are whisked away by the spirits.*

**Encounter** ♦ **Teleportation**

**Immediate Interrupt** Personal

**Trigger:** You are hit by an attack

**Effect:** You teleport 5 squares and gain the insubstantial quality until the end of your next turn.