

THE OCCULTIST



MASTER OF THE PARANORMAL

A NEW CLASS FOR YOUR 5TH EDITION GAME

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OCCULTIST

Clutching a crudely fashioned talisman, a young elf thrusts a ritual dagger into the pool of blood before her. As it boils with eldritch power, she consults a forbidden tome for further instructions, knowing that one misstep could have soul rending consequences.

Sitting at a crowded bar, a bearded human has a vision of a cloaked halfling stabbing the dwarf sitting next to him. Leaning in close, he warns the dwarf of the coming danger.

Touching the corpse of a recently murdered human, an old gnome summons its spirit back to the mortal realm for a brief conversation. After learning the identity of the killer, the gnome channels the victim's ghost within him and heads out for revenge.

Occultists are masters of the esoteric and practitioners of heretical magic. By using spiritual knowledge of a deeper reality called the Gnosis, they defy the scholars of traditional schools and combine different techniques in seemingly blasphemous or impossible ways. The world, as most people know it, is but a veil of delusion behind which real truths await. Beyond the veil, spiritual wars wage, ancient threats reform, and interplanar conspiracies threaten the very foundations of reality. Occultists risk their reputations, their sanity and their souls to get a glimpse of these metaphysical truths.

MASTERS OF THE PARANORMAL

Those that walk the occult path employ practices outside the boundaries of traditional understanding, which allows them to use magic from a variety of origins. Doing this is viewed by outsiders as irresponsible, heretical, or evil. The path of the Occultist is often a lonely one, where no fame, friends, or fortune are to be found.

Those who practice it know that the occult path is a spiritual, rather than a logical one. Occultists don't just read about the answers they seek, they experience them for themselves. Part of their strength is found in the acceptance of a process that would be seen as enigmatic and infuriating to men of lesser minds.

THE OCCULTIST

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Points	Max Spell Level
1st	+2	Awakened, Spellcasting	3	2	4	1st
2nd	+2	Occult Path	3	3	4	1st
3rd	+2		3	4	8	2nd
4th	+2	Ability Score Improvement	4	5	10	2nd
5th	+3		4	6	14	3rd
6th	+3	Occult Path Feature	4	7	14	3rd
7th	+3		4	8	16	4th
8th	+3	Ability Score Improvement	4	9	16	4th
9th	+4		4	10	20	5th
10th	+4	Occult Path Feature	5	11	24	5th
11th	+4		5	12	28	6th
12th	+4	Ability Score Improvement, Pierce the Veil	5	12	28	6th
13th	+5		5	13	32	7th
14th	+5	Occult Path Feature	5	13	32	7th
15th	+5		5	14	36	8th
16th	+5	Ability Score Improvement	5	14	36	8th
17th	+6		5	15	40	9th
18th	+6	Occult Path Feature	5	15	40	9th
19th	+6	Ability Score Improvement	5	15	44	9th
20th	+6	Enlightenment	5	15	44	9th

RUGGED MYSTICS

Initial connection to the Gnosis is almost never intentional; being more often thrust upon people of a certain mindset. Many practitioners first pierce the veil through contact with a spiritual entity. These spirits bestow knowledge from beyond the grave or introduce them to incorporeal means of communication. Others may partake in a forbidden ritual that forever alters their consciousness leaving them thirsty for more. Some may even prepare for the occultist path beforehand without knowing it. Meditation practitioners can strengthen their minds for years until one day reaching an epiphany by gaining a sudden glimpse of the Gnosis.

The answers occultists seek often lie in dangerous and alien lands rather than the local library or church. They are driven to the adventuring life to seek out the strange people and places where such answers can be found. Hidden knowledge is often in the wrong hands, and it is up them to risk life and limb to get it.

CREATING AN OCCULTIST

As you create your occultist character, think about how you first made contact with the Gnosis. If you were contacted by a spirit, what kind of relationship do you have? What is the spirit's personality? If you achieved a breakthrough in meditation, where did you learn to meditate? If you were awakened by a ritual, did you perform it yourself or did you have help? How did you get access to the forbidden materials and instructions to perform such a ritual? How

did your family and friends react to your decision? Has your character made contact with other people of esoteric practices?

CLASS FEATURES

As an Occultist you gain the following features:

HIT POINTS

Hit Dice: 1d6 per Occultist Level

Hit Points at 1st Level: 6 + your Constitution Modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution Modifier per Occultist Level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Arcana, History, Deception, Intimidation, Insight, Investigation, Perception, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) gnostic focus
- (a) a Dungeoneer's Pack or (b) an Explorer's Pack



AWAKENED

At 1st level, you have become spiritually awakened by a method of your choice: meditation, ritualism, or spiritual contact. Your choice grants you the benefits described below as well as another benefit at level 12.

MEDITATION

You achieved knowledge of the Gnosis via spiritual meditation. Once per day when you take a short rest, you may choose to meditate for the entire duration. At the end of the short rest you regain spell points equal to half your occultist level (rounded up), up to a maximum of 7.

For example, if you are a 5th level occultist, you can recover 3 spell points. If you are an 18th level occultist, you can recover 7 spell points.

RITUAL

Your understanding of the Gnosis was brought on by a mystic ritual. This encounter left you with ability to cast the ritual versions of your occultist spells with preternatural speed, taking only 1 minute longer to cast than normal.

SPIRITUAL CONTACT

You were granted knowledge of esoteric truths through contact with a spiritual entity. When you are dying, the spirits can help you find your way back to the land of the living. Once per day when you are reduced to 0 hit points and are required to make a death saving throw, you may

choose to have advantage on the roll. Also, once per day, whenever you succeed on a death saving throw, you may choose to regain one hit point.

SPELLCASTING

Your ability to see esoteric truths beyond material existence has given you facility with spells from different disciplines.

CANTRIPS

At first level, you know three cantrips of your choice from the occultist spell list. You learn additional occultist cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Occultist table. Your Occult Path feature grants you additional cantrips as you level up.

SPELL POINTS

The occultist uses a modified version of the spell point variant found in the Dungeon Master's Guide. Part of the rules have been reprinted here:

Instead of gaining a number of spell slots to cast your spells, you gain a pool of spell points instead. You expend a number of spell points to create a spell slot of a given level, then use that slot to cast a spell. You can't reduce your spell point total to less than 0, and you regain all spent spell points when you finish a long rest.

Spells of 6th level and higher are particularly taxing to cast. You can use spell points to create one slot of each

level of 6th or higher. You can't create another slot of the same level until you finish a long rest.

The number of spell points you have is based on your occultist level, as shown in the Occultist table. Your level also determines the maximum-level spell slot you can create. Even though you might have enough points to create a slot above this maximum, you cannot do so.

SPELL POINT COST

Spell Level	Point Cost	Spell Level	Point Cost
1st	2	5th	7
2nd	3	6th	9
3rd	5	7th	10
4th	6	8th	11
		9th	13

The Occultist table shows how many spell points you have per level.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the occultist spell list.

The Spells Known column of the Occultist table shows when you learn more occultist spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Max Spell Level column for your level. When you reach 6th level, for example, you learn a new occultist spell, which can be 1st, 2nd, or 3rd level.

Once per long rest you may spend a number of minutes equal to your Intelligence modifier focusing on the Gnosis. You might contact the spirit realm, perform a small ritual, or meditate. For each minute of uninterrupted focus, you may choose one of the occultist spells you know and replace it with another spell from the occultist spell list, which also must be of a level at which you can learn spells.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your occultist spells. Your magic comes from a deep spiritual understanding of reality. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an occultist spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You may cast any occultist spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You may use a gnostic focus or an arcane focus as a spellcasting focus for your occultist spells.

OCCULT PATH

Starting at 2nd level, you specialize in one of three occult paths: Path of the Medium, Path of the Psychic, or Path of the Ritualist. These paths are described after the class features section. Your choice grants you additional spells which you learn automatically at the appropriate levels. It also grants you additional features at 2nd level and again at 6th, 10th, 14th, and 18th level.

PATH SPELLS

Each path has a list of spells that you automatically learn at the occultist levels noted in the path description. You learn these spells in addition to the spells all occultists learn at the levels denoted on the occultist table.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase two ability scores 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.

PIERCE THE VEIL

When you reach 12th level, you gain one of the following benefits depending on your original choice from the Awakened class feature:

Mantras(meditation): Each time you meditate, you gain a bonus to checks made with any one skill of your choice for 4 hours. If you are not proficient with the skill you choose, you gain proficiency with it. If you are already proficient with the skill, you have advantage on skill checks using it.

Component Handler(ritual): You gain the Ritual Caster feat.

Cross Over(spiritual contact): Once per long rest as an action you may cast *conjure spirits* as a 3rd level spell, but you may only summon 1 spirit.

ENLIGHTENMENT

When you reach 20th level, your understanding of the gnosis reaches beyond even what most experienced occultists could ever understand. You are immuned to all charmed and frightened conditions and cannot be affected by madness.



OCCULT PATHS

Because of the mercurial and esoteric nature of the Gnosis, there are many different ways of tapping into its power. Practitioners are rare and varied enough, that a traveller might search for years and never find two occultists with similar experiences.

PATH OF THE MEDIUM

Occult mediums explore the Gnosis through communication with incorporeal spirits. This paranormal contact gives them access to secrets from beyond the veil of death and physical existence. Because of their ability to connect to beings across dimensions, they often are preternatural communicators and empaths. Mediums can summon spirits of ancient dead masters for council, find and return lost souls to their bodies, and channel vengeful ghosts to torment their enemies.

PATH OF THE MEDIUM SPELLS

Occultist Level Spells

1st	<i>Comprehend Languages, Speak with Animals</i>
3rd	<i>Beast Sense, Spiritual Weapon</i>
5th	<i>Conjure Spirits, Speak with Dead, Spirit Guardians</i>
7th	<i>Death Ward, Sending</i>
9th	<i>Contact Other Plane, Raise Dead</i>

BONUS CANTRIP

When you choose this path at 2nd level, you gain the *spare the dying* cantrip.

SÉANCE

Starting at 2nd level you automatically detect if creatures have died within 60 feet and you in the last month. As

an action, you may touch any physical trace of a dead creature's remains and make a DC 13 insight check to learn some basic information about the creature's spirit. At your DM's discretion you may learn their previous race, their relationship to living creatures within range, and their previous occupations.

As a bonus action when succeeding on this check, you may also conduct a telepathic conversation with the spirit for up to 1 minute, asking it a number of questions equal to your Wisdom modifier. If willing, the spirit responds to the best of its knowledge. You may use this bonus action a number of times each day equal to your Wisdom modifier.

PHYSICAL MANIFESTATION

Starting at 6th level, when you use the bonus action associated with your Séance feature, you may choose to instead create harmless physical effects within 30 feet for up to one minute. Your eyes may glow white or turn back into your head. Lights may flicker, objects may chatter and move on their own, and the spirit's voice may physically speak to any creatures within range. You may still only ask a number of questions equal to your Wisdom modifier.

The first time each enemy enters a space within range or starts its turn there, it must make a charisma saving throw or take 2d6 psychic damage and become frightened until the end of their next turn. The damage becomes 4d6 psychic at 11th level.

SPIRIT VESSEL

When you reach 10th level, you are able to directly channel spirits through your body. When you perform a séance you may choose to channel the spirit you contacted if it is willing, for up to 8 hours, requiring concentration.

Choose an appropriate background or create one for the spirit based on who it was in life. While channeling, you immediately gain the skill proficiencies, tool proficiencies, and languages of the spirit's background. Your personality may also change, reflecting a balance between your personality and that of the spirit.

The spirit also guides you while inhabiting your body. Twice per day you may reroll one of the following: an attack roll, a skill check, or a saving throw. You and your spirit can communicate telepathically.

This features also gives you the ability to at any time allow the spirit to speak and act through you. Every round that you do so, you lose the ability to speak or take actions but you remain completely aware of your surroundings. The DM controls what the spirit says and does. You may end this effect at any time.

DIMENSIONAL SPEAKER

Starting at 10th level your incorporeal communication extends to living creatures as well. You gain the ability to telepathically communicate with any creature you can see within 30 feet of you. You don't need to share a

language with the creature for it to understand you, but the creature must be able to speak at least one language.

You may also cast the *sending* spell once per long rest without spending any spell points or a spell slot. When you cast the spell, it has no chance of failure when contacting creatures on other planes.

SOUL BINDING

When you reach 14th level you are able to anchor the spirits of the living to their bodies. At the end of each long rest, you gain the effects of the *death ward* spell.

In addition, once per long rest, you may cast *death ward* on a creature other than yourself without the use of a spell slot.

PLANAR BEACON

When you reach 18th level, your influence echoes across multiple planes of existence. As a bonus action you may use your Spirit Vessel class feature to channel spirits without the use of their physical remains. Choose any creature you have ever spoken to, either when they were alive or via a previous use of your Séance feature. If it is willing, you may channel the spirit of that creature as per your Spirit Vessel class feature, except that it does not require concentration.

MEDIUM SUMMONS

Below is the description for the *conjure spirits* spell as well as detailed statistics for the spirits it can summon.

CONJURE SPIRITS

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You summon up to 3 undead spirits that appear in unoccupied spaces you can see within range. You must choose a spirit from the Medium Summons section of this class path and the spirits you summon must have a total combined challenge rating equal to or less than 1. A spirit summoned by this spell disappears when it drops to 0 hit points or when the spell ends.

The spirits obey your commands as best they can. They take their turns on your initiative, though they don't take actions unless you command them to. On your turn, you can telepathically command the spirits where to move (no action required by you). You can use your action to telepathically command them each to take the Attack, Dash, Disengage, Dodge, or Help action.

The spirits' statistics are found at the end of this section. You add your proficiency bonus to the attack rolls, damage rolls, and save DCs of your spirits.

At Higher Levels. When casting this spell using a spell slot of 4th level or higher, the total combined challenge rating increases by 1 for each slot level above 3rd.



PHANTASM

Medium undead, neutral

Armor Class 12

Hit Points 13 (3d8)

Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	11 (+0)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1/2

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Dark Reformation. If the phantasm starts its turn in an area of dim light or darkness, it regains 1 hit point.

ACTIONS

Withering Touch. *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d6) necrotic damage. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPIRIT

Medium undead, neutral

Armor Class 12

Hit Points 25 (5d8 + 5)

Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages all languages it knew in life but can't speak

Challenge 1

Incorporeal Movement. The phantasm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Sight. The spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

ACTIONS

Spectral Grip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6 + 1) necrotic damage.

Etherealness. (Twice per day) The spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane. Its summoner always knows its location.

Horrible Visage (Once per day). Each non-undead creature within 60 feet of the spirit that can see it must succeed on a DC 12 Wisdom saving throw or take 8 (2d6 + 2) psychic damage and be frightened until the end of its next turn.

HAUNTING PHANTOM

Medium undead, neutral

Armor Class 13

Hit Points 25 (5d8 + 5)

Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)	16 (+3)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages all languages it knew in life but can't speak

Challenge 2

Incorporeal Movement. The haunting phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

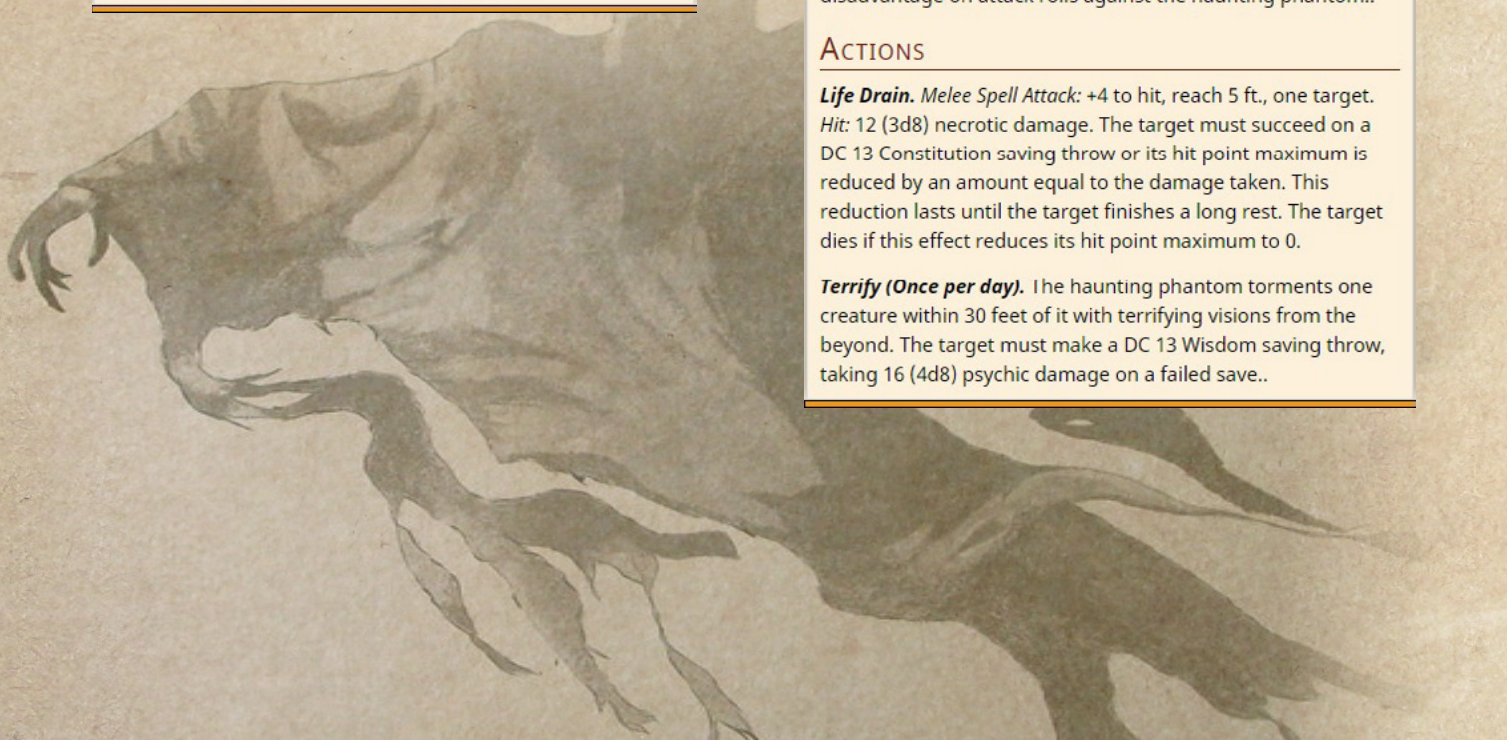
Ethereal Sight. The haunting phantom can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Frightening Presence. Any Any nonundead, hostile creature that starts its turn within 10 feet of the haunting phantom and can see it, must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the haunting phantom is within line of sight, ending the effect on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to the haunting phantom's Frightening Presence for the next 24 hours. Unless the target is surprised, it can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the haunting phantom..

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d8) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Terrify (Once per day). The haunting phantom torments one creature within 30 feet of it with terrifying visions from the beyond. The target must make a DC 13 Wisdom saving throw, taking 16 (4d8) psychic damage on a failed save..



DREAM STALKER

Medium undead, neutral

Armor Class 12

Hit Points 20 (5d8)

Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	16 (+3)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 11

Languages all languages it knew in life but can't speak

Challenge 2

Incorporeal Movement. The dream stalker can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The dream stalker is invisible.

Ethereal Sight. The dream stalker can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The dream stalker's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components: 1/day each: detect thoughts, dream.

ACTIONS

Spectral Grip. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 2) necrotic damage.

Sleep (Twice per day). The dream stalker lulls one creature to sleep. The target must make a DC 13 Charisma saving throw, falling unconscious for 1 minute on a failed save. If the sleeper takes damage or if someone uses an action to shake or slap them, the sleeper awakens.

Nightmare (Once per day). The dream stalker haunts one unconscious creature it can see within 30 feet. Using this feature on a creature that is awake has no effect. The target must make a DC 14 Wisdom saving throw, taking 25 (5d10) psychic damage on a failed save. This damage does not awaken the target or trigger any effect that would awaken the target.

ELDER SPIRIT

Medium undead, neutral

Armor Class 14

Hit Points 41 (9d8)

Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	17 (+3)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages all languages it knew in life

Challenge 3

Incorporeal Movement. The elder spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ethereal Sight. The elder spirit can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

ACTIONS

Spectral Grip. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (4d8 + 3) necrotic damage.

Etherealness. The elder spirit enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal and vice versa, yet it can't affect or be affected by anything on the other plane.

Haunt (Once per day). The elder spirit vanishes to create a 20 foot radius zone of terror. For the next minute, the area is haunted by all manner of paranormal activity. The zone is difficult terrain and nonmagical light within it is dimmed. Any hostile creature that enters it for the first time or starts its turn there, must make a DC 12 Charisma saving throw, taking 4d6 force damage and becoming frightened until the end of their next turn on a failure. On a success the creature takes 2d6 force damage. Succeeding on a saving throw against the zone makes a creature immune to its fear effects for 24 hours. The creature may still take force damage from subsequent save failures. As an action on your turn you may move the zone up to 10 feet in any direction.

NIGHTMARE LORD

Medium undead, neutral

Armor Class 14

Hit Points 50 (9d6 + 9)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	16 (+3)	16 (+3)	18 (+4)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 13

Languages all languages it knew in life

Challenge 5

Incorporeal Movement. The nightmare lord can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Fear Aura. Any creature hostile to the nightmare lord that starts its turn within 20 feet of it must make a DC 14 Wisdom saving throw. On a failure, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to this effect for 24 hours.

Ethereal Sight. The nightmare lord can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The nightmare lord's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following

spells, requiring only verbal components:

At will: detect evil and good, bane

1/day each: mirror image, phantasmal killer, hex

ACTIONS

Death Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target.

Hit: 20 (4d8 + 4) necrotic damage. The target makes a DC 14 Constitution saving throw, suffering one level of exhaustion on a failure. The exhaustion ends after a short rest.

Etherealness. The nightmare lord enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while in the Border Ethereal and vice versa, yet can't affect or be affected by anything on the other plane.

Possession (Once per day). One humanoid that the nightmare lord can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the nightmare lord; the nightmare lord then disappears, and assumes control of the target's body. The nightmare lord can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts for 1 minute, until the body drops to 0 hit points, until the nightmare lord ends it as a bonus action, or until the nightmare lord is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the nightmare lord reappears in an unoccupied space within 5 feet of the body. Each time the target takes damage, it makes a new Wisdom saving throw, ending the effect on a success.



PATH OF THE PSYCHIC

Psychics explore the Gnosis through deep mental concentration and discipline of will. They employ extra sensory perception to gather information about their environment; reading creatures' minds, seeing events from miles away, and predicting the future. They are also gifted illusionists and enchanters, using their enemies' minds against them.

PATH OF THE PSYCHIC SPELLS

Occultist Level Spells

1st	<i>Command, Disguise Self</i>
3rd	<i>Suggestion, Phantasmal Force, Detect Thoughts</i>
5th	<i>Clairvoyance, Hypnotic Pattern, Major Image</i>
7th	<i>Confusion, Dominate Beast, Phantasmal Killer</i>
9th	<i>Dominate Person, Scrying, Geas</i>

MENTAL ATTUNEMENT

Starting at 2nd level, you gain the ability to telepathically communicate with any creature you can see within 60 feet of you. The creature must be able to speak at least one language.

AURA READING

Starting at 2nd level, you automatically detect the auras of creatures you can see within 30 feet of you. An aura is a subtle field of psychic energy surrounding all creatures and objects in existence.

A number of times per day equal to your wisdom modifier, as an action you may make a DC 8+(one half the creature's level) insight check to learn one of the following about a creature within range:

Mental Aura: You learn the creature's emotional state. For example the DM might say, 'calm,' 'nervous,' or 'angry.' For the next minute, you may choose to have advantage on any one persuasion, intimidation, or deception check made against the creature.

Vital Aura: You learn the creature's state of health, including if it is wounded, diseased, poisoned, affected by madness, exhausted or if it has any other physical conditions. For the next minute, you may choose to have advantage on any one attack roll made against the target.

Magic Aura: You learn if the creature has innate magical abilities and whether or not it is affected by any spells or curses. For the next minute, you may choose to have advantage on any one saving throw made against a magical effect from the target.

PARAPSYCHOLOGY

At 3rd level, your occult study of the mind has given you access to one psychic discipline of your choice. Your discipline options are detailed at the end of the class

description. You choose an additional discipline at 4th, 5th, 7th, 9th, 12th, 15th, and 18th levels.

PRECOGNITION

Starting at 6th level, you can peer into the Gnosis to get a glimpse of future events. You may cast the *augury* spell once per long rest without the use of any physical components or spell points and its casting time is 1 action instead of 1 minute.

When you do this, you may for the next 10 minutes as a bonus action on your turn, predict what any one creature will do on its next turn. Choose one creature within 60 feet of you that you can see. You get a visual and auditory glimpse from your perspective of what that creature intends(at that moment) to do on its next turn. The outcome is determined and any rolls are made on that creature's turn, not as a part of this feature.

PSYCHOMETRIC AURAS

When you reach 10th level, you can detect the auras of inanimate objects. As an action, you may touch an object and spend 1 spell point to learn the following:

Psychometry: You learn a few random pieces of information about the object, including: basic facts about its previous owner, when it was made, and a brief description of significant events it was present for. This comes via murky and incomplete visions. Your DM may choose to be either cryptic or clear with the information.

In addition, when you succeed at reading other types of auras you may spend one spell point to also learn the following depending on the aura type:

Mental Aura: For up to 10 seconds, you listen to the surface thoughts of the creature-what is most on its mind in that moment.

Vital Aura: You learn how many hit points the creature currently has and any resistances, vulnerabilities, or immunities it possesses.

Magic Aura: If their levels are not greater than your maximum spell level, you learn the exact spells that the target is currently affected by and is capable of casting.

MENTALISM

Starting at 10th level, you may cast *rare's telepathic bond* once per long rest without spending any spell points, or needing any material components.

Additionally, you add the following spells to your spell list at the indicated levels in the table below. Starting at 13th level, you may cast any one of the spells from the list once per long rest without spending any spell points.

Occultist Level Spells

11th	<i>Mass Suggestion</i>
13th	<i>Project Image, Mirage Arcane</i>
15th	<i>Dominate Monster, Feeble-mind, Mind Blank</i>
17th	<i>Foresight, Weird</i>

ADVANCED PRECOGNITION

Starting at 14th level you are able to predict the future with greater ease. You gain the following benefits:

- You can no longer be surprised.

In addition, when you cast *augury* using your Precognition feature, the duration for which you may use your bonus action to predict the future is 1 hour instead of 10 minutes.

THIRD EYE

When you reach 18th level you use your command of Gnostic truth to analyze your environment. You gain truesight out to a range of 60 feet.

PSYCHIC DISCIPLINES

Whenever you gain a psychic discipline granted by the Parapsychology feature, you choose from the disciplines below. You may choose any discipline from a category of your level or lower.

3RD LEVEL

APPARITIONS

Once per long rest, you may cast either *Phantasmal Force* or *Mirror Image* without spending spell points.

AURA OF DECEPTION

If *disguise self* is a spell you know, you may cast it at will without spending any spell points.

If *silent image* is a spell you know, you may cast it at will without spending any spell points.

AURA OF INFLUENCE

Once per long rest you may cast either *charm person* or *command* without spending any spell points.

DEEP AWARENESS

Your proficiency bonus is doubled for any ability or skill check you make that uses insight.

ILLUSORY TARGET

Starting at 2nd level, you use your psychic influence to delude your foes. While wearing no armor and wielding no shield, your AC includes your Charisma modifier.

MIND MELD

You can spend an action to touch any one creature and see through its eyes until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain the connection until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blind and deafened to your own surroundings.

SENSORY DECEPTION

Once per long rest, you may cast either *blur* or *color spray* without spending any spell points.

7TH LEVEL

ADVANCED TELEPATHY

Your telepathy no longer requires line of sight and can be used on any creature within 120 feet that has a language. You must, however, have a general idea of its location, such as which cardinal direction they are from you.

You can also perceive the content of any telepathic communication used within 120 feet of you, and you can't be surprised by telepathic creatures.

ETHEREAL SIGHT

You can see into the Ethereal Plane within 60 feet.

HYPNOTIC GAZE

Once per long rest, as a bonus action on your turn you can magically force a creature within 30 feet of you that can see you to make a Wisdom saving throw. On a failed saving throw, the creature is confused for 1 minute. It can't take reactions and rolls a d8 to determine what it does on its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. At the end of each of the creatures turns it repeats the saving throw, ending the effect on a success.

If the creature succeeds its initial saving throw, this power is not expended.

MIND OF CHAOS

You may cast *crown of madness* once per long rest without spending any spell points.

MIND PALACE

You learn one additional spell from the Path of the Psychic Spells list. Its level cannot exceed your maximum spell level. You can also accurately recall anything you have seen or heard within the last year.

MIND TRICK

Once per short rest when a creature makes an attack roll within 30 feet of you, you can use your reaction to impose disadvantage on that roll.

SEE INVISIBILITY

You can see invisible creatures and objects within 15 feet of you that are within line of sight.

VANISHING TRICK

You may cast *invisibility* once per long rest without spending any spell points.

VOICE OF MADNESS

Once per short rest, you may cast either *Dissonant Whispers* or *Tasha's Hideous Laughter* without spending any spell points.

1 2TH LEVEL

BLIND SEER

You gain blindsight out to a range of 30 feet.

FOREWARNED

When you use the bonus action associated with your Precognition path feature to predict a creature's actions, you may, at anytime until the end of your next turn, choose to spend an action to impose disadvantage on an attack roll made by the creature against you.

INSCRUTABLE

You become immune to any unwelcome effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse and do not exceed your maximum spell level. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

MIND VOYAGER

You may cast either *scrying* or *dream* once per short rest, without spending any spell points.

PROBING TELEPATHY

When you speak telepathically with a creature and it willingly responds, you may make an insight check opposed by the target's passive deception (10+deception bonus), to learn one random fact about that creature that it would know. Examples include: a random secret the target knows, where the target lives, the target's favorite activity, the target's love interests, an important goal the target has, or a vague summary of an important plan that the target intends to carry out in the near future.

You may make this insight check only once per day, per creature.

PSYCHOKINESIS

Once per long rest you may cast *telekinesis* without spending any spell points.

RETROCOGNITION

Once per long rest, you may observe glimpses of past events that have taken place within 30 feet of you for up to 1 minute. When you use this power, you spend an action and choose a particular day and general time in the past (such as nighttime 30 days ago or yesterday afternoon). For the duration, you can see and hear murky echoes of significant events that took place during the time you chose within 30 feet.

Visual and auditory details such as a person's face, writing, or exact speech require a DC 13 insight check to perceive. The DC increases by 2 for each detail learned beyond the first. After two failures, the effect ends.

RIPPLING AURAS

You gain tremorsense out to a range of 60 feet.

TRUTH AURAS

You know when you hear a lie.

WEAPONS OF FEAR

Once per long rest you may cast either *fear* or *phantasmal killer* without spending any spell points.

1 6TH LEVEL

MADDENING GAZE

Once per long rest, as an action on your turn you can magically force a creature within 30 feet that can see you to make a Wisdom saving throw. On a failed saving throw, the creature is stunned until the end of its next turn and is affected by a random bout of long term madness. If the creature fails by 4 or more, the madness type becomes indefinite.

MIND SWAP

Once per long rest, as an action you may swap your consciousness with that of another willing creature within 60 feet of you. Each creature loses control of their own body and gains control of the other person's body for up to 8 hours. This functions as if you had each cast *dominate person* on each other and are both using your actions to take total and precise control of each other's bodies on each turn. You do not retain any form of perception through your original body. You may end the effect as an action.

THOUGHT SENSE

You may cast *detect thoughts* at will, without using any spell points.

SPELL LIST

CANTRIPS (0 LEVEL)

Dancing Lights
Friends
Guidance
Light
Mage Hand
Minor Illusion
Poison Spray
Ray of Frost
Thaumaturgy
True Strike

1ST LEVEL

Bane
Charm Person
Color Spray
Detect Magic
Detect Evil and Good
Dissonant Whispers
False Life
Find Familiar
Fog Cloud
Guiding Bolt
Hex
Identify
Ray of Sickness
Silent Image
Sleep
Witch Bolt

2ND LEVEL

Calm Emotions
Crown of Madness
Darkness
Enthrall
Find Traps
Hold Person
Invisibility

Misty Step
Moonbeam
Ray of Enfeeblement
See Invisibility
Silence

3RD LEVEL

Bestow Curse
Counterspell
Daylight
Fear
Feign Death
Gaseous Form
Haste
Nondetection
Tongues
Vampiric Touch
Water Walk

4TH LEVEL

Arcane Eye
Banishment
Blight
Compulsion
Divination
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Phantasmal Killer
Stone Shape

5TH LEVEL

Animate Objects
Antilife Shell
Contagion
Creation
Dream
Hold Monster
Insect Plague
Legend Lore

Mislead
Planar Binding
Seeming

6TH LEVEL

Circle of Death
Eyebite
Find the Path
Otto's Irresistible Dance
True Seeing

7TH LEVEL

Etherealness
Finger of Death
Project Image
Regenerate

8TH LEVEL

Demiplane
Control Weather
Mind Blank
Power Word Stun

9TH LEVEL

Astral Projection
Imprisonment
Shapechange

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