

## Ectomancer

**Prime Req.:** WIS      **Required:** CON 9  
**Hit Dice:** d4      **Max Level:** 10

Ectomancers aren't wizards; rather, they are a strange kind of cleric, a bridge to the afterlife. They can use friendly ghosts, spirits, and other strange creatures as fighters or subterfuge, and can also show the dead to their final resting place. Ectomancers are very highly in tune with the dead, both humanoids and other creatures. While most ectomancers are dour, somber individuals, they will protect the sanctity of death with religious fervor.

An ectomancer can wear **chain armor** or less, and can wield any **swords/daggers** and **bows/crossbows**. Ectomancers can **turn undead** as a cleric of their level, and can cast spells as below. They progress in **spells, proficiencies**, and **saving throws** as a cleric.

Ectomancers' lend truth to the abilities of ghosts: **spiritus veritas** makes any spells involving ghosts or undead -2 to resist. In exchange for the help of an ectomancer, spirits will lend their assistance, resulting in a **divine blessing**, a +2 bonus to all saves, and an **aura of protection** that gives a +1 bonus to AC and a +1 bonus to saves against evil. To True Seeing, Detect Good, and Detect Magic, the character seems to be wrapped in the arms of a battle-scarred warrior. With long years of staring past the veil of death, ectomancers can **perceive intentions** of anyone with charisma less than the ectomancer's wisdom.

Finally, if an ectomancer were to **perform spiritual ritual** by spending an hour with the spirits roaming the earth, the ectomancer regains a spell slot, though only one slot of each level can be regained in this way each day.

lvl	XP	Title
1	0	Undertaker
2	1200	Ghost Whisperer
3	2400	Spiritualist
4	4800	Apparitionist
5	9600	Psychic
6	19200	Medium
7	38400	Phantasmologist
8	75000	Mystic
9	175000	Exanimus
10	275000	Pale Seer
11	375000	Spectral Arcanist
12	475000	Spiritmage
13	575000	Ectomancer
14	675000	Arch Ectomancer

Level 1	Level 2	Level 3	Level 4	Level 5
Confuse Undead	Distracting Ghost	Bogeyman	Create Water	Atonement
Cure Light Wounds	Bless	Continual Light	Cure Serious Wounds	Commune
Detect Evil	Hold Person	Directed Hallucination	Dispel Magic	Dispel Evil
Light	Deanimate	Feign Death	Divination	Flame Strike
Personal Ghost	Hallucination	Glyph of Warding	Neutralize Poison	Ghostly Warrior
Protection from Evil	Panic Undead	Haunted Ground	Prot. from Evil, Sust.	Invisible Nightmare
Rigor Mortis	Silence 15' radius	Remove Curse	Smite Undead	Quest*
Sanctuary	Speak with Animals	Return to Death	Mass Hold Undead	Restore Life and Limb
Screamer	Spiritual Weapon	Speak with Dead	Open Grave	Strength of Mind
Ward Undead	Spooky Ground	Striking	Tongues	True Seeing