

GHASTLY FEATS

FRIEND OF DEATH

Prerequisite: Charisma 11+

You have developed a kinship that can only be felt by those who are inured to death. You gain the following benefits:

- ☞ Increase your Charisma by 1, to a maximum of 20.
- ☞ You gain the ability to communicate with most undead. An undead with an Intelligence score of 4 or higher can communicate, albeit limited by their relative score. An undead with an Intelligence of 3 or lower can understand but not communicate. An undead that is hostile, hungry, or commanded to be aggressive can communicate, but is not likely to be cooperative.
- ☞ You have advantage on Charisma checks made to influence undead creatures that share a language with you, such as vampires and liches. Though this doesn't guarantee cooperation, it is likely that they will see in you a kindred spirit, potentially showing mercy or even assistance.
- ☞ You learn *find familiar* as a ritual. The familiar summoned is considered undead. It is also immune to poison damage, and immune to the charmed, frightened, exhaustion, and poisoned conditions. The familiar otherwise functions as per the spell.

GRAVE KNOWLEDGE

Prerequisite: Intelligence 11+

You have become adept at hearing the whispers of the dead. You might do so while sleeping, meditating, or even in your waking moments. You receive the following benefits:

- ☞ Increase your Intelligence by 1, to a maximum of 20.

- ☞ You can make an Intelligence check and add your proficiency bonus even if you would not otherwise do so. You can use this ability once, and can do so again after finishing a long rest.
- ☞ You learn the *unseen servant* as a ritual. The unseen servant summoned in this way is in fact a wayward spirit that develops a kinship with you. At your GM's discretion, the summoned servant can eventually develop a personality and speak to you as a contact with knowledge of the spirit world. If it becomes prominent enough, it may even decide to manifest without being summoned.

GRAVE SIGHT

Prerequisite: Wisdom 11+

You have a preternatural ability to sense and locate spirits and undead. You gain the following benefits:

- ☞ Increase your Wisdom by 1, to a maximum of 20.
- ☞ You have advantage on Wisdom (Perception) checks made to perceive undead creatures.
- ☞ You can use a simple ritual to drive out hidden spirits. With one minute of concentration, and blessed salt, you can create a small 10 ft area on the ground that reveals undead for 1 minute. Any incorporeal or buried undead in or below this area are forced to manifest or are brought to the surface. The creature cannot burrow, become invisible, or possess a creature or object for the remainder of that minute. The undead becomes hostile to you.
- ☞ At 5th level, you gain the knowledge of the *protection from evil and good* spell. You can cast this spell once, and can do so again after finishing a short rest.

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