Medium

As conduits between the living and dead, mediums offer an essential glimpse past the veil of mortality. Using their auguries, seances, and divinations, mediums can retrieve morsels of information from the afterlife to settle debts with the living or and assist ongoing investigations. This information, however cryptic, can point an interested party toward clues or evidence which only the deceased might be able to provide.

FORTELLING

Starting when you choose this specialization at 3rd level, you can receive glimpses of the future. When you finish a long rest, roll two d20s and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this foretold roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

As an action, you can use a use of your Rushed Incantation ability to make an additional fortelling roll. You can have up to 3 foretold rolls at one time. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

TRINKETS

By 3rd level, you've collected a number of objects which help you attune to the afterlife. You can use the following trinkets:

Dead Ringer. As an action, you can ring this bell to cast the spell speak with dead once without using a spell slot or spell components. When you cast this spell using this trinket, you can ask only one question of the corpse.

Heptagonal Spectacles. As a bonus action, you can cast the spell see invisibility once without using a spell slot or spell components.

Lucent Mirror. You can use your bonus action to activate this trinket, causing you to phase partially into the Ethereal Plane for up to 1 minute. For the duration, you can move through other creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your movement inside a creature or object. Additionally, you have resistance to all damage. This effect ends early after you take damage.

FOREWARNING PRESENCE

By 6th level, the spirits of the dead guide your hand when you would falter. You can reroll an attack roll or ability check you make, and must use the new roll. Once you use this ability, you can't use it again until you finish a short or long rest.

WHISPERS FROM BEYOND

Starting at 10th level, you can open your perceptions to receive a hint from beyond the pale. The GM answers with a one-word hint pertaining to your best course of action, a fruitful line of inquiry, or some other useful direction.

Once you use this ability, you can't use it again until you finish a long rest.

THIRD EYE

By 14th level, your connection to the afterlife allows you to see all. You can use your bonus action to cast the spell true seeing without using a spell slot or spell components.

Once you use this ability, you can’t use it again until you finish a long rest.

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