

Necronomicon:

Fighter

This is Supplemental Material

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. This is an option written by Odvaskar for that feature: The Revenant.

Revenant

Revenants are unfortunate souls that meet their end in battle with much left to be fulfilled. A revenant fighter combines their martial prowess and skills from their time spent among the living with their newfound powers from beyond the grave. Not quite living and not quite undead, revenants wander around trying to fulfill what they couldn't when they were alive or seek vengeance on those that brought upon their unfortunate death.

Subclass Prerequisite: Reborn race
(You must have died and came back from death)

Macabre Rebirth

3rd-level Revenant feature

Starting at 3rd level, through your death you have been reborn into a creature that is neither living nor dead. Walking the fine line between these two states gives you the following benefits:

Undead Fortitude. If damage reduces your hit points to 0, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless that damage is radiant or a critical hit. On a success you have 1 hit point instead.

Crawling Hands. As an action, you can detach one of your hands and have it act on its own. Its uses the crawling hand statistics, which are in the Monster Manual. While its within 100 feet of you, you can communicate with it telepathically.

Additionally, as an action, you can see through the hand's senses until the start of your next turn. During this time you are deaf and blind in regard to your own senses.

You can use your bonus action to take control of the detached hand while its within 100 feet of you to manipulate an object, open an unlocked door or container, stow, or retrieve an item. You can move the hand up to 20 feet each time you use it.

In combat, it shares your initiative and follows your mental commands. It can't attack but it can take other actions if you give it your bonus action. You can't use weapons or items if you don't have the right amount of hands. If a hand's hit points drop to 0, you must find it and reattach it or find a separate hand to replace it.

Headless. If you are decapitated, you don't die if the damage dealt by the attack didn't drop your hit points to 0. Instead, your body ceases to function until your head is reattached to it or to a different body. You are still conscious, and you can see, hear, and talk from your detached head.

Draugr

3rd-level Revenant feature

In your current state of existence you've become a vessel for negative energy and a consumer of positive energy. You gain the following benefits:

Life Drain. As an action, you can make a melee attack against a creature. On a hit, the target takes 1d10 necrotic damage and you gain temporary hit points equal to half of the damage you dealt. The damage of this feature increase to 2d10 at 7th level, and 3d10 at 15th level.

Soul Shaking Wail. As an action, you can expel the negative energy within you to repel your foes. Each creature that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 8 + your proficiency bonus + your

Constitution modifier). If the creature fails the saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Once you use this feature, you can't use it again until you finish a short or long rest.

Untethered Soul

7th-level Revenant feature

At 7th level, you can use a bonus action to travel into the Border Ethereal. You can move through other creatures and objects as if they were difficult terrain, you take 1d10 force damage if you end your turn inside an object. Additionally, you can see and interact with creatures and objects in the Ethereal Plane.

You can stay in the Border Ethereal a number of rounds equal to your Constitution modifier (minimum of 1 round). If you are inside an object or creature when you come back, you appear in the nearest unoccupied space and taking double the force damage you roll.

Once you use this feature, you must finish a short or long rest before you can use it again.

Undying Spirit

10th-level Revenant feature

When you reach 10th level, your soul will not travel to the afterlife unless you will it so. If you are killed your soul lingers in the Border Ethereal. After 24 hours, your soul inhabits your corpse again if hasn't been destroyed, otherwise it inhabits another humanoid corpse within 1 mile of where you died. Additionally, if you start your turn with less than half your maximum hit points, you regain 5 hit points. You don't gain this benefit if you have 0 hit points.

Necrosis

15th-level Revenant feature

At 15th level, you can expel the negative energy within you with a single strike. Once per turn, when you deal damage to a creature with a weapon attack, you can cause the attack to deal extra damage to the creature. The extra damage is necrotic damage and is equal to your current temporary hit points. Once you use this feature your current temporary hit points are consumed, and you can't use it again until you gain temporary hit points.

Soul Eater

18th-level Revenant feature

At 18th level, you can devour the souls of those you slay. Whenever you reduce a creature to 0 hit points, you devour its soul unless it is a construct or an undead. When you devour a soul, you gain temporary hit points equal to the slain creature's CR. Additionally, you are aware of the presence of souls from Tiny and larger creatures within 60 feet of you that aren't constructs or undead.