

BLADEMAGE



BLADEMAGE

By: Robert Buckley

COMPATIBLE FOR



BLADEMAGE- PG 5

NEW SPELLS - PG 14

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BLADEMAGE

Academies of High Arcana are often places of danger, both from the novice spellcasters within and from those who would do the young wizards harm. In order to protect their students, some of these schools began to employ squads of specially-trained guards who could contend with threats both mundane and magical, thus leading to the rise of the bladamage. The path of the bladamage is one of diligent study and intense physical training, as they are charged with the defense of their fellow students and faculty, standing proud in the face of danger with determination and intense focus.

Role: A bladamage was once a rare sight in most cities, as those who chose the calling of martial and arcane would rarely leave their colleges. As news of their exploits reached more ears through fantastic tales of bravery and ability, more people began to show up at the steps of the college, seeking not wizardly training, but that of the bladamage. The blend of fighting techniques and arcane spellcasting of a bladamage is best suited to dealing as much damage as quickly as possible while keeping a watchful eye on lesser-armored party members.

QUICK BUILD

You can make a bladamage quickly by following these suggestions. First, Strength or Dexterity should be your highest ability score, depending on whether you want to focus on large or small-bladed weapons. Intelligence should be your next-highest ability score. Second, choose the soldier, sage, or entertainer (gladiator) background. Third, choose the Evocation School and the cantrips *blade ward* and *poison spray*.

CLASS FEATURES

As a bladamage, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bladamage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bladamage level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Dagger, handaxe, sickle, spear, dart, light crossbow, battleaxe, glaive, greataxe, greatsword, halberd, longsword, pike, rapier, scimitar, shortsword, trident, war pick

Tools: Calligrapher's supplies

Saving Throws: Strength, Intelligence

Skills: Choose two skills from Acrobatics, Animal Handling, Arcana, Athletics, History, Insight, Intimidation, Investigation, and Religion

Equipment

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

- (a) a dagger (b) or a sickle
- (a) a scholar's pack or (b) an explorer's pack
- (a) greatsword or (b) a longsword or (c) a spear
- Chain shirt, calligrapher's supplies, 5 darts

LEVEL	PROFICIENCY BONUS	FEATURE	EDGE POINTS	CANTRIPS KNOWN
1	+ 2	Arcane Training I, Blade Attunement, Cantrips	1 + INT Modifier	2
2	+ 2	Combat Training	1 + INT Modifier	2
3	+ 2	Fighting Style Feat	1 + INT Modifier	2
4	+ 2	Ability Score Improvement	1 + INT Modifier	3
5	+ 3	Extra Attack	2 + INT Modifier	3
6	+ 3	Ability Score Improvement	2 + INT Modifier	3
7	+ 3	Arcane Training II	2 + INT Modifier	4
8	+ 3	Ability Score Improvement	2 + INT Modifier	4
9	+ 4	Arcane Recovery I	3 + INT Modifier	4
10	+ 4	Fighting Style Feat	3 + INT Modifier	5
11	+ 4	Extra Attack (2)	3 + INT Modifier	5
12	+ 4	Ability Score Improvement	3 + INT Modifier	5
13	+ 5	–	4 + INT Modifier	6
14	+ 5	Arcane Training III, Ability Score Improvement	4 + INT Modifier	6
15	+ 5	Improved Combat Training	4 + INT Modifier	6
16	+ 5	Ability Score Improvement	4 + INT Modifier	6
17	+ 6	–	5 + INT Modifier	6
18	+ 6	Arcane Recovery II	5 + INT Modifier	6
19	+ 6	Ability Score Improvement	5 + INT Modifier	6
20	+ 6	Extra Attack (3)	5 + INT Modifier	6

Table: Bladamage

ARCANE TRAINING

Beginning at 1st level, you may choose one **Arcane School** to specialize in. Once the choice is made, it cannot be changed. Specializing in an arcane school grants you spells and abilities associated with the school, as well as allowing you to learn more powerful spells and abilities as you gain levels. You are able to choose additional Schools at level 7 and 14, at which point you are able to immediately use any spells or abilities you meet the prerequisite for.

BLADE ATTUNEMENT

At 1st level, you are able to tap into the power of your blades. This power is represented by edge points, which allow you to augment some of your abilities. You must be wielding a weapon you are proficient with to use edge points.

EDGE POINTS

You have 1 edge point + your Intelligence modifier at 1st level. You can never have more edge points than shown on the table for your level. You regain all spent edge points at the end of a long rest.

FLEXIBLE CASTING

You can use your edge points to recast any bladamage spell you know, with the exception of cantrips, without needing to finish a rest. The edge point requirements are as described in the **Flexible Casting** table.

BLADEMAGE SPELL LIST

Cantrips. Acid Splash, Blade Ward, Chill Touch, Dancing Lights, Fire Bolt, Friends, Light, Mage Hand, Mending, Message, Minor Illusion, Poison Spray, Prestidigitation, Ray of Frost, Shocking Grasp, True Strike

LEVEL	EDGE POINT COST
1	2
7	3
14	4

Flexible Casting

CANTRIPS

You know two cantrips of your choice from the bladamage spell list. You learn additional bladamage cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the Bladamage table.

COMBAT TRAINING

You adopt a particular style of fighting as your specialty. Choose one of the following options; you cannot take a Fighting Style option more than once, even if you are able to choose again.

- **Dueling** - When you are wielding a melee weapon in one hand and no other weapons, you gain a +1 bonus to damage rolls with that weapon.
- **Great Weapon Fighting** - When you roll a 1 on a damage die for an attack made using a melee weapon wielded in two hands, you can re-roll the die and must use the new roll, even if the new roll is also a 1. The weapon must have the two-handed or versatile property for you to gain the benefit.
- **Two-Weapon Fighting** - You may add your ability score modifier to the damage of the second attack.

FIGHTING STYLE FEAT

At 3rd level, you gain a Feat associated with your chosen Fighting Style. You gain an additional Feat at level 10.

DUELING

Disarm. At level 3, you can attempt to disarm your opponent by using your action to force your target to make a Dexterity saving throw against 8 + your proficiency + your Strength modifier. On a failed save, your target drops any weapon they are wielding.

Trip. At 10th level, you can attempt to trip your opponent, using your action to force your target to make a Dexterity saving throw against 8 + your proficiency + your Strength modifier. On a failed save, your target is knocked prone.

GREAT WEAPON FIGHTING

Overhand Chop. At level 3, you are able to deliver a greater blow with weapons wielded with both hands, but the attack leaves you open for retaliatory strikes. Any time you take the attack action, you can choose to make an overhand chop, allowing you to double your Strength modifier when calculating the damage on a successful strike. Your AC is reduced by 1 on your next turn whether you succeed on the strike or not. Critical damage is not doubled this way.

Cleave. At level 10, if you land a killing blow on a creature, you may use your bonus action to attack another creature within your reach. You must be wielding a weapon in two hands in order to use this ability.

Two-Weapon Fighting

Defensive Blade. At level 3, you are able to forgo an attack with your off-hand weapon and instead use it to defend yourself, giving a +2 bonus to your AC for that round.

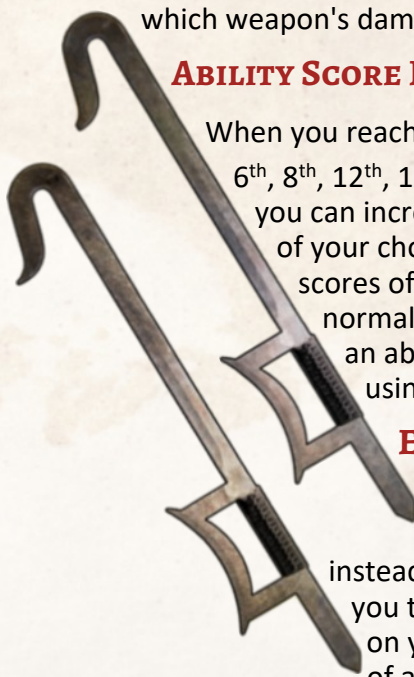
Deep Slice. At level 10, if you succeed in striking with both of your weapons, you can double the damage of whichever weapon you scored the highest melee attack roll with. If you rolled the same number with both attacks, you can choose which weapon's damage to double.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you cannot increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach level 11 in this class, and to four when you reach level 20 in this class.



ARCANE RECOVERY

At 9th level, you gain the ability to cast any level 1 or level 7 bladamage spell you know after a short or long rest. When you reach level 18, you are able to cast any level 14 bladamage spell you know after a short or long rest.

IMPROVED COMBAT TRAINING

Upon reaching level 15, you become deadlier in your chosen fighting style.

- **Dueling** - Your AC increases by 2 when you are wielding a melee weapon in one hand and no other weapons.
- **Great Weapon Fighting** - When a creature in your line of sight attacks a target other than you that is within your weapon's reach, you can use your reaction to impose disadvantage on the attack roll. You must be wielding your weapon with two-hands to use this ability.
- **Two-Weapon Fighting** - Your AC increases by 1 when you are wielding a second melee weapon. In addition, you are now able to wield any weapon that does not have the two-weapon, range, heavy, or versatile property in your off hand.

ARCANE SCHOOLS

When you choose an Arcane School to specialize in, you immediately gain access to any of that School's spells and abilities that you qualify for. Unfortunately, because of the diligent work it takes to specialize in one of the Schools, a bladamage must choose a Prohibited School associated with the School. If the bladamage is already prohibited from one school, they must choose the other school to be prohibited. If the bladamage is already prohibited from both choices, the GM will choose a school at random from those that remain to be prohibited.

All bladamage spells, with the exception of Cantrips, are able to be cast once before finishing a long rest unless otherwise stated. All spells are cast as if using a spell slot that corresponds with the spell's level, if applicable.

Spell Runes

A bladamage must paint or draw arcane runes and symbols on their weapon in order to cast their bladamage spells, with the exception of Cantrips. A blade decorated this way can also be used as an arcane focus. These runes must be created with the use of calligrapher's supplies. Once the symbols are drawn on, they are permanent and can only be removed via magical means.

Drawing bladamage symbols on a weapon does not make the weapon magical or confer any bonus to its attack or damage rolls. Should the bladamage lose a weapon decorated this way, they cannot cast their spells again until they either retrieve the blade or paint the required symbols on a new blade.

The decorated blades, in essence, serve as the bladamage's spellbook.



ABJURATION (Prohibited School - Necromancy or Enchantment)

Spells Known. *shield* (level 1), *glyph of warding* (level 7), *globe of invulnerability* (level 14)

Damage Shield. Beginning at 1st level, you are able to use your action to surround yourself with a translucent field of force that absorbs damage done to you. The shield lasts for 4 rounds + your Intelligence modifier, or until it has absorbed 10 + your Intelligence modifier in damage. At level 7, the shield is able to absorb a total of 25 (plus modifiers) points of damage and 55 (plus modifiers) points at level 14. You are able to manifest this shield once before a short or long rest. You may spend 2 edge points at the shield's creation to have it explode out from your position when it reaches the maximum amount of damage it can absorb, dealing half (rounded down) of the absorbed damage to any being within 10 feet. An exploded shield deals force damage.

Spell Disruption. Beginning at 7th level, you are able to disrupt the casting of spells by others through touch. You must first succeed in a melee attack, if successful, your target is allowed a Wisdom saving throw against a DC of 8 + your proficiency + your Intelligence modifier. On a failed save, the target is unable to cast any magical spells for 2 rounds + your Intelligence modifier. You are able to use this ability once before a short or long rest.

Reflect. At level 14, you are able to use your action to surround yourself in a shimmering field that reflects all harmful spells cast upon you back to their origin. The field lasts for 4 rounds + your Intelligence modifier. Harmful spells are any that would force you to perform a saving throw to avoid an adverse effect or that would cause hit point damage. You are able to use this ability once before a long rest. You cannot reflect spells while you have an active damage shield.

CONJURATION (Prohibited School - Transmutation or Evocation)

Spells Known. *ensnaring strike* (level 1), *dimension door* (level 7), *incendiary cloud* (level 14)

Conjure Blade. Beginning at 1st level, you are able to use your action to summon to your hand a single slashing or piercing weapon that you are proficient with. The weapon is non-magical, but expertly crafted. The weapon remains for 4 rounds + your Intelligence modifier, after which time it disappears into harmless mist. At 7th level, the blade is considered magical and grants a +1 bonus to attack and damage rolls. At level 14, the blade can adopt one of these properties for the duration it is summoned: *dancing*, *frost brand*, or *flame tongue*. You may spend 2 edge points to increase the blade's duration to 6 + your Intelligence modifier rounds. You may conjure a blade once before a short or long rest. The conjured blade disappears into harmless mist if it is wielded by anyone but you.

Acid Bolt. At 7th level, you are able to shoot a bolt of acid from the tip of one of your wielded blades. If you succeed in a ranged attack, the bolt deals 4d4 acid damage and an additional 2d4 acid damage on the following round. You are able to shoot one acid bolt before a short or long rest.

Trap the Soul. At level 14, you are able to attempt to trap the soul of any creature inside your blade after successfully striking with a critical hit. If your target fails a Wisdom saving throw against 8 + your proficiency bonus + your Intelligence modifier after being subjected to one of your critical hits, their soul is sucked into your blade for 4 rounds + your Intelligence modifier, regardless of if the critical hit killed them or not. If the creature did not die as a result of the critical strike, and their soul was trapped, their body lies comatose and is considered paralyzed for the duration. The blade with the trapped soul gains an additional +3 to its attack and damage rolls and deals an additional 6 points of necrotic damage on successful strikes. You are able to use this ability once before a long rest.

If the critical strike did not kill the creature, but its soul was trapped, it leaves the blade at the end of the duration and returns to its host body if the creature is still alive. If the creature died as a result of the critical strike or dies after the soul is trapped, the soul disappears into nothingness once the duration is done.

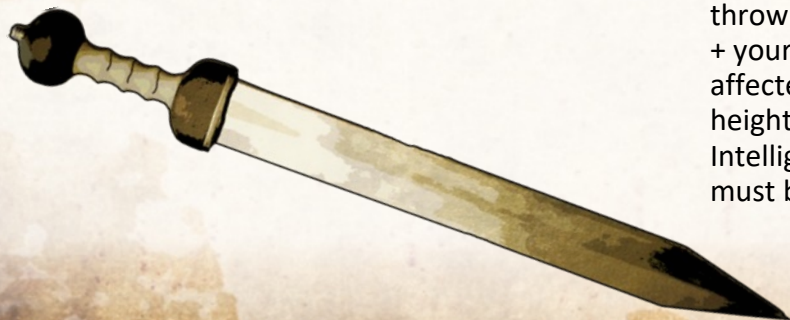
DIVINATION (Prohibited School - Enchantment or Illusion)

Spells Known. *comprehend languages* (level 1), *arcane eye* (level 7), *find the path* (level 14)

Gain Insight. Beginning at 1st level, you are able to study a creature and gain important insights to its physiology and demeanor. On your turn, you designate one creature within 30 feet of your position and within your line of sight. You may choose to either take a +2 to attack rolls or +2 to your AC while engaging in combat with the chosen creature, but not both. The bonus lasts until you switch targets, your target dies, or you use the disengage action. At level 7, the bonus increases to +3, and at level 14, the bonus increases to +4. You may spend 2 edge points to increase the bonus by 1. You may use this ability once before a short or long rest.

Forewarned. At 7th level, you gain the uncanny ability to avoid area damage. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage so long as you succeed on the saving throw, and only 1/2 damage if you fail.

Glimpse Future. Beginning at level 14, you are able to see into the immediate future and act accordingly. As a result, you can never be flanked or surprised and become immune to sneak attacks. You also gain advantage on your initiative rolls.



ENCHANTMENT (Prohibited School - Divination or Abjuration)

Spells Known. *dissonant whispers* (level 1), *confusion* (level 7), *dominate monster* (level 14)

Hypnotic Gaze. Beginning at 1st level, you are able to use your action to attempt to stun a creature that can meet your gaze. Your target is allowed a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed save, your target is considered stunned for 1 round. At level 7, this duration increases to 3 rounds. At level 14, the target is now considered paralyzed for the duration. You are able to spend 3 edge points to force the saving throw to be at a disadvantage. You may use this ability once before a short or long rest.

Commanding Shout. At level 7, you are able to use your action to shout commands at either your enemies or your allies. If you choose to shout at your allies, any creatures designated as your ally and within 30 feet of your position gains advantage to their next attack, saving throw, or ability check. If they already receive advantage for the roll, they gain a +2 bonus instead. If you choose to shout at your enemies, any creature that is hostile to you or to a creature designated as your ally must succeed in a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed save, all affected creatures within 30 feet of your position gain disadvantage on their next attack, saving throw, or ability check. If they already receive disadvantage for the roll, they receive a -2 penalty instead. You may use this ability once before a short or long rest.

Aura of Emotion. At level 14, you can emit a 30-foot aura of strong emotion that affects any hostile creatures within its radius. Affected creatures must succeed in a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed save, affected creatures succumb to one of three heightened emotional states for 4 rounds + your Intelligence modifier. The emotion you project must be chosen before you use this ability.

- **Rage** - Creatures can do nothing but relentlessly attack until they are somehow incapacitated or slain. They seek to attack the nearest creature, regardless of previous allegiance.

- **Sorrow** - Creatures can do nothing but weep uncontrollably, giving them a -4 to attack, saving throw, or ability check for the duration.

- **Calm** - Creatures can do nothing except stare, quietly content with their place in the multiverse. They will not raise a hand to attack anything, regardless of previous allegiance. They will still attempt to defend themselves if they are attacked. While in this state, affected creatures receive a -4 to saving throws against other mind effecting spells or abilities.



EVOCATION (Prohibited School - Necromancy or Conjuraction)

Spells Known. *chromatic orb* (level 1), **scream* (level 7), *forcecage* (level 14)

Charge Blade. Beginning at 1st level, you are able to charge a single blade you are wielding, and proficient in, with elemental energy. On your turn, you may use your action to choose either acid, cold, fire, lightning, or thunder to infuse your blade with. Any successful hit with that charged blade deals an additional 1d6 of the chosen damage type. This effect lasts for 2 rounds, and increases to 4 rounds at level 7, and 6 rounds at level 14. You may spend 2 edge points to increase the damage by 2 points for the duration.

Bolts of Force. At 7th level, you are able to use your action to empower a number of crossbow bolts equal to 2 + your Intelligence modifier to deal additional damage on successful strikes. The bolts glow with intense light and deal an additional 1d12 force damage. A creature struck by one of these bolts must succeed in a Strength saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier or they are knocked prone. The bolts can be used by others but only retain their magic for 4 rounds. You may use this ability once before a short or long rest.

Arcane Explosion. At level 14, you are able to use your action to charge your body with arcane energy, then release it in a destructive blast centered on your position. Anything within 10 feet of you is subject to 10d8 force damage and 1/2 as much on a successful Dexterity saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier. Creatures who fail the saving throw are also pushed back 5 feet. You can use this ability once before a long rest. You are not affected by the blast.

***New spell**

ILLUSION (Prohibited School - Divination or Transmutation)

Spells Known. *silent image* (level 1), *major image* (level 7), *mirage arcana* (level 14)

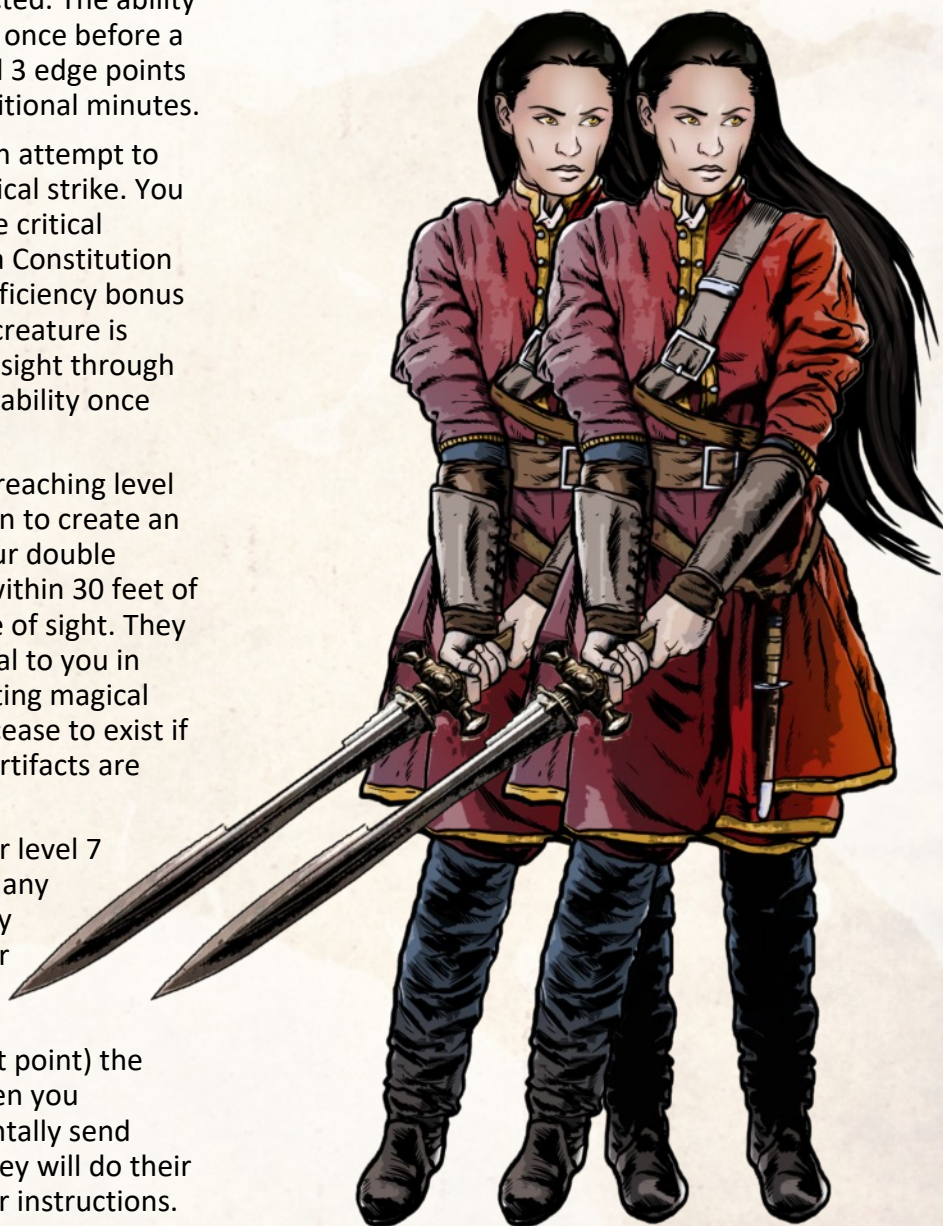
Illusory Appearance. Beginning at 1st level, you can magically alter your appearance and assume the form of any humanoid type creature that you have seen and is the same size or one size larger or smaller than yourself. Your voice is not affected, and you do not gain any special abilities your chosen form may possess; only your outward appearance is affected. The ability lasts for 5 minutes and is useable once before a short or long rest. You may spend 3 edge points to increase the duration by 3 additional minutes.

Blinding Strike. At level 7, you can attempt to blind creatures you hit with a critical strike. You must declare the strike before the critical damage is calculated. If they fail a Constitution saving throw against 8 + your proficiency bonus + your Intelligence modifier, the creature is blinded and can only regain their sight through magical means. You may use this ability once before a short or long rest.

Create Illusory Double. Upon reaching level 14, you are able to use your action to create an illusory double of yourself. Your double comes into existence anywhere within 30 feet of your position and within your line of sight. They are clothed and equipped identical to you in every way, even so far as duplicating magical items. Illusory magical items cease to exist if removed from your double, but artifacts are never duplicated this way.

Your double can use any level 1 or level 7 ability you know, but cannot cast any spells or cantrips. They have every proficiency you have and use your proficiency bonus if applicable. They come to existence with $\frac{1}{2}$ (rounded down, minimum of 1 hit point) the amount of hit points you had when you activated the ability. You can mentally send commands to your double and they will do their best to mimic you and follow your instructions.

You may also choose to mentally inhabit your double for the duration of the ability, but doing so leaves your body comatose and vulnerable. Should you choose to inhabit your double, it is only your consciousness that is doing so, and you are bound by the confines of the double's restrictions on abilities and items. Your double exists for 6 rounds + your Intelligence modifier. If your double reaches 0 hit points, it dissolves into harmless mist. You may use this ability once before a long rest.



NECROMANCER (Prohibited School - Evocation or Abjuration)

Spells Known. *ray of sickness* (level 1), *animate dead* (level 7), **haunted steps* (level 14)

Leech Life. Beginning at 1st level, you can absorb some of the damage you cause with your blades, taking the health of your target for yourself. After you successfully wound a creature in melee combat with your blade, they must succeed in a Constitution saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed save, the creature takes an additional 1d6 points of necrotic damage. You receive 1/2 of the total damage (from the hit and additional necrotic damage, rounded down) back in healing. You can spend 2 edge points to increase the damage by 2. You can use this ability once before a short or long rest.

Lifesight. At level 7, you gain the ability to sense the life, or lack of life, around you. You gain +4 to any Wisdom (Perception) ability checks to notice living beings who are trying to hide themselves from you, even if it is through magical means such as *invisibility*. You are also instantly aware of any undead creatures present within 30 feet of your position at all times.

Aura of Decay. Upon reaching level 14, you can emit a 30-foot aura of death and decay that weakens all living thing and bolsters any undead creature. Creatures who fail a Constitution saving throw against a DC of 8 + your proficiency bonus + your Intelligence bonus take 10 points of necrotic damage and -4 to every attack, saving throw, or ability check. The damage and penalties persists as long as the creature stays in the aura.

Another saving throw is allowed if the creature leaves the radius of the aura and enters it again. Any undead creature within the aura gain advantage to any attack, saving throw, or ability check. The aura lasts for 4 rounds + your Intelligence modifier. You can use this ability once before a long rest.

***New Spell**

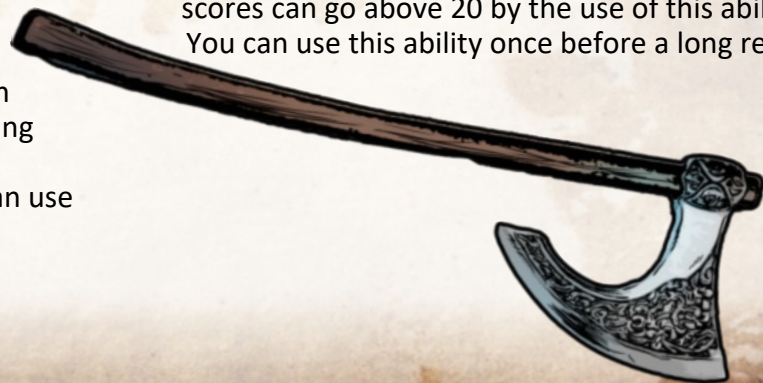
TRANSMUTATION (Prohibited School - Illusion or Conjuraction)

Spells Known. *alter self* (level 1), *animate objects* (level 7), **evolve* (level 14)

Telekinetic Strike. Beginning at 1st level, you are able to make a melee attack with one of your blades as if it was a ranged attack. If the attack succeeds, the target takes all damage as force damage. The range for this attack is 30 feet at 1st level, but it increases to 90 feet at level 7 and 120 feet at level 14. You can spend 3 edge points to make the attack at an advantage. If you already receive an advantage on the attack, you gain a +2 bonus to hit instead. You can use this ability once before a short or long rest.

Transmute Blade. At level 7, you are able to use your action to transform the blade of a weapon you are wielding into a living snake. The weapon still functions as the same type, but now deals an additional 2d6 piercing damage with a successful strike and has the ability to inject a debilitating poison. A Constitution saving throw against a DC of 8 + your proficiency bonus + your Intelligence modifier is needed to resist the poison. On a failed save, the target receives the poisoned condition. Your blade remains this way for 2 rounds + your Intelligence modifier. The blade only functions this way if it is wielded by you. You can use this ability once before a short or long rest.

Perfect Self. Upon reaching level 14, you are able to use your action to temporarily boost your attributes and sculpt your body and mind to near perfection. All of your ability scores that are below 18 are increased to 18 for 4 rounds + your Intelligence modifier (before the increase). If you have an ability score already at or above 18, it is increased by 2 instead. Your ability scores can go above 20 by the use of this ability. You can use this ability once before a long rest.



NEW SPELLS

EVOLVE

8th level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 2 hours

By means of this spell, you rapidly decrease the amount of time your body needs to adapt to adverse environments. Whenever you are subjected to environmental effects that would cause you harm, your body immediately adapts to compensate.

For example, if you were tossed into the sea tied to a heavy rock, just at the point you would begin to pass out for lack of air, your body would grow gills and allow you to process oxygen from the water or if you were subjected to hundreds of mile an hour winds, your legs might develop spurs in which to anchor yourself to the ground.

This process is completely involuntary and infallible for the duration of the spell. Your body is also able to instantly develop an immunity to any damage type that deals more than 10 hit points of damage to you, at one time, during the duration of the spell.

HAUNTED STEPS

7th level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Special or up to 1 hour

By means of this spell, you can tether a spirit of the underworld to a creature. The spirit will then haunt your chosen target for the duration of the spell. The target is entitled to a Wisdom saving throw to resist the effects. On a failed save, anytime the creature takes an action they must roll a 1d4. A roll of 1 or 2 results in nothing happening. A roll of 3 or 4 results in the creature being attacked by the spirit that haunts them.

If the spirit is reduced to 0 hit points, it disappears but will reform on another roll of 3 or 4 until its conditions for destruction are met or the spell's duration ends.

SPIRIT OF DEATH

Medium undead, neutral evil

AC 17

Hit Points 1/2 of the hit points of the haunted creature

Speed 60 ft., fly 60 ft. (hover)

STR 16 (+3) **DEX** 16 (+3) **CON** 16 (+3) **INT** 16 (+3) **WIS** 16 (+3) **CHA** 16 (+3)

Damage Immunities. Necrotic, poison

Condition Immunities. Charmed, frightened, paralyzed, petrified, poisoned, unconscious

Senses. Darkvision 60 ft., truesight 60 ft., Passive perception 13

Languages: All languages known by spellcaster

Challenge n/a (0 xp)

Incorporeal Movement. The spirit of death 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.

Turning Immunity. The spirit of death is immune to features that turn undead.

ACTIONS

Reaping Scythe. The spirit sweeps its spectral scythe through the creature it is haunting, dealing 7 (1d8+3) slashing damage plus 4 (1d8) necrotic damage.

The spirit can be destroyed by dealing more than 50% of its hit points in radiant damage, thus destroying its ability to reform and ending the spell. The casting of *greater restoration* upon the haunted creature while the spirit is materialized will cancel the spell and also destroy the spirit.



SCREAM

4th level evocation

Casting Time: 1 action

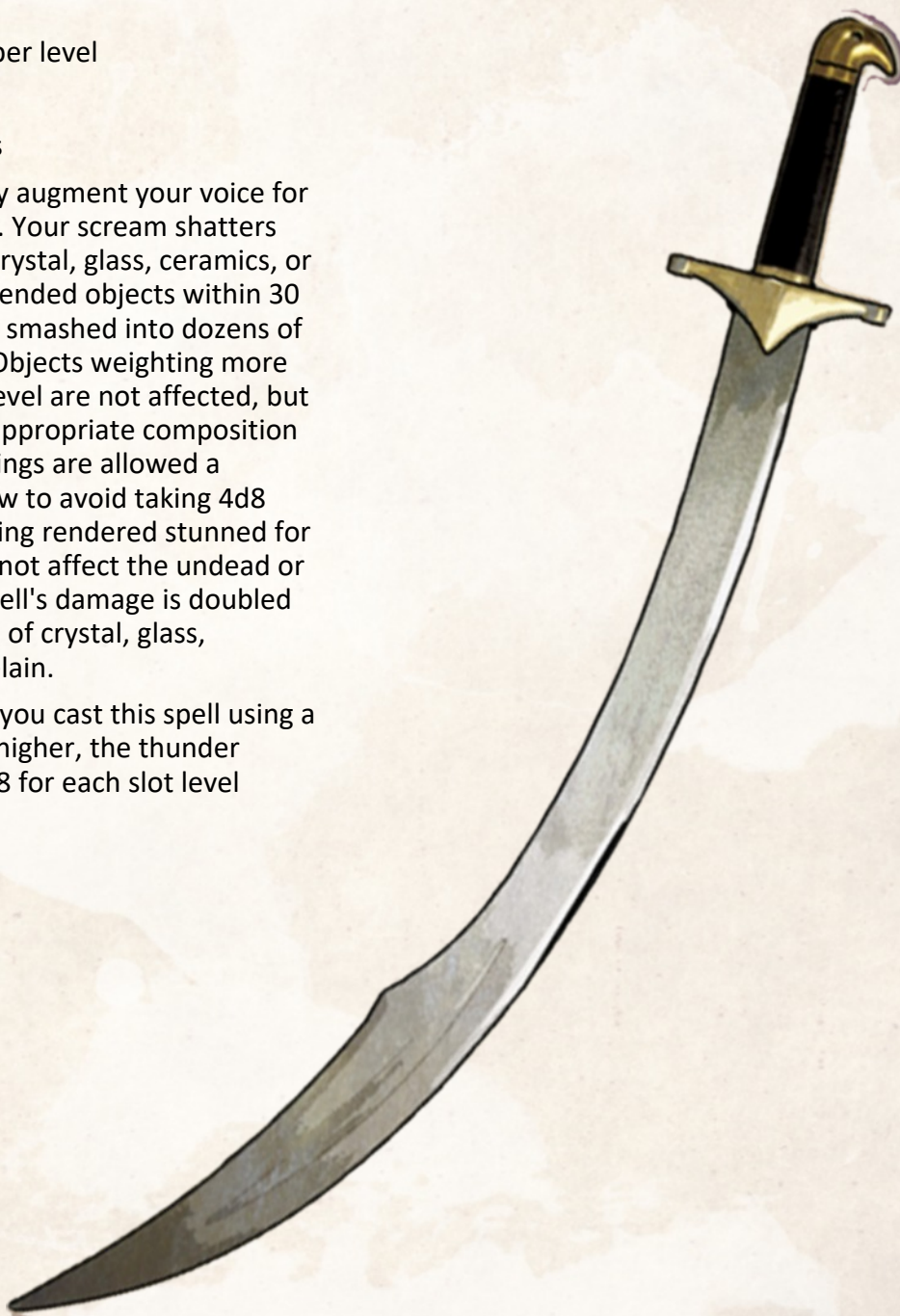
Range: 30 feet + 1 foot per level

Components: V

Duration: Instantaneous

You are able to magically augment your voice for one ear splitting scream. Your scream shatters non-magical objects of crystal, glass, ceramics, or porcelain. All such unattended objects within 30 feet of your position are smashed into dozens of pieces by your scream. Objects weighting more than 1 pound per your level are not affected, but all other objects of the appropriate composition are destroyed. Living beings are allowed a Constitution saving throw to avoid taking 4d8 thunder damage and being rendered stunned for 1 round. This spell does not affect the undead or deafened beings. The spell's damage is doubled against constructs made of crystal, glass, ceramics (clay), or porcelain.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d8 for each slot level above 4th.





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