

Necronomicon: Ranger

This is Supplemental Material

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate. This is an option written by Odvaskar for that feature: The Gravewalker.

Gravewalker

Gravewalkers are at home in places suffused with death and shadow: the Shadowfell, the Domains of Dread, the Ethereal Plane, ruins of long death civilizations, and wherever spirits of the dead gather. Most rangers choose this archetype after being brought back from death, being haunted by a spirit, or those that want to help or use the spirits of the dead for their own dark ends.

I highly recommend using this subclass with the Reborn race for best roleplay potential.

Gravewalker Magic

3rd-level Gravewalker feature

You can call the spirits around you for aid, you learn the *Guidance* cantrip if you don't already know it.

You learn an additional spell when you reach certain levels in this class, as shown in the Gravewalker Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of spells you know.

Gravewalker Spells

Ranger Level	Spell
3rd	<i>False Life</i>
5th	<i>Shadow Blade</i>
9th	<i>Summon Shadowspawn</i>
13th	<i>Death Ward</i>
17th	<i>Negative Energy Flood</i>

Eyes of the Dead

3rd-level Gravewalker feature

At 3rd level, you can see into the Ethereal Plane. As an action you can cast the *See Invisibility* spell.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Strike of Death

3rd-level Gravewalker feature

As a bonus action, you can reach into the ethereal plane to infuse your strike with necrotic energy. All the damage dealt by your next attack with your weapon becomes necrotic damage and you deal extra damage equal to your proficiency bonus. A creature hit with this attack can't regain hit points until the start of your next turn.

Binder of Spirits

7th-level Gravewalker feature

Starting at 7th level, you can bind the soul of a person to your will. As a reaction, when you drop a humanoid's hit points to 0 with a Strike of Death within 30 feet of you, you can cause the spirit to rise from its corpse. The spirit takes the form of a Specter, the statistics for which are in the Monster Manual. Roll initiative for the Specter, which has its own turns, and obeys your verbal commands.

The specter remains bound to you until the end of your next long rest, at which point it vanishes.

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

Grave Tongue

7th-level *Gravewalker* feature

Whenever you drop a creature's hit points to 0 with a Strike of Death you can cast the *Speak with Dead* spell once on its corpse without expending a spell slot. You must follow all the restrictions of the spell.

Phantasmal Visage

11th-level *Gravewalker* feature

At 11th level, you can temporarily take the form of a phantom. As a reaction, whenever you hit a creature with a Strike of Death, you can take a bit of its life energy to become incorporeal till the end of your next turn. While in this form you gain a hovering speed equal to your walking speed, resistance to non-magical bludgeoning, piercing, and slashing damage, and 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 of an object.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Soulmonger

15th-level *Gravewalker* feature

Beginning at 15th level, you can trap a person's soul after its death. You can cast the *Soul Cage* spell with this feature, without expending a spell slot.

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

SEE INVISIBILITY

PHB p274

2nd-level divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 1 hour

For the duration, you see [invisible](#) creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.

SOUL CAGE

XGE p165

6th-level necromancy

Casting Time: 1 reaction, which you take when a humanoid you can see within 60 feet of you dies

Range: 60 feet

Components: V, S, M (a tiny silver cage worth 100 gp)

Duration: 8 hours

This spell snatches the soul of a humanoid as it dies and traps it inside the tiny cage you use for the material component. A stolen soul remains inside the cage until the spell ends or until you destroy the cage, which ends the spell. While you have a soul inside the cage, you can exploit it in any of the ways described below. You can use a trapped soul up to six times. Once you exploit a soul for the sixth time, it is released, and the spell ends. While a soul is trapped, the dead humanoid it came from can't be revived.

Steal Life. You can use a bonus action to drain vigor from the soul and regain 2d8 hit points.

Query Soul. You ask the soul a question (no action required) and receive a brief telepathic answer, which you can understand regardless of the language used. The soul knows only what it knew in life, but it must answer you truthfully and to the best of its ability. The answer is no more than a sentence or two and might be cryptic.

Borrow Experience. You can use a bonus action to bolster yourself with the soul's life experience, making your next attack roll, ability check, or saving throw with advantage. If you don't use this benefit before the start of your next turn, it is lost.

Eyes of the Dead. You can use an action to name a place the humanoid saw in life, which creates an invisible sensor somewhere in that place if it is on the plane of existence you're currently on. The sensor remains for as long as you concentrate, up to 10 minutes (as if you were [concentrating](#) on a spell). You receive visual and auditory information from the sensor as if you were in its space using your senses.

A creature that can see the sensor (such as one using [see invisibility](#) or [truesight](#)) sees a translucent image of the tormented humanoid whose soul you caged.