

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: the Shadow Fell, the Domains of Dread, the Ethereal Plane, ruins of long dead 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 for those that want to help or use the spirits of the dead.

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 also 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>Bane</i>
5th	<i>Augury</i>
9th	<i>Spirit Guardians (necrotic)</i>
13th	<i>Death Ward</i>
17th	<i>Dispel Evil and Good</i>

Ethereal Sight

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 channel negative energy into your strike. All the damage dealt by your next attack with your weapon becomes necrotic. Additionally, you deal extra necrotic damage equal to 1d6 + half your ranger level (rounded up).

Bound Spirit

7th-level Gravewalker feature

Starting at 7th level, you can bind the soul of a person to your will. As a reaction when a humanoid dies within 30 feet of you, you can cause the spirit to rise from its corpse. The spirit takes the form of a Will-o'-Wisp, the statistics for which are in the Monster Manual. Roll initiative for the will-o'-wisp, which has its own turns, and obeys your verbal commands.

The will-o'-wisp 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.

Incorporeal Visage

11th-level Gravewalker feature

At 11th level, you learn to take on an incorporeal form. As a reaction, whenever you hit a creature with a Strike of Death, you can become incorporeal till the start of your next turn. While in this form you gain a hovering speed equal to your walking speed, resistance to non-magical weapon damage, and you can move through other creatures and objects as if they were difficult terrain.

Bereft of Body

15th-level Gravewalker feature

Beginning at 15th level, your spirit can be unbound from body when you are close to death. When your hit points drop to 0, you can let your spirit rise from your body. The spirit takes the form of a Wraith, the statistics for which are in the Monster Manual (without the **create specter** feature). Your body remains unconscious and subject to death saving throws. The wraith has your initiative and access to all your abilities. If your body dies or you regain hit points, your spirit vanishes.

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