Othys’ Templar

**Hit Points**

Hit Dice: 1d10 per Othys’ Templar level

Hit Points at 1st level: 10+con mod

Hit Points at higher levels: 1d10+con mod

**Proficiencies**

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: Alchemy/poisoners

Saving Throws: Wisdom, Intelligence

Skills: Choose two from Arcana, Insight, Religion, Medicine, and Deception

**Equipment**

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

* A martial weapon and a shield or two martial weapons
* Caltrops or any simple melee weapon
* Alchemy or poisoners kit
* Chain mail and spell focus

**Marked by the Gods**

Due to your deal with the God of death, the other Gods are not too keen on the idea of his chosen walking the physical plane. You are vulnerable to radiant damage but resistant to necrotic damage. This is always in effect unless altered by another feature or spell.

**Unholy Aptitude**

The presence of undead and unused corpses fills you with unimaginable joy as they allow you to do Othys’ bidding. As an action, you can use your uncanny senses to detect corpses and undead within 60 feet of you regardless of if they are obscured or covered. You can use this ability a number of times equal to 1 + your wisdom modifier. When you finish a long rest, you regain all expended uses.

**Leech’s Potency**

Your wretched devotion to Othys has imbued unholy power into your hands. You have a pool of life steal power that replenishes when you take a long rest. With that pool, you can drain a total number of hit points equal to your Othys’ Templar level x 5. Unwilling creatures must succeed an intelligence saving throw or take half damage equal to the amount of HP you drain. If they succeed, you still regain health, but they take no damage. This requires an action.

Alternatively, you can expend 5 hit points from your pool of life steal to inflict the poison condition on a target that is not immune.

This feature has no effect on clerics of an equal or higher level than yourself or constructs; however, it does work on undead.

**Spellcasting**

Your devotion to the god of death comes with its perks. You have access to all spells within the necromancy, and only the necromancy school of magic, when you reach the appropriate spellcasting level. If you opt to multiclass or take a feat to gain access to other schools of magic, you will cast all spells from such schools with disadvantage. When casting utility spells, you must succeed a DC equal to your spell save DC – proficiency bonus. On a success, you cast the spell. On a failure, the spell fails, and you lose the spell slot.

You may prepare a number of spells equal to your Othys’ Templar level + your wisdom modifier.

You get the spare the dying cantrip always prepared, and it does not count against your known cantrips.

Your spellcasting ability is wisdom.

Your spell save DC is 8 + proficiency + wisdom modifier

\*\*\*\*\*Homebrew Spells will be listed and explained at the end of this document\*\*\*\*\*

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| **Othys' Templar** |  |  |  | |  | |  | |  | | | |  | |
| **Class** | | | | | | | **Spellcasting** | | | | | | | |
| **Level** | **Proficiency Bonus** | **Features** | | **Cantrips Known** | | **Spell Slots** | | **Spell Level** | | **Additional Spell Slots** | | **Additional Slot Spell Level** | |
| 1st | +2 | Spellcasting, Marked by the Gods, Unholy Aptitude, Leech’s Potency | | 3 | | 2 | | 1st | | - | | - | |
| 2nd | +2 | Reaper’s Link, Drainer’s Student, Adept at Death | | 3 | | 2 | | 1st | | - | | - | |
| 3rd | +2 | Friend of Decay, Irreverent Curse | | 3 | | 2 | | 2nd | | - | | - | |
| 4th | +2 | Ability Score Improvement | | 4 | | 2 | | 2nd | | - | | - | |
| 5th | +3 | Extra Attack | | 4 | | 2 | | 3rd | | - | | - | |
| 6th | +3 | - | | 4 | | 3 | | 3rd | | - | | - | |
| 7th | +3 | Shadow Glide, Curse Feature | | 4 | | 3 | | 3rd | | - | | - | |
| 8th | +3 | Ability Score Improvement | | 4 | | 3 | | 4th | | - | | - | |
| 9th | +4 | - | | 4 | | 3 | | 4th | | - | | - | |
| 10th | +4 | Death Walker | | 5 | | 3 | | 4th | | - | | - | |
| 11th | +4 | Improved Reaper’s Link | | 5 | | 3 | | 5th | | - | | - | |
| 12th | +4 | Curse Feature, Ability Score Improvement | | 5 | | 3 | | 5th | | - | | - | |
| 13th | +5 | - | | 5 | | 3 | | 6th | | - | | - | |
| 14th | +5 | Otherworldly Rejuvenation | | 5 | | 4 | | 6th | | - | | - | |
| 15th | +5 | - | | 5 | | 4 | | 6th | | - | | - | |
| 16th | +5 | Ability Score Improvement | | 5 | | 4 | | 7th | | - | | - | |
| 17th | +6 | Curse Feature | 5 | | 4 | | 7th | | 1 | | 8th | |
| 18th | +6 | Creature of Darkness | 5 | | 4 | | 7th | | 1 | | 8th | |
| 19th | +6 | Ability Score Improvement | 5 | | 4 | | 7th | | 2 | | 8th or 9th | |
| 20th | +6 | - | 5 | | 4 | | 7th | | 2 | | 8th or 9th | |

**Reaper’s Link**

Starting at level 2, your deal with the lord of death gives you extraordinary combat abilities. As an action, you can create a soul link with your target. The target must make a wisdom saving throw or become linked with your soul and wreathe in horror. Since your soul is linked with the God of death, terrible images encase your subconscious, and your victim has those images bombard their thoughts. If the target has an intelligence score less than 8, they roll with disadvantage on the saving throw.

While linked, all damage die rolled from you to the target are doubled. This means that critical hits cause quadruple damage dice. You take half of the base damage dealt as consequence for linking souls. Additionally, you take half of the additional damage dealt by critical hits. You cannot choose to forego a critical hit to avoid taking the extra damage dealt. The creature shares your terror, and you share its pain.  
  
You can use this feature an amount of times equal to your proficiency bonus per long rest.

**Drainer’s Student**

At level 2, Melee attacks without reaper’s link only deal half damage, but they act as life steal, granting hit points equal to the damage dealt. This ability cannot be used while Reaper’s Link is active.

**Adept at Death**

If you take any amount of damage that would normally reduce you to 0 Hit Poins, and it does not reduce you to at least -10 hit points by the beginning of your next turn, then you revert back to 1 HP and lose your bonus action. If -10 Hit points is met, then you immediately roll a death saving throw. If you succeed, then you are stabilized. If you fail, then you die. If you are revived, then you have 1 point of specialized exhaustion. The only way to remove this exhaustion is to deal 25 damage through Reaper’s Link. Each time you die, black lines and splotches begin to appear beneath your skin.

**Friend of Decay**

By 3rd level, your body adapts and makes you resistant to disease. All saving throws against mundane or magical diseases are made with advantage.

**Subclasses**

**Irreverent Curse**

When you reach 3rd level, your deal with the god of death imbues you with a special curse (subclass). Before reaching this point, you have prepared by doing Othys’ bidding and earning his trust. You must now accept his curse mark and understand that there is no turning back from the Lord of Death. Death is a part of the natural order, so you are not bound by any particular alignment, though some might frown on your choice of deities.

Your choice of curse grants you features at 3rd level and again at 7th, 12th, and 17th level. Those features include curse spells and/or the Provoke Profanity feature.

**Curse Spells**

Each curse has a list of associated spells. You gain access to these spells at the levels specified in the curse description. Once you gain access to a curse spell, you always have it prepared. Curse spells don’t count against the number of spells you can prepare each day.

Curse spells will be homebrewed along with this class and will be classified as Necromancy spells as to not go against the initial spellcasting restrictions imposed by this class. If they are not homebrewed, then they will be from the list of Necromancy spells within 5E and will not go against your number of prepared spells. They still cost a spell slot to cast.

**Provoke Profanity**

Your curse allows you to provoke profane symbols, phrases, and abilities to create magical effects. Each Profanity option provided by your curse explains how to use it.

You choose which option to use, and must finish a short or long rest to use your Profanity again.

Some Profanities will require saving throws. The DC equals your Othys’ Templar spell save DC.

**Curse of Preservation**

Your bargain with death has granted you the Curse of Preservation. This curse creates black halos around your eyes but beneath the skin. Your moxy and strength are unrivaled amongst Othys’ chosen, and you prefer to use your abilities to protect yourself and those you care for. Necrotic energy flows through your body like a river flows to the sea.

Curse spells:

|  |  |
| --- | --- |
| 3rd level | False Life, Black Flame Armor |
| 5th level | Gentle Repose, Graveyard |
| 9th level | Vampiric Touch, Spirit Shroud |
| 13th level | Shadow of Moil, Deathwish |
| 17th level | Enervation, Endure |

When you take this curse mark at 3rd level, you gain the following two Provoke Profanity options:

**Shield the Unenlightened**

As an action, the black halos behind your skin emit a green aura that you can enshroud around 5 willing creatures within 30 feet of you. These creatures gain your resistance to necrotic damage for 1 minute. You suffer 1 point of specialized exhaustion after using this ability, and you can only remove the exhaustion with a long rest, from a remove curse spell, or by dealing 25 points of damage. Once this feature is used, you must finish a short or long rest before it can be used again.

**Honored knight of Death**

Though your choice of worship is questionable, you present yourself as an honorable and worthy opponent that few can turn down. As an action, you raise your melee weapon and point to up to three creatures. Each must make a wisdom saving throw or be taunted and forced to engage you in combat. On failed save, the creature is not bound to fight you. The effect lasts one minute, and the creatures may choose to roll another wisdom saving throw at the end of their turns. You cannot end the challenge yourself after initiation. Once this feature is used, you must finish a short or long rest before it can be used again.

**Unbreakable Will**

Starting at 7th level, you and friendly creatures within 10 feet of you cannot be feared while you are conscious. At 18th level, the range of this aura increases to 30 feet.

**Unphased by Sulfur**

Beginning at 12th level, you are immune to necrotic damage and resistant to poison damage.

**Stand Your Ground**

At 17th level, as an action, you shout a bolstering motivational phrase of your choice. You and up to six friendly creatures within 30 feet of you gain a +2 AC and death ward for 30 seconds (5 rounds).

**Curse of Extortion**

Your care for others despite your respect for demise has led you to accept Curse of Extortion from Othys. Black winged shapes appear underneath the skin of your shoulders to resemble a guardian angel, but you are a guardian fiend. Your skills at targeting the weak points of your enemies and keen understanding of life forces allow you to make for an effective healer. You steal soul power like salt steals the harvest from the lands.

Curse spells:

|  |  |
| --- | --- |
| 3rd level | False Life, Bloody Wager |
| 5th level | Wither and Bloom, Blood Siphon |
| 9th level | Life Transference, Revivify |
| 13th level | Deathwish, Ally Restore |
| 17th level | Raise Dead, Accelerated Recovery |

When you choose this curse mark at 3rd level, you gain the following two Provoke Profanity options:

**Death’s Kiss**

As an action, you may initiate the Kiss of Death on a friendly creature, which mimics the Feign Death spell and puts them into a comatose state. When they awaken, they gain 10 temporary hit points. Once this feature is used, you must finish a short or long rest before it can be used again.

**Plagued Sacrifice**

As an action, you can choose to kneel an utter a prayer of sacrifice to Othys and target a friendly creature. In turn, the Lord of Death will make you vulnerable to all damage except Necrotic and Poison and grant resistance to all damage except radiant to your friend for one minute. Once this feature is used, you must finish a short or long rest before it can be used again.

**Mark of the Undying**

Starting at 7th level, as a bonus action, you may target a friendly creature and link your soul with them. Reaper’s Link cannot be in use. A green rune will appear on the creature’s forehead, and all health you drain from enemies due to your melee attacks will also be transferred to your ally. You must finish a long rest after using this ability, and it lasts for 1 minute.

**Cure the Sting**

Beginning at 12th level, you may cure disease, blindness, deafness and poison once per day at a range of 30 feet. This is an action.

**Rise from Ash**

At 17th level, you can use your action to assume the form of Othys himself in his most hospitable mood. While projecting this appearance, gain the following benefits for 1 minute:

* You and nearby allies within 15 feet regain 10 hit points at the start of your turn.
* Whenever you cast a spell that heals yourself or others, you can cast it as a bonus action
* Enemy creatures within 10 feet of you have disadvantage on saving throws against your Necromancy spells that drain life and your Provoke Profanities.

Once you use this feature, you cannot do so again until you take a long rest.

**Curse of the Damned**

Your unholy power makes your blood boil and seeps through every crevasse in your body. Blackish bubbles appear to be oozing out of every hole in your body, though they are technically under your skin. Othys has blessed you with unprecedented Necrotic power that you bend to your will. You raise the dead like a valley raises the mountains, and you cripple your foes as love cripples one’s judgement.

Curse spells:

|  |  |
| --- | --- |
| 3rd level | Inflict wounds, Animate Shadow |
| 5th level | Ray of Enfeeblement, Binding Punishment |
| 9th level | Animate Dead, Summon Undead |
| 13th level | Spirit of Death, Blight |
| 17th level | Danse Macabre, Negative Energy Flood |

When you choose this curse mark at 3rd level, you gain the following two Provoke Profanity options:

**Undead Tyrant**

As an action, you can choose to appear as an undead zombie. You have disadvantage to charisma checks and saving throws while in this form, but you are immune to necrotic and poison damage. This form lasts 10 minutes. Once this feature is used, you must finish a short or long rest before it can be used again.

**Turn Undead**

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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 this feature is used, you must finish a short or long rest before it can be used again.

**Bolstered Summons**

Beginning at 7th level, your animations/summons can add your spellcasting modifier to their bonus to hit and damage. Additionally, when casting animate dead, you may target one additional corpse or pile of bones.

**Don’t Fear the Reaper**

Starting at 12th level, you may target one additional creature to soul link when using Reaper’s Link. You gain no additional benefits from Adept at Death. When damaging one linked target, the other linked target receives half of the total damage dealt (normal damage). You still take one-quarter of all base damage dealt.

**Thousand Years of Death**

At 17th level, once per day, when you cast Finger of Death, you can make your target roll with disadvantage on their Constitution saving throw. If they fail their constitution saving throw and the damage results in death, then you may choose to have a cloudkill spell engulf the corpse as your zombie rises. This will end any spell that you are currently concentrating on.

**Class Continuation**

**Ability Score Improvement**

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can’t increase an ability score above 20 using this feature and may opt for a feat.

**Extra Attack**

Beginning at 5th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

**Shadow Glide**

Beginning at 7th level, you can use your bonus action to become one with the shadows and gain a flying speed equal to your walking speed. You must land or attempt to cling to a vertical surface before the end of your turn. If you do not land, or are unsuccessful in clinging to a vertical surface, then you take the appropriate fall damage for the height you were at. If you use this ability in dim light or darkness, you do not provoke attack of opportunity.

**Death Walker**

Beginning at 10th level, friendly undead and those that control them within 10 feet of you may add your proficiency bonus to their bonus to hit. Additionally, you can now see in darkness, both magical and non-magical.

**Improved Reaper’s Link**

Starting at level 11, the damage you receive as a result of having your soul linked is reduced to quarter damage rounded up.

**Otherworldly Rejuvenation**

At 14th level, you have mastered the healing prowess of the Undead. You can use your action to target one undead, friendly or hostile, and wipe their consciousness, turning them to rubble. You may then target a friendly creature within 15 feet or yourself and regain a number of hit points equal to the remaining hit points the undead had. If the Undead is hostile, the must succeed a Wisdom Saving Throw or succumb to the feature’s effects.

**Creature of Darkness**

Beginning at 18th level, you can cast magical darkness at will without expending a spell slot.

**Homebrew Spells**

**Binding Punishment – 2nd level. 1 bonus action. 60 ft. Concentration 1 minute. Necrotic Damage. Strength Save.**

Choose two target creatures within range that you can see. Each target creature must make a Strength saving throw. On a failed save, the creature is magically bound by this spell, otherwise they are unaffected. If no creatures fails the saving throw, or only one creature fails, the spell immediately ends. For the duration of the spell, spectral chains appear between the bound creatures, which harmlessly pass through solid objects and creatures. If a bound creature is damaged from a source other than this spell, all other creatures bound by the same casting of this spell take 1d4 necrotic damage + your spellcasting modifier. A creature can only take damage in this way once per round.

A creature affected by this spell can use their action to try to repeat the Strength saving throw, ending the spell for themself on a success. Also, If at any point during the duration of this spell a bound creature is more than 300 feet away, or on a different plane of existence, from any other creature bound by this casting of the spell, the spell ends for them. The spell also ends on them if they become incapacitated or die. If only one or less creatures are affected by this casting of the spell at any point, the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

**Graveyard – 2nd level. 1 action. 90 ft/20ft square. Concentration 1 minute. Strength Save. Grapples effect.**

Skeletal hands burst up from the ground in a 20-foot square starting from a point within range. When casting this spell, the caster may choose any number of creatures for the skeletal hands to ignore. For the duration, these hands turn the ground in the area into difficult terrain. A creature that enters the area of this spell for the first time on its turn or starts its turn there must succeed on a Strength saving throw or be [grappled](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Grappled) by the grasping hands until the spell ends and takes 1d4 necrotic damage at the beginning of each of its turns. A creature grappled by the hands may use its action to make a Strength check against your spell save DC. On a success, it frees itself. If a creature casts a necromancy spell on a creature within the area of this spell, the caster gains 5 temporary hit points. When the spell ends, the skeletal hands disappear into the ground.

**At Higher Levels.**When casting this spell using a spell slot of 3rd level or higher, the area of the spell increases by 10 ft. for each level above 2nd.

**Black Flame Armor – 1st level. 1 action. Self Range. 1 minute. Necrotic Damage.**

After casting this spell, a shroud of dark flames wreathes your body. For the spell’s duration, any creature within 5 feet of you that touches or strikes you with an unarmed or melee  weapon attack takes an amount of necrotic damage equal to 1d4 + your spellcasting ability modifier.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the amount of necrotic damage increases by 1d4 for each slot level above 1st.

**Deathwish – 4th level. 1 bonus action. 120 ft range. Instantaneous. Exhaustion Effect.**

A creature you can see within 120 feet gains temporary hit points equal to your maximum hit points. This spell cannot stack with itself. If the creature already has temporary hit points, then the amount they gain because of this spell cannot exceed your maximum hit points. You gain two levels of exhaustion.

**Endure – 5th level. 1 action. 60 ft. 1 minute. Buff Effect.**

Choose a willing creature you can see within range; it ceases to heed the pained calls of its body, needing neither food nor water to exist. An affected creature ignores the effects of exhaustion, the poisoned condition, and cannot be incapacitated, stunned, paralyzed, or fall unconscious. Each time an affected creature takes damage that would reduce its hit points to 0, it makes a death saving throw instead If the creature fails 3 death saving throws, it dies.

When the spell ends, the creature gains a level of exhaustion for each death saving throw it failed If the creature is resurrected after dying from these failed death saving throws, it does not regain consciousness for a duration equal to the time for which this spell affected it When it wakes, it gains 3 levels of exhaustion.

If the creature is still alive when the spell ends, it falls unconscious for a duration equal to the time for which this spell affected it. Whilst unconscious in this way, the creature cannot be awakened by any means short of a wish spell

**Bloody Wager – 1st level. 1 bonus action. Touch range for ally. 1 round.**

You point at a creature and make a wager with death, then touch a friendly creature to heal. Immediately take 1d6 necrotic damage as your wager. This damage cannot be reduced, mitigated, or shared in any way. If the creature you gambled upon dies before the end of your next turn your target heals 2d6 + spell casting ability modifier hit points.

If the target does not die before the end of your next turn, you lose the bet and the spell ends with no further effects.

**Casting at a Higher Level**: When cast at 2nd level or higher, for each spell level higher than 1st, increase the initial damage done to the caster by 1d6 and the healing done on target death by 2d6.

**Blood Siphon – 2nd level. 1 action. 60 ft range. 1-minute concentration. CON Save. Necrotic damage.**

A stream of blood flows forth from an enemy within 60 feet and connects to the caster, or a friendly creature within 60 feet of the enemy. The stream drains 2d6 worth of HP in necrotic damage per turn to the enemy, and heals 2d6 + spellcasting ability modifier Hit Points to the friendly party. The stream acts as a tether for the spells effect and can be broken by walls and obstacles, but as long as the caster is still concentrating on the spell, the tether will reappear once there are no obstacles blocking the streams path, and the distance is no greater than 60 feet. This spell has no greater effects at higher levels.

**Ally Restore – 4th level. 1 bonus action. 30 ft range. Instantaneous. Different effects.**

You cause a number of allies to be restored and rejuvenated. Up to 6 creatures of your choice can choose one of the following:

* Be healed 2d4 + your spellcasting ability modifier
* Remove one of the following conditions: Charmed, Frightened, or Poisoned
* Remove one disease
* Gain 2d4 + your spellcasting modifier temporary hit points

***At Higher Levels.*** When using a spell slot of 5th level or higher, each creature healed regains an additional 2d4 hit points per spell slot higher than 4th, each creature removing a condition can remove an additional condition per each spell slot higher than 4th, each creature removing a disease regains 2d4 hit points per each spell slot higher than 4th, and each creature gaining temporary hit points gains an additional 5 temporary hit points per each spell slot higher than 4th.

**Accelerated Recovery – 5th level. 1 action. Sight range. Instantaneous. Healing effect.**

Choose a creature you can see within range. You force the creature’s body to heal at an accelerated rate, causing it to regain 40 hit points. This spell also ends one of the following effects; blindness, deafness, or any diseases affecting the target. This spell has no effect on constructs but does effect Undead.

After regaining the hit points, the creature takes one point of exhaustion.

**At Higher Levels.** When you cast this spell using a slot of 6 level or higher, the amount of healing increases by 10 for each slot above 5.

**Animate Shadow – 1st level. 1 action. 60 feet range. 1-minute concentration. WIS Save.**

You bring to life the shadow of a creature you can see within range. The target must make a wisdom save against your spell save DC or their shadow animates into a malevolent attacker. For the spells duration the shadow stays attached to the target, sharing it's space and constantly assailing the target, granting advantage on all attacks against it. In addition, the shadow deals 1d6 necrotic damage at the beginning of each of the targets turns. At the end of each turn the target can attempt a wisdom save to dispel the shadow and end the effect.

**At Higher Levels.** When you cast this spell using a slot of 2nd or higher, the amount of damage increased by 1d6 for each slot above 1st.

**Achroma – 9th level. 1 action. 60 feet. 1 round duration. CON Save. Necrotic damage.**

With a whisper, you imprint a vision from an otherworldly plane of existence onto the mind of a creature within range, forcing it to comprehend the incomprehensible vista. The target creature must make a Constitution saving throw. On a failed save, the target takes 12d10 necrotic damage and is incapacitated for the duration of the spell. On a successful save, the creature takes half damage and is not incapacitated.

If damage caused by this spell reduces the target to 0 hit points, it immediately fails all of its death saving throws and becomes an achromatic husk. As it “dies” over the course of 3 days, the target calmly crouches or lays down and stares blankly at nothing. Its color desaturates until it is only shades of gray and its body begins to flake like a log turning to ash in a fire. Though dead, the achromatic husk continues to mindlessly speak and begs for assistance, claiming to be experiencing a terrible, burning thirst.

A secondary creature suffers 4d6 collateral necrotic damage if it touches or attempts to aid the achromatic husk in any way, including casting ranged spells on it. The secondary creature is only aware of receiving the collateral damage once it disengages from the achromatic husk or when it has been damaged twice, whichever occurs first. A secondary creature whose hit points are reduced to 0 by this spell's collateral effects also immediately fails all its death saving throws and becomes an achromatic husk. The collateral damage trigger lasts for one round with one exception mentioned below.

The achromatic husk condition is not a curse or other common status effect and cannot be removed via normal restorative magics. The creature can be restored only by means of a true resurrection or wish spell, during which the caster suffers one instance of the above described 4d6 collateral necrotic damage while performing the spell. If successfully resurrected, the creature's recovery from the ordeal of dying takes twice as long as usual, and it suffers fitful nightmares until fully restored. The creature remains permanently colorless.

**Corpse Bomb – 1st level. 1 action. 120 feet. Instantaneous. DEX Save. Necrotic damage.**

The corpse of a recently deceased creature rapidly bloats at your command and erupts in a gruesome explosion. You target the corpse of a creature that's been dead for no longer than 1 minute that you can see within range, detonating it. Each creature within a 5-foot-radius sphere centered on that corpse must make a Dexterity saving throw. A target takes 2d8 necrotic damage on a failed save, or half as much damage on a successful one. The size of the explosion increases by 5 feet for every size larger than medium.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

**Shadow Step – 4th level. 1 action. 300 feet. Instantaneous. 1 round if desired.**

You seep into the shadows becoming invisible for up to 1 full round if desired. You may choose to teleport anywhere there is a shadow or darkness within 300 feet upwards, downwards, or any other type of configuration. You do not have to see the spot as long as you can visualize or describe it. If you choose a spot that is occupied, you may attempt to swap places with the creature by pulling them through the shadows to where you once were. If the creature is unwilling, they must make a STR Save or be forcibly teleported by the shadows to where you once stood, and you take their place. If they succeed, then you take 4d6 force damage and fail to teleport.