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the phantom

**2500 x 3235**  
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Image Dummy

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## The Phantom

**Middle Aged Adult Dragonborn**

**Lawful Good**

**Level 19/20 Cleric/Paladin Grave Domain/Oath of Redemption**

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**Pronouns -**

he/him

**Occupations -**

Boss Monster Hunter

**Armor Class -**

25

**Hit Points -**

212 (TODO Hitdice)

**Speed -**

30 walking, 30 flying.

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**STR**

20 (+5)

**DEX**

22 (+6)

**CON**

18 (+4)

**INT**

17 (+4)

**WIS**

26 (+8)

**CHA**

20 (+5)

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**Saving Throws -**

**Skills -**

{ "Dragonborn Abilities"=>[ { "Draconic Ancestry"=>"He is decended from Crystal Dragons but is also a Revenant"}, { "Breath Weapon"=>"Is capable of using either of his breathe weapons once per short rest. Either a 5'x30' Line requiring a (Dex Save DC18) of Radiant or a 15' Cone (Con Save DC18) of Necrotic Energy. On a failed save from his radiant breath the victim is blinded for 1d6 rounds"}, { "Damage Resistance"=>"Immune to Radiant damage and Resistance to Necrotic damage"}, { "Psionic Mind"=>"Can telepathically speak to any creature within 30 feet"}, { "Gem Flight"=>"Once per long rest as a bonus action can summon crystal wings for 1 minute that allow him to fly or hover in place"}} { "Revenant Abilities"=>[ { "Relentless Nature"=>["Regains 1HP at the beginning of each turn if below half maximum HP", "If he dies, he returns to life 24hrs after death. If his body is destroyed he will reform within 1 mile of where he was killed. Equipment destroyed is not regained", "Knows the distance and direction between him and the creature involved in his goal unless they are on another plane"]}] { "Cleric Abilities"=>[ { "Spellcasting"=>"DC22", "Cantrips"=>"Guidance, Light, Resistance, Sacred Flame, Thaumaturgy", "1st Level"=>"Healing Word, Command, Bless, Inflict Wounds", "2nd Level"=>"Lesser Restoration, Blindness/Deafness, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Speak with Dead, Dispel Magic", "4th Level"=>"Banishment, Locate Creature, Divination", "5th Level"=>"Hallow, Greater Restoration, Dispel Evil", "6th Level"=>"Heal, True Seeing", "7th Level"=>"Divine Word, Resurrection", "8th Level"=>"Anti-magic Field", "9th Level"=>"Mass Heal"}, { "Channel Divinity"=>"Turn Undead, Destroy Undead, Path to the Grave"}, { "Divine Intervention"=>"Can call her patron to intervene on her behalf"}] { "Grave Domain Abilities"=>[ { "Circle of Mortality"=>"When rolling to restore hit points with a spell to creatue with 0hp, they gain the maximum hit point possible for the spell. Can cast the Spare the Dying cantrip"}, { "Eyes of the Grave"=>"Can magically detect undead within 60' eight times per long rest."}, { "Path to the Grave"=>"Can curse one

creature within 30\". The next time an ally hits the cursed target with an attack, the target has vulnerability to all of that attack's damage,\"}, {\"Sentinel at Deaths Door\"=>\"6 times per long rest, can use a reaction to cancel a critial hit on an ally within 30'\"}, {\"Potent Spellcaster\"=>\"All cleric cantrips cause an extra 8 damage\"}, {\"Keeper of Souls\"=>\"Once per turn, when an enemy within 30' dies, he or an ally of his choice within 30' regains hit point equal to the enemy's hit dice\"}, {\"Spellcasting\"=>nil, \"Cantrips\"=>\"Toll The Dead\", \"1st Level\"=>\"Bane, False Life\", \"3rd Level\"=>\"Gentle Repose, Ray of Enfeeblement\", \"5th Level\"=>\"Revivify, Vampiric Touch\", \"7th Level\"=>\"Blight, Death Ward\", \"9th Level\"=>\"Antilife Shell, Raise Dead\"}}}

{\"Paladin Abilities\"=>[{\"Divine Sense\"=>\"Can focus awareness to know the location and type of any celestial, fiend or undead within 200 feet not behind total cover. Can detect any place of object that has been consecrated or desicrated within the same radius. Can use this ability 5x per long rest\"}, {\"Lay on Hands\"=>\"Can touch another creature to heal up to 100HP per long rest. Or can 5HP to cure a disease or poison affecting it.\"}, {\"Fighting Style\"=>\"Protection - Can impose disadvantage on attacks again other creatures with 5 feet\"}, {\"Divine Smite\"=>\"Melee weapon attacks deal an additional 5d8 radiant damage, or 6d8 versus undead or fiends\"}, {\"Divine Health\"=>\"Immune to disease\"}, {\"Extra Attack\"=>\"Can take and extra attack action each turn\"}, {\"Aura of Protection\"=>\"When he or friendly creatures within 30 feet must make a saving throw, they get a +5 bonus to their roll\"}, {\"Aura of Courage\"=>\"He and friendly creatures within 30 feet can't be frightened while he is conscious\"}, {\"Cleansing Touch\"=>\"5x per long rest can use an action to touch a creature to end one spell on himself or a willing creature he touches\"}, {\"Spellcasting\"=>\"DC19\", \"1st Level\"=>\"Bless, Command, Cure Wounds, Shield of Faith\", \"2nd Level\"=>\"Aid, Branding Smite, Zone of Truth\", \"3rd Level\"=>\"Magic Circle, Revivify, Remove Curse\", \"4th Level\"=>\"Banishment, Locate Creature\", \"5th Level\"=>\"Dispel Evil and Good, Raise Dead\"}}}

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**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Draconic Infernal Celestial Abyssal

**Adjectives -**

Calm, Driven, Reverant,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

**The Dead Hunters**

Role: *Founder and Leader*

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## Roleplaying

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### Introduction

With an etherial crystal sheen to his scales and full plate, his glowing sword pierces the vampire looming over the girl

### Appearance

Tall and broad, etherial crystal scales and full plate that matches, with wise, weathered and scarred draconic features

### Expressions

*We are sworn to hold back the night*

*Our cabal could use someone of your ilk*

*Peace be upon you children*

**Mannerisms**

Has a weary air about him

**Motivations**

exterminating the undead and protecting the innocent

**Passions**

Peace

**Secrets**

The fact that he's a revenant is a tightly kept secret

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**Special Abilities**

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**Special Equipment**

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**Combat Tactics**

Will do whatever he possibly can not to fight unless facing undead or fiends. If his hand is forced its going to get ugly fast for whoever forced it

**Actions**

- 

**Factions**

**The Dead Hunters**

Role: *Founder and Leader*

# Roleplaying

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## Motivations

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## Passions

Peace

## Secrets

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# Background Story

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The Phantom was once a priest named Adrenthis of Yanto. He specialized in hunting and tracking fiends and the undead. Unfortunately for him, he ran afoul of a Banelich, far beyond his ability to combat and was slain. Fortunately for him, the gods of good saw him as a useful tool and returned him to a semblance of life. He bacame a revenant tasked with hunting down the being that killed him. He has run up against the Banelich several times, coming up short each time. In his continued quest to destroy his killer, he founded a clandestine organization of sort that he calls The Dead Hunters. In between attempts on the Banelich that haunts him, he and his group have continued on wih his previous calling of ridding the world of fiends and undead abominations. They work out of a small private abbey in the foothills and but are able to travel quickly throughout the continent via both mounts, vehicle or if speed is of the essence, teleportation.