

GUIDE OF THE PURGED

A psychopomp subclass option
for Eberron



GUIDE OF THE PURGED

Separated from the desolated and gray lands of Dolurrh, some elves of the eradicated Vol House now wander without peace in the ethereal plane, stuck there with the torment of their violent death and unfinished dream of preserving elven's culture and immortality. These elves once were bearers of the Mark of the Death, the House Vol power that marked their death.

Spirits of the Mark of Death make a bond with mortal creatures for different motivations: some of them are still searching a way to give immortality for elves and their culture, those devoted to Vol could guide a mortal to support the Blood of Vol cult while those wisest want to prove the utility of the Mark of Death by destroying undead and guiding spirits to afterlife.

RESTRICTIONS

At DM discretion, this archetype could be reserved to elves of Khorvaire in the Eberron world. It's must be said that a guide of the purged won't receive the Mark of Death.

SPELLS OF PURGED

You gain guide spells at the psychopomp levels listed in the Guide of the Purged Spells table.

GUIDE OF THE PURGED SPELLS TABLE

Level	Spell
1st	<i>false life</i>
3rd	<i>ray of enfeeblement</i>
5th	<i>animate dead</i>
7th	<i>shadow of moil</i>
9th	<i>raise dead</i>

BONUS CANTRIPS

At 1st level you learn the *toll the dead* and *spare the dying* cantrips.

GIFT OF THE MARK

Also at 1st, powers granted by your spirit allow you to make your ally more protected against death. You can cast the *false life* spell on an ally of yours without consuming a spell slot, even if the spell has a self range. You can use this trait a number of times equal to your Wisdom modifier, and all charges are recovered after a long rest.

Thus, using this feature you can cast *false life* at higher levels up to a maximum level equal to your Wisdom modifier. If you do so, you consume a number of charges equal to the spell level.

SKULL COLLECTOR

At 6th when you cast the *speak with dead* spell, you can choose to make permanent the effect of the spell on the chosen corpse. Benefits and limitations of *speak with dead* remain but the duration lasts until you decide to cancel it (no action required) and you can ask 5 questions per hour. Thus, you can temporary consume magic on a corpse under the effect of this feature to cast the *augury* spell without consuming a spell slot. When you do so, the corpse becomes a normal cadaver and regains its magic after a long rest. You can have up to a maximum of 3 permanently awakened corpses, if you animate a 4th corpse the oldest one loses its magic.

PRESERVATION SENTINEL

At level 10th after any long rest you gain benefits of the *death ward* spell, once you consume its effect you must wait the next long rest to regain it. While you have a *death ward* spell on yourself, when an ally bound to you through your *soul bind* feature suffers damage that would drop him to 0 hit points, you can use your reaction to unleash the effect of the *death ward* spell on that ally.

UNDYING COURT

At level 14th you've learned how to use at best the wisdom of dead. You gain new way to use your *skull collector* feature:

- As an action you absorb the magic of one of your animated corpse in order to obtain 1d8 bonus for your next ability check or saving throw made within the next minute. While this effect is active, you can use your reaction to give this bonus to ally bound to you through your *soul bind* feature.
- By performing a 1 minute ritual you animate one of your awakened corpses for 10 minutes. You can control the corpse that has a flying speed of 20 feet, as an action you can switch your senses (sight and hearing) with that of the corpse but maintaining your statistics and senses for any perception check. The corpse can't go 300 feet away from you.
- As an action you temporary animate one of your awakened corpses for 10 minutes and assign it to yourself or one of your allies within 60 feet of you as a bonus action. The corpse levitate around the chosen creature for the duration, it ends early if it moves 60 meters away from you. A chosen creature obtains resistance to necrotic damage and immunity to Frightened condition, also it is considered under the effect of your *soul bind* feature. You can move the animated corpse from an ally to another (or you) as a bonus action.

Each time you use one of these effects, the awakened corpse loses temporary its magic that is recovered after a short or long rest.

