

DREADKNIGHT

Duskblades that follow the Dreadknight path are worshippers of the undeath and desire to emulate many undead abilities. Additionally, they call upon the aid of powerful undead minions through dark rituals who act as unrelenting servants, exacting the dreadknight's plans. Dreadknights are far from the light of good, yet, many are not necessarily evil -- choosing to instead use this power as a means to finalize their goals instead of simply spreading despair.

UNDEAD SERVANT

When you become a dreadknight at 3rd level, you learn to use your magic to perform a powerful ritual, constructing an undead servant. With 8 hours worth of work and the expenditure of 50gp worth of black candles and gems over a humanoid corpse or pile of humanoid bones, you call forth an undead creature that obeys your every command. Choose a creature from the following: **Gnoll witherling**, **skeleton**, **warhorse skeleton**, or **zombie**. At the end of the 8 hours, your undead servant appears and gains all of the benefits of your *Servant's Bond* ability.

If your undead servant is ever slain, you possess the unorthodox power to return it to normal. With 8 hours of work and the expenditure of 25gp worth of black candles and gems, you call forth your undead servant with a fixed body.

You can't use this ability if you already have an undead servant.

SERVANT'S BOND

Your undead servant gains a variety of benefits when you conjure it forth.

The undead servant loses its Multiattack action, if it has one.

The undead servant obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your servant acts on its own.

Your undead servant has abilities and game statistics determined in part by your level. Your servant uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an undead servant also adds its proficiency bonus to its AC and to its damage rolls.

Your undead servant regains 1 hit point at the start of each of its turns if it is below half its maximum hit point value. It also becomes proficient with all saving throws.

For each level you gain after 3rd, your undead servant gains an additional hit die and increases its hit points accordingly.

Whenever you gain the Ability Score Improvement class feature, your servant's abilities also improve. Your servant can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. As normal, your servant can't increase an ability score above 20 using this feature unless its description specifies otherwise.

Your servant shares your alignment and has no personality traits or flaws. It shares your ideal, and its bond is always "I shall eternally serve my overlord to the best of my abilities."

WRAITH WALK

When you reach 7th level, you gain the ability of the incorporeal and can walk among the deceased. You can expend 2 arcana points as a bonus action and become ethereal as if under affect of the *Etherealness* spell, except moving up or down does not cost you extra movement. This feature ends at the end of your turn or if you have moved up to your speed this turn.

EXANIMATED DOMINANCE

Starting at level 10, you can exert fine control over your undead servant. You can use a bonus action on your turn to command your servant to take the Dash, Disengage, or Dodge action.

UNDEAD BASTION

When you reach 14th level, you learn to project your magic upon your undead servant and empower its abilities. When your servant makes an ability check or saving throw you can expend 1 arcana point and give it advantage on the roll.

HAUNTED CHAMPION

At 18th level, you and your undead servant become entrenched in the power of undeath, granting you both powerful enhancements. Choose one of the following effects when you gain this feature:

Essence Exchange. When you become the target of a spell you can choose to have your undead servant also be affected by that spell for the duration.

Lichbourne. You regain hit points at the start of your turn equal to your Intelligence modifier if you are below half your maximum hit points. Your undead servant regains hit points equal to your Intelligence modifier if it starts its turn below its maximum hit points. This effect does not stack with the healing your undead servant already receives.

Spectral Flight. You and your undead servant gain a flight speed of 60 feet.

Zombie's Endurance. When you or your undead servant are reduced to 0 hit points, you can expend 1 arcana point to be reduced to 1 hit point instead.