

Reanimator

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A Reanimator is the master of life and death. Years spent perfecting their formula to bring the recently dead back, or to construct new life out of discarded flesh and patchwork anatomy, have left most Reanimators in a state constantly riding the lines between genius and madness. A Reanimator's skills at clutching life from the jaws of death make them exquisitely suited for dealing with death, and undeath. Their mad genius is presented with the construction of a creature made from the scrap body parts left behind by their enemies which storms forward into battle on their command.

Spark of Life

1st-level Reanimator feature

You learn the shocking grasp and spare the dying cantrips. These count as apothecary spells for you, and don't count against the number of apothecary cantrips you know.

Reanimator Spells

1st-level Reanimator feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Reanimator Spells table.

These spells count as apothecary spells for you, but they don't count against the number of apothecary spells you prepare.

Reanimator Spells

Apothecary Level Spell

1st false life, inflict wounds

3rd gentle repose, invigorate*

5th lightning bolt, revivify

7th death ward, corpse explosion*

9th raise dead, nerve gas*

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Corpsewrought Creature

3rd-level Reanimator feature

You have constructed a companion from scavenged body parts and brought it to life with your occult magic: a corpsewrought creature. The creature is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Corpsewrought Creature stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic characteristics of the creature; your choice has no effect on its game statistics.

In combat, the creature shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the creature can take any action of its choice, not just Dodge.

If your corpsewrought creature has died within the last hour, you can use your healer's kit as an action to revive it, provided you are within 5 feet of it and you expend an apothecary spell slot. The corpsewrought companion returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new corpsewrought creature if you have your healer's kit with you and access to suitable "materials." If you already have a corpsewrought creature from this feature, the first one immediately perishes. The creature also perishes if you die.

Bodyguard

6th-level Reanimator feature

When a creature within 5 feet of your corpsewrought creature makes an attack against you, it can use its reaction to make a melee weapon attack against the attacking creature. In addition,

your corpsewrought creature's slam attack counts as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, you can cast animate dead once using an Apothecary spell slot. Once you do, you can't cast the spell again until you finish a long rest.

Reanimated Head

6th-level Reanimator feature

You have reanimated the head of a dead humanoid creature which now serves you in your studies. You may use the head as a spellcasting focus. The head speaks common and one other language of your choice.

Whenever you make an Intelligence ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10. Additionally, you gain proficiency in the Arcana and Investigation skills.

You can use the head to cast speak with dead without expending a spell slot. Once you use this feature you can't do so again until you finish a short or long rest.

Behold, My Creation

10th-level Reanimator feature

Your corpsewrought creature's size increases to Large, and its speed increases to 40 feet.

When your corpsewrought creature hits a creature with a melee attack, it can immediately make a grapple attempt against the target. The DC to escape this grapple is equal to 8 + the corpsewrought creature's strength modifier (+4) + your PB.

Berserk Fury

14th-level Reanimator feature

When you command your corpsewrought creature to take the Attack action, the creature can make two attacks.

I Can't Stop The Monster I Created

18th-level Reanimator feature

Your corpsewrought creature increases in size to Huge, gains a reach of 10 feet, and its speed increases to 50 feet. Its slam

attack deals an additional 1d8 bludgeoning damage.

Additionally, the weight your corpsewrought creature can push or lift is doubled.

Corpsewrought Creature

Medium construct

Armor Class 14 + PB

Hit Points 5 + five times your apothecary level (the creature has a number of hit dice [d12s] equal to your apothecary level)

Speed 30 feet

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 8 (-1) 12 (+1) 8 (-1)

Saving Throws Con +3 plus PB, Wis +1 plus PB

Skills Athletics +4 plus PB

Damage Immunities poison, lightning

Condition Immunities poisoned

Senses darkvision 60 ft, passive Perception 11

Languages understands the languages of its creator but cannot speak

Challenge –

Proficiency Bonus equals your proficiency bonus

Lightning Absorption. Whenever the corpsewrought creature is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Slam. Melee Weapon Attack: +4 plus PB to hit, reach 5 ft., one target.

Hit: 1d8 + 4 bludgeoning damage.

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