Reaper

The oblivion of death is the sure wellspring of all necromancy, a dark abyss into which all necromancers stare, and which sometimes stares back. Those rare necromancers that gamble with their own souls might become intertwined with death, becoming reapers, figures of shadow and demise that beckon others to the afterlife. For performing this deed, they strengthen their connection to the distant oblivion, until they are but tenebrous shadows, harbingers of an inevitable end.

SHROUD OF DEATH

Starting when you choose this ambition at 3rd level, you manifest a wispy cloak of darkness about your person, which you can hide or reveal as a bonus action. While cloaked, you levitate one inch off the ground and ignore nonmagical difficult terrain.
Additionally, you can walk across fluid surfaces, such as water and quicksand.

CHARNEL VEIL

At 3rd level, you can fade from view like a specter of death. Whenever you expend 5 or more points when making a Charnel Touch attack, you can become invisible until the start of your next turn. During this time, you make no sound while you move.

UMBRAL FORM

Beginning at 6th level, as an action, you can sink into a surface, flattening until only a shadow remains. As a shadow, you can only move along the surfaces to which you are attached, but you gain a climbing speed equal to your movement speed.
Additionally, while in the form of a shadow, you can move across difficult surfaces, including ceilings, without needing to make an ability check. You can’t talk or manipulate objects, and any objects you are carrying or holding can’t be dropped, used, or otherwise interacted with. You can’t

attack or cast spells. Opportunity attacks have disadvantage against you while you are in the form of a shadow. If you are in darkness as a shadow, you are effectively invisible to creatures without darkvision or the ability to see in darkness. You can end this ability as a bonus action on your turn.

WRAITH FLIGHT

Beginning at 10th level, spirits you command move with an unearthly speed. The flying speeds of your thralls are doubled. Additionally, when one of your thralls flies out of an enemy’s reach, opportunity attacks against it have disadvantage.

LICHDOM: HARBINGER

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. You have become an embodiment of death itself, a harbinger of the ultimate end. Clad in shadows, you seem little more than a grim skeletal presence in a foreboding robe, a sight which all men fear to behold.

Death’s Touch. When you use Charnel Touch against a creature you can see and roll an 11 or higher on the d20 for the spell attack roll, you hit the target, regardless of its AC.

Fell Flight. You gain a 50-foot flying speed.

Grim Harvest. When you kill a humanoid using Charnel Touch, you rip their soul from their body, which animates as a visage under your control.

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