

# Ethereal Soul



*Your formidably fierce, flourishing magic is drawn from the realm of ghosts, ghouls, and ghastrs; the Ethereal Plane. Spell-slinging sorcerers that take their mystical mighty magic from the ethereal often walk a thin line between life and death, being noticeably near dead themselves. Death lovingly lingers nearby these cadaverous casters, breathtakingly bending to their will, allowing them to whimsically walk between the bleak border of ethereal and material and even come back from the brink of death.*

## Ethereal Spells

Starting at 1<sup>st</sup> level, you learn additional spells when you reach certain levels in this class, as shown on the Ethereal Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a necromancy or transmutation spell from the sorcerer, warlock, or wizard spell list.

Ethereal Spells	
Sorcerer Level	Spells
1 <sup>st</sup>	False Life, Inflict Wounds
3 <sup>rd</sup>	Gentle Repose, Kinetic Jaunt
5 <sup>th</sup>	Blink, Summon Undead
7 <sup>th</sup>	Shadow of Moil, Spirit of Death
9 <sup>th</sup>	Danse Macabre, Enervation

## Half-Dead

At 1<sup>st</sup> level your soul lingers in-between the ethereal and material. You register as undead to spells and abilities that detect undead and you do not need to eat, drink, or breathe and are immune to disease. You also become resistance to necrotic damage. At 18<sup>th</sup> level you become immune to necrotic damage.

Additionally, you learn the Chill Touch cantrip and can use your bonus action to peer into the Ethereal Plane for 1 minute. Once you use this bonus action you cannot do so again until you finish a short or long rest.

## Ghost Walk

At 6<sup>th</sup> level, you can use your connection to the border between life and death to briefly travel through the Ethereal Plane. As a bonus action, you can expend 1 or more Sorcery Points to become incorporeal for a number of rounds equal to the amount of Sorcery Points spent. For the duration, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage
- You can't be grappled or restrained.
- You can move through creatures and solid objects as if they were difficult terrain. If you end your turn in a solid object, you take 1d10 force damage. If the effect ends while you are inside a solid object, you instead are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet traveled.
- Cantrips you cast that deal necrotic damage deal additional damage equal to your Charisma modifier.

## Revenant

At 14<sup>th</sup> level you can force your soul back into your body when it tries to leave. The first time you would drop to 0 hit points, you may choose to drop to 1 instead. When you drop to 1 in this way, you may choose to use your reaction to force the creature that damaged you to make a Wisdom saving throw. On a failure, the creature becomes frightened of you until the end of your next turn. While frightened in this way, the creature takes an extra 1d4 psychic whenever they take damage from you or your allies and you resist any damage the frightened creature deals to you.

## Ethereal Jaunt

At 18<sup>th</sup> level you can fully delve into the Ethereal Plane, becoming an apparition. You learn the Etherealness spell. This spell doesn't count against the number of sorcerer spells you know and can be cast by expending 9 Sorcery Points instead of expending a spell slot.

# Possession

Also at 18<sup>th</sup> level, you learn to how to inhabit and control the bodies of other humanoids. While you are under the effects of Ghost Walk you can use your action to try and possess a humanoid within 5 ft. of you. The target must make a Charisma saving throw against your spell save DC. On a failure, you disappear into the target's body, taking control of it. While inside, you can't be targeted by any attack, spell, or other effect, except ones that turn undead and the effected creature becomes incapacitated.

You retain your Intelligence, Wisdom, and Charisma but otherwise use the statistics of the possessed creature. You do not gain access to the target's knowledge, memories, or mannerisms or any proficiencies they have that are related to Intelligence, Wisdom, or Charisma. If the target has the spellcasting or pact magic feature, you may gain access to their spell list while possessing them, using your spell save DC and spell attack bonus.

An affected creature can repeat the saving throw at the end of each of their turns, ending the effect on a success. The possession ends if the creature falls under the effects of a turn undead effect or other similar magic (such as a Protection from Evil and Good spell), they drop to 0 hit points, or your Ghost Walk ends. If your Ghost Walk ends while inside the body, you are shunted to an unoccupied space within 5 ft. of the creature and you take 3d10 force damage. Once a target succeeds on the saving throw for your possession, they are immune to its effects for 24 hours.



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