

COMPLETE NECROMANCER



The Definitive
Unethical, Undead Class
by Mage Hand Press



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ON THE COVER

Agustín Marceillac illustrates a necromancer commanding her undead horde under the watchful gaze of a full moon.

Disclaimer: Mage Hand Press and Associate do not advocate raising the dead in violation of the laws of god and man. However, if you do, remember that the difference between a "roving band of undead monstrosities" and a "hip new boy band" is whether or not you're wearing sunglasses.

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CORE NECROMANCER TRAITS

Primary Ability	Intelligence
Hit Point Die	D6 per Necromancer level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	Choose 2: Arcana, Deception, History, Intimidation, Investigation, Medicine, Persuasion, Religion, or Stealth
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) 2 Daggers, Arcane Focus (Rod), Robe, Sack, Shovel, Scholar's Pack, and 13 GP; or (B) 60 GP

Necromancers hold sway over the the forces of life and death, twisting them to serve their ambitions and commanding small armies of lifeless, animated thralls.

DARK SOULS

Necromancers aren't gifted with the spark of magic. Rather, they turn to the most potent and dire source to fuel their powers: their souls. Each necromantic spell and enthralled Undead shaves away a miniscule part of their soul until only a spiritual husk remains, destined for no afterlife. This is a bargain they strike willingly—sometimes eagerly—in pursuit of an ambitious and terrible future.

GRAVE AMBITION

Necromancers must match their grand intellects with an equal lack of scruples—the willingness to turn to forbidden knowledge and unquestionably evil methods. They are almost always driven by a deeper, darker impulse, a goal that pushes them to the utter brink. This might be the distorted ideal of a “greater good” or a goal to fix morality itself; in every case, Necromancy is a grim implement for their life's work.

MASTERS OF UNDEATH

Trial and error teaches a Necromancer to puppet flesh, bone, and the spirits of the dead, binding them to their will. Unlike the Undead commanded by other spellcasters, a Necromancer's thralls are bound by the Necromancer's soul, leading to a small army of perfectly obedient minions that serve their master indefinitely.



BECOMING A NECROMANCER...

AS A LEVEL 1 CHARACTER

- Gain all of the traits in the Core Necromancer Traits table.
- Gain the Necromancer's level 1 features, which are listed in the Necromancer Features table.

AS A MULTICLASS CHARACTER

- Gain the Hit Point Die from the Core Necromancer Traits table.
- Gain the Necromancer's level 1 features, which are listed in the Necromancer Features table. See the multiclassing rules to determine your available spell slots.

NECROMANCER FEATURES							—SPELL SLOTS PER SPELL LEVEL—												
Level	Proficiency Bonus	Features	CR		Prepared Spells														
			Thralls	Total Cantrips		1	2	3	4	5	6	7	8	9					
1	+2	Spellcasting, Charnel Touch	—	—	3	4	2	—	—	—	—	—	—	—	—	—	—	—	—
2	+2	Thralls, Dead Space	1	1/4	3	5	3	—	—	—	—	—	—	—	—	—	—	—	—
3	+2	Necromancer subclass, Dark Arcana	2	1/2	3	6	4	2	—	—	—	—	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	2	1/2	4	7	4	3	—	—	—	—	—	—	—	—	—	—	—
5	+3	Animate Dead, Critical Spellcasting	2	1	4	9	4	3	2	—	—	—	—	—	—	—	—	—	—
6	+3	Subclass feature	2	1	4	10	4	3	3	—	—	—	—	—	—	—	—	—	—
7	+3	Improved Thralls	3	1	4	11	4	3	3	1	—	—	—	—	—	—	—	—	—
8	+3	Ability Score Improvement	3	1	4	12	4	3	3	2	—	—	—	—	—	—	—	—	—
9	+4	—	3	2	4	14	4	3	3	3	1	—	—	—	—	—	—	—	—
10	+4	Subclass feature	3	2	5	15	4	3	3	3	2	—	—	—	—	—	—	—	—
11	+4	—	4	2	5	16	4	3	3	3	2	1	—	—	—	—	—	—	—
12	+4	Ability Score Improvement	4	2	5	16	4	3	3	3	2	1	—	—	—	—	—	—	—
13	+5	—	4	3	5	17	4	3	3	3	2	1	1	—	—	—	—	—	—
14	+5	Improved Critical Spellcasting	4	3	5	17	4	3	3	3	2	1	1	—	—	—	—	—	—
15	+5	—	5	3	5	18	4	3	3	3	2	1	1	1	—	—	—	—	—
16	+5	Ability Score Improvement	5	3	5	18	4	3	3	3	2	1	1	1	—	—	—	—	—
17	+6	—	5	4	5	19	4	3	3	3	2	1	1	1	1	—	—	—	—
18	+6	Undying Servitude	5	4	5	20	4	3	3	3	3	1	1	1	1	—	—	—	—
19	+6	Epic Boon	6	4	5	21	4	3	3	3	3	2	1	1	1	—	—	—	—
20	+6	Lichdom	6	4	5	22	4	3	3	3	3	2	2	1	1	—	—	—	—

NECROMANCER FEATURES

As a Necromancer, you gain the following class features when you reach the specified Necromancer levels. These features are listed in the Necromancer Features table.

LEVEL 1: SPELLCASTING

Though it steadily burns away your very soul, you can cast necromantic spells.

Cantrips. You know three Necromancer cantrips of your choice. *Dancing Lights*, *Mending*, and *Ray of Frost* are recommended. Whenever you gain a Necromancer level, you can replace one of your cantrips from this feature with another Necromancer cantrip of your choice.

When you reach Necromancer levels 4 and 10, you learn another Necromancer cantrip of your choice, as shown in the Cantrips column of the Necromancer Features table.

Spell Slots. The Necromancer Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To start, choose four level 1 Necromancer spells. *Exhume*, *Mage Armor*, *Ray of Sickness*, and *Silent Image* are recommended.

The number of spells on your list increases as you gain Necromancer levels, as shown in the Prepared Spells column of the Necromancer Features table. Whenever that number increases, choose additional Necromancer spells until the number of spells on your list matches the number in the Necromancer Features table. The chosen spells must be of a level for which you have spell slots.

If another Necromancer feature gives you spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Necromancer spells for you.

Changing Your Prepared Spells. Whenever you gain a Necromancer level, you can replace one spell on your list with another Necromancer spell for which you have spell slots.

Spellcasting Ability. Intelligence is your spellcasting ability for your Necromancer spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Necromancer spells.

LEVEL 1: CHARNEL TOUCH

You can draw upon an inner nexus of necromantic power. You have a pool of Charnel Touch points equal to $5 \times$ your Necromancer level that replenishes when you finish a Long Rest.

As a Magic action, you can channel this negative energy through your touch. Choose a number of Charnel Touch points to expend, up to a maximum of $5 \times$ your Proficiency Bonus, and make a melee spell attack against one creature within reach. On a hit, the target takes Necrotic damage equal to the number of points expended. This damage is doubled without expending additional points if the attack roll scores a Critical Hit. If the spell attack misses, the Charnel Touch points aren't expended.

LEVEL 2: THRALLS

Unlike other spellcasters, you animate Undead creatures with a portion of your own life force, ensuring obedience.

Animate Thralls. You can animate Undead thralls by performing a ritual over the course of 10 minutes, which can be done during a Short Rest. The remains of one or more Medium or Small Humanoids within 30 feet of yourself rise as Undead creatures. These Undead become your thralls, and you maintain control over them indefinitely. Stat blocks for **Skeletons**, **Zombies**, and other thralls can be found in the Undead Thralls section at the end of the class description.

Combat. You can mentally control all your thralls without an action. If you have the Incapacitated condition, your thralls will move to protect your body from harm, but won't attack.

In combat, your thralls take their turns immediately before or after your turn each round (your choice). All thralls collectively share one Reaction and Bonus Action, which a single thrall can use each round.

Attacks and Save DCs. Thralls use your spell attack modifier for their attacks. If one of your thralls forces a creature to make a saving throw, it uses your spell save DC.

Healing your Thralls. You can use your Charnel Touch on Undead under your control without making an attack roll. Instead of dealing Necrotic damage, the Undead regains Hit Points equal to the number of Charnel Touch points expended.

Maximum Thralls. You can animate and control one thrall that has a Challenge Rating of $1/4$. As you gain Necromancer levels, you can animate more thralls. The combined CR of all your thralls can't exceed the number shown in the CR Total column of the Necromancer Features table, and the total number of thralls under your control can't exceed the number shown in the Thralls column of the Necromancer Features table.

At any time, you can take a Magic action to sever your connection to one or more thralls. Corporeal Undead crumple into a heap and incorporeal Undead flee to the Ethereal Plane.

Other Undead. When you cast *Animate Dead*, *Create Undead*, or another spell that lets you create or control Undead, the Undead count as your thralls and can be commanded as such. If these thralls exceed your total Challenge Rating or number of thralls, you can immediately sever your connection to any of your existing thralls to stay within these limits. Your thralls can never command or create other Undead.

As always, you can't reanimate Undead that have been reduced to 0 Hit Points. Your *Animate Thralls* ritual, the *Animate Dead* spell, and similar magic only affects Humanoid corpses, whereas your thralls are Undead creatures.

NECROMANCER VARIANT RULES

Use the following variant rules to tailor this class to your table and preferred playstyle.

Necromancy Unleashed. In order to ensure timely, balanced play, this class imposes limitations on the number of Undead a player can command, including with spells such as *Animate Dead*. Use this variant rule if you want to throw caution to the wind and embrace the undead horde experience.

Ignore the "Other Undead" section in the Thralls feature. Undead animated with spells are separate from your thralls for the purposes of your class features, and have no other class-based limitations.

Alternate Necromancers. Necromancers may fuel their spellcasting through ambition or zeal, rather than intellect. When you become a Necromancer, you can choose Wisdom or Charisma for the Primary Ability in the Core Necromancer Traits table. The chosen ability becomes your spellcasting ability, and replaces any Necromancer feature which uses Intelligence. A Necromancer that uses Wisdom is called a "Resurrectionist" and one that uses Charisma is called a "Ghoul."

LEVEL 2: DEAD SPACE

You gain an extradimensional space that can hold up to 12 Medium or smaller corpses, piles of bones, or Undead creatures. The extradimensional space is linked to an item of your choice, such as a bag, a cloak, or a backpack. As a Magic action, you can use the linked item to place a corpse, pile of bones, or willing Undead creature in the extradimensional space, or to dump out contents of your choice from the extradimensional space. Thralls stored in your Dead Space count toward the total number of thralls under your control. The contents land in spaces of your choice within 5 feet of you, or as near to you as possible if those spaces are occupied.

You can link any item you can carry to the extradimensional space by performing a ritual over the course of 1 hour which can be done during a Short Rest. The previous item linked to the space becomes disconnected when you link a new one.

LEVEL 3: NECROMANCER SUBCLASS

You gain a Necromancer subclass of your choice. A subclass is a specialization that grants you features at certain Necromancer levels. For the rest of your career, you gain each of your subclass's features that are of your Necromancer level or lower.

LEVEL 3: DARK ARCANA

As a Bonus Action, you can expend a spell slot to replenish your Charnel Touch pool. The pool regains points equal to your Intelligence modifier plus $1d8$ for each level of the spell slot expended, up to a maximum of your pool's total.



SPIRIT JAR

A lich's spirit jar, or "phylactery," is as much a memento as it is their anchor to immortality, and as such, no two are alike. Spirit jars are often constructed from objects with sentimental value, such as family heirlooms or prized possessions, but can be fashioned from swords, pieces of armor, or even entire castles.

Furthermore, every spirit jar has a weakness, a critical flaw by which it can be destroyed, allowing its lich to be slain permanently. These weaknesses, too, are unique to each jar. One might require a ritual to be performed around it for 24 hours, while another might call for the jar to be dipped in the lava of an active volcano. Discuss with your GM the form your spirit jar takes and the weakness it possesses.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Necromancer levels 8, 12, and 16.

LEVEL 5: ANIMATE DEAD

You always have the *Animate Dead* spell prepared. When you cast this spell, its casting time is an action instead of 1 minute. You can also create a **Spirit** using the spell.

Additionally, you can animate the corpse of any Medium or Small creature that isn't Undead, instead of only Humanoids. The resulting Undead always uses the statistics of a **Skeleton**, **Spirit**, or **Zombie**.

LEVEL 5: CRITICAL SPELLCASTING

Your potent Necromancy grants you the following benefits.

Critical Failures. When a creature rolls a 1 on the d20 for a saving throw against one of your spells, it suffers a Critical Failure. It fails the save regardless of its modifiers or the spell save DC. If the spell deals damage, you roll all of the spell's damage dice twice and add them together, then add any relevant modifiers. This additional damage applies only to the creature that rolled a 1.

Improved Critical. Your spell attacks can score a Critical Hit on a roll of 19 or 20 on the d20.

LEVEL 7: IMPROVED THRALLS

Your thralls grow stronger under your control, granting the following benefits.

Avoidance. If one of your thralls is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Necrotic Damage. Whenever one of your thralls deals Bludgeoning, Piercing, or Slashing damage, you can make it deal Necrotic damage instead.

Turn Immunity. Your thralls have Immunity to the Charmed and Frightened conditions, and are immune to effects that turn Undead.

LEVEL 14: IMPROVED CRITICAL SPELLCASTING

Your Critical Spellcasting improves in the following ways.

Critical Failures. A creature suffers a Critical Failure when it rolls a 1 or 2 on the d20 for a saving throw against one of your spells.

Improved Critical. Your spell attacks can now score a critical hit on a roll of 18–20 on the d20.

LEVEL 18: UNDYING SERVITUDE

When one of your thralls is reduced to 0 Hit Points, you take a Reaction to cause it to drop to 1 Hit Point instead and regain Hit Points equal to twice your Necromancer level.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending a level 3+ spell slot (no action required).

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: LICHDOM

You unlock the pinnacle of necromantic prowess, through which you conquer death itself: The Rite of Lichdom.

Becoming a Lich. The Rite of Lichdom is a ritual that you can perform over the course of 30 days in an isolated location. Once completed, your soul is bound to a spirit jar and you become a lich, an Undead of incredible power. You gain the following benefits, as well as those granted by your Necromancer subclass.

Creature Type. You are Undead. You are immune to any effect that turns Undead.

Spirit Jar. A spirit jar is an object that houses a lich's soul, safeguarding its immortality. If you drop to 0 Hit Points, your body crumbles to dust and you reform after $1d4 + 1$ days, reviving with all of your Hit Points. Your new body coalesces in an unoccupied space within 5 feet of your spirit jar. The new body is identical in every way to the one that was destroyed but has none of the original's equipment.

Truesight. You have Truesight with a range of 120 feet.

Undead Immunities. You have Immunity to Necrotic and Poison damage and to the Exhaustion and Poisoned conditions.

NECROMANCER SPELL LIST

This section presents the Necromancer spell list. The spells are organized by spell level and then alphabetized, and each spell's school of magic is listed. New spells are marked with an asterisk (*). In the Special column, C means the spell requires Concentration, R means it's a Ritual, and M means it requires a specific Material component.

CANTRIPS (LEVEL 0 NECROMANCER SPELLS)

Spell	School	Special
<i>Acid Splash</i>	Evocation	—
<i>Blade Ward</i>	Abjuration	C
<i>Chill Touch</i>	Necromancy	—
<i>Dancing Lights</i>	Illusion	C
<i>Eldritch Orb*</i>	Evocation	—
<i>Hocuspocus*</i>	Conjuration	—
<i>Light</i>	Evocation	—
<i>Mage Hand</i>	Conjuration	—
<i>Mending</i>	Transmutation	—
<i>Message</i>	Transmutation	—
<i>Minor Illusion</i>	Illusion	—
<i>Minor Lifesteal*</i>	Necromancy	—
<i>Poison Spray</i>	Necromancy	—
<i>Prestidigitation</i>	Transmutation	—
<i>Ray of Frost</i>	Evocation	—
<i>Shocking Grasp</i>	Evocation	—
<i>Spare the Dying</i>	Necromancy	—
<i>Spark of Life*</i>	Necromancy	—
<i>Sulfuric Smoke*</i>	Conjuration	—
<i>True Strike</i>	Divination	—

LEVEL 1 NECROMANCER SPELLS

Spell	School	Special
<i>Alarm</i>	Abjuration	R
<i>Bane</i>	Enchantment	C
<i>Command</i>	Enchantment	—
<i>Comprehend Languages</i>	Divination	R
<i>Dead Mist Lash*</i>	Necromancy	—
<i>Detect Evil and Good</i>	Divination	C
<i>Detect Magic</i>	Divination	C, R
<i>Disguise Self</i>	Illusion	—
<i>Exhume*</i>	Necromancy	R
<i>Expeditious Retreat</i>	Transmutation	C
<i>False Life</i>	Necromancy	—
<i>Feather Fall</i>	Transmutation	—
<i>Flawed Reconstruction*</i>	Transmutation	—
<i>Fog Cloud</i>	Conjuration	C
<i>Ghoul's Shrieking Skull*</i>	Necromancy	—
<i>Grease</i>	Conjuration	—
<i>Hideous Laughter</i>	Enchantment	C
<i>Identify</i>	Divination	R, M
<i>Illusory Script</i>	Illusion	R, M
<i>Jump</i>	Transmutation	—
<i>Mage Armor</i>	Abjuration	—
<i>Might of the Abyss*</i>	Evocation	C
<i>Protection from Evil and Good</i>	Abjuration	C, M
<i>Ray of Sickness</i>	Necromancy	—
<i>Silent Image</i>	Illusion	C
<i>Sleep</i>	Enchantment	C
<i>Thunderwave</i>	Evocation	—

LEVEL 2 NECROMANCER SPELLS

Spell	School	Special
<i>Acid Arrow</i>	Evocation	—
<i>Arcane Lock</i>	Abjuration	M
<i>Blindness/Deafness</i>	Transmutation	—
<i>Darkness</i>	Evocation	C
<i>Darkvision</i>	Transmutation	—
<i>Detect Thoughts</i>	Divination	C
<i>Enhance Ability</i>	Transmutation	C
<i>Enlarge/Reduce</i>	Transmutation	C
<i>Gentle Repose</i>	Necromancy	R
<i>Hold Person</i>	Enchantment	C
<i>Invisibility</i>	Illusion	C
<i>Knock</i>	Transmutation	—
<i>Locate Object</i>	Divination	C

<i>Misty Step</i>	Conjuration	—
<i>Protect Threshold*</i>	Abjuration	R
<i>Ray of Enfeeblement</i>	Necromancy	C
<i>See Invisibility</i>	Divination	—
<i>Shatter</i>	Evocation	—
<i>Silence</i>	Illusion	C, R
<i>Spider Climb</i>	Transmutation	C
<i>Web</i>	Conjuration	C

LEVEL 3 NECROMANCER SPELLS

Spell	School	Special
<i>Animate Dead</i>	Necromancy	—
<i>Benign Dismemberment*</i>	Necromancy	R
<i>Bestow Curse</i>	Necromancy	C
<i>Clairvoyance</i>	Divination	C, M
<i>Counterspell</i>	Abjuration	—
<i>Dead Fog*</i>	Necromancy	C
<i>Dispel Magic</i>	Abjuration	—
<i>Fear</i>	Illusion	C
<i>Fly</i>	Transmutation	C
<i>Gaseous Form</i>	Transmutation	C
<i>Lightning Bolt</i>	Evocation	—
<i>Major Image</i>	Illusion	C
<i>Nondetection</i>	Abjuration	M
<i>Protection from Energy</i>	Abjuration	C
<i>Remove Curse</i>	Abjuration	—
<i>Revivify</i>	Necromancy	M
<i>Rusting Grasp*</i>	Transmutation	—
<i>Séance*</i>	Necromancy	M
<i>Sending</i>	Divination	—
<i>Speak with Dead</i>	Necromancy	—
<i>Stinking Cloud</i>	Conjuration	C
<i>Tongues</i>	Divination	—
<i>Vampiric Touch</i>	Necromancy	C

LEVEL 4 NECROMANCER SPELLS

Spell	School	Special
<i>Arcane Eye</i>	Divination	C
<i>Banishment</i>	Abjuration	C
<i>Blight</i>	Necromancy	—

<i>Death Ward</i>	Abjuration	—
<i>Dimension Door</i>	Conjuration	—
<i>Dominate Beast</i>	Enchantment	C
<i>Gahoul's Scapegoat*</i>	Abjuration	—
<i>Grasp of the Grave*</i>	Necromancy	C
<i>Greater Invisibility</i>	Illusion	C
<i>Hallucinatory Terrain</i>	Illusion	—
<i>Locate Creature</i>	Divination	C
<i>Phantasmal Killer</i>	Illusion	C
<i>Secret Chest</i>	Conjuration	M
<i>Soul Effigy*</i>	Necromancy	R

LEVEL 5 NECROMANCER SPELLS

Spell	School	Special
<i>Antilife Shell</i>	Abjuration	C
<i>Cloudkill</i>	Conjuration	C
<i>Contagion</i>	Necromancy	—
<i>Dispel Evil and Good</i>	Abjuration	C
<i>Dominate Person</i>	Enchantment	C
<i>Dream</i>	Illusion	—
<i>Flawed Resurrection</i>	Necromancy	—
<i>Geas</i>	Enchantment	—
<i>Hold Monster</i>	Enchantment	C
<i>Insect Plague</i>	Conjuration	C
<i>Modify Memory</i>	Enchantment	C
<i>Pharaoh's Curse</i>	Necromancy	—
<i>Scrying</i>	Divination	C, M
<i>Seeming</i>	Illusion	—
<i>Teleportation Circle</i>	Conjuration	M

LEVEL 6 NECROMANCER SPELLS

Spell	School	Special
<i>Chain Lightning</i>	Evocation	—
<i>Circle of Death</i>	Necromancy	M
<i>Contingency</i>	Abjuration	M
<i>Create Undead</i>	Necromancy	M
<i>Eyebite</i>	Necromancy	C
<i>Flesh to Stone</i>	Transmutation	C
<i>Harm</i>	Necromancy	—
<i>Inexorable Sarcophagus*</i>	Necromancy	C, M
<i>Magic Jar</i>	Necromancy	M
<i>True Seeing</i>	Divination	M

LEVEL 7 NECROMANCER SPELLS

Spell	School	Special
<i>Etherealness</i>	Conjuration	—
<i>Finger of Death</i>	Necromancy	—
<i>Plane Shift</i>	Conjuration	M
<i>Sequester</i>	Transmutation	M
<i>Teleport</i>	Conjuration	—

LEVEL 8 NECROMANCER SPELLS

Spell	School	Special
<i>Antimagic Field</i>	Abjuration	C
<i>Clone</i>	Necromancy	M
<i>Dominate Monster</i>	Enchantment	C
<i>Ghoul's Glorious Gothic*</i>	Conjuration	M
<i>Maze</i>	Conjuration	C
<i>Mind Blank</i>	Abjuration	—
<i>Power Word Stun</i>	Enchantment	—

LEVEL 9 NECROMANCER SPELLS

Spell	School	Special
<i>Astral Projection</i>	Necromancy	M
<i>Foresight</i>	Divination	—
<i>Power Word Kill</i>	Enchantment	—
<i>Storm of Vengeance</i>	Conjuration	C
<i>Weird</i>	Illusion	C

NECROMANCER SUBCLASSES

A Necromancer subclass is a specialization that grants you features at certain Necromancer levels, as specified in the subclass.

BLACK RIDER

Command and Battle Atop a Skeletal Steed

The rhythmic drumbeat of galloping hooves and the searing pinpoint of red eyes signal the arrival of a Black Rider. Such Necromancers embrace mounted combat, commanding their thralls from the back of a skeletal steed and terrorizing countrysides with unparalleled swiftness. Mastering this discipline means not only commanding an Undead mount, but also requires sure mastery over weapons while on horseback and on foot. However, the reward is immense: a Black Rider isn't a plodding marshal of shambling masses, but a wind of death that blows across the battlefield at a moment's notice.

LEVEL 3: CORPSE CAVALRY

Your training for mounted combat grants you the following benefits.

Martial Training. You gain proficiency with Martial weapons and training with Light armor, Medium armor, and Shields.

Charnel Strike. When you use Charnel Touch, you can make a melee attack with a weapon as a Bonus Action later on the same turn.

Skeletal Mount. Additionally, when you perform your Animate Thralls ritual, you can animate the skeleton of a horse or similar animal as a **Warhorse Skeleton**. In combat, it functions as a controlled mount while you ride it (as defined in the rules on mounted combat).

NECROMANCER SUBCLASSES

Name	Description
Black Rider	Riding atop a skeletal steed, battles foes and commands thralls from horseback
Blood Ascendent	Granted power from the blood curse of vampirism, without the myriad vampiric weaknesses
Corpse Florist	Cultivates a "garden" of shambling, flowering corpses
Crone	A necromantic witch that lays curses and brews foul potions
Dead Mist Acolyte	Consumes Hit Points for necromantic power, and vice-versa
Death Knight	Clad in armor, a terrible warrior brandishing dark energies and Martial weapons
Necrodancer	Utilizes a horde of Undead backup dancers to become the greatest performer ever
Overlord	A sinister manipulator backed by powerful allies
Pale Master	Emphasizes the purest form of Necromancy and brandishes devastating spells
Pharaoh	An echo of the monarchs of ancient civilizations, a priest and Necromancer in equal measure
Plague Lord	A necromantic disease carrier who commands vile, corpulent minions
Reanimator	A mad scientist that stitches together new and terrible Undead minions
Reaper	A furtive shadow of death, who foretells and beckons demise
Toymaker	Traps souls in handmade toys to create necromantic slaymates

LEVEL 3: CHARNEL SHIELD

When you take damage from a creature you can see, you can take a Reaction and expend a number of points from your Charnel Touch pool up to half the damage dealt. Reduce the damage by the number of points expended.

LEVEL 6: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can use your Charnel Touch or cast one of your cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 10: GRUESOME CHARGE

If you make an attack with a weapon while mounted, you can take a Bonus Action to command your mount to make one attack of its own with its Reaction. You can only use this Bonus Action if your mount has moved 20 feet or further on the current turn.

LEVEL 20: DULLAHAN [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Through a vile ritual and a guillotine, you have severed your own head to act as your spirit jar, allowing you to see without eyes. Liches of your kind are known as dullahans or headless horsemen. You gain the following benefits in addition to those of your Lichdom feature.

Skull Jar. Your spirit jar is your own magically preserved head. Even without your head, your senses aren't inhibited. You can see and hear from where your head once was and your disembodied voice booms from the stub of your neck.

Blindsight. If you are carrying your skull jar, you have Blindsight with a range of 120 feet.

Damage Resistance. You have Resistance to Bludgeoning, Piercing, and Slashing damage.

Nightmare. When you perform your Animate Thralls ritual, you can summon a **Nightmare**. You command this creature as your thrall and it counts as Undead for the purpose of your Necromancer features. In combat, it functions as an independent mount while you ride it (as defined in the rules on mounted combat).

BLOOD ASCENDENT

Command the Powers of Vampirism

Necromantic might comes in many forms, but a singular, ancient source is the blood curse of vampirism. Though it promises much—immortality, agility, charm—it comes paired with insidious drawbacks, from the stinging burn of sunlight to a perpetual thirst for blood. Necromancers that wish to capture a measure of this power without suffering its myriad weaknesses perform a special ritual with vampiric blood in order to become Blood Ascendants. In doing so, they fall deathly pale and lose their reflection within mirrors, but learn to slowly pry out vampiric powers without succumbing to the all-devouring curse.

LEVEL 3: BLOOD ASCENDANT SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Blood Ascendent Spells table, you thereafter always have the listed spells prepared.

BLOOD ASCENDENT SPELLS

Necromancer

Level	Spells
3	Charm Person, Enthrall, Sleep, Suggestion
5	Hypnotic Pattern, Vampiric Touch
7	Phantasmal Killer, Private Sanctum
9	Dominate Person, Modify Memory

LEVEL 3: CHARNEL DRAIN

When you reduce an enemy to 0 Hit Points with your Charnel Touch, you regain Hit Points equal to your Intelligence modifier + your Necromancer level (minimum of 1).

LEVEL 6: VAMPIRIC TRANSFORMATION

You can take a Magic action and expend 15 Charnel Touch points to shape-shift into a bat or a cloud of mist. This transformation lasts for 1 hour or until you have the Incapacitated condition or you dismiss it (no action required). Your gear melds into the new form, and you can't use or otherwise benefit from your equipment while shape-shifted.

Bat. You transform into a bat. Your game statistics are replaced by the **Bat** stat block, but you retain your creature type, Hit Points, Hit Point Dice, Intelligence, Wisdom, and Charisma scores, class features, languages, and feats.

Mist. You transform into a Medium cloud of mist. While shape-shifted, you can't speak, manipulate objects, or take any actions. You have a Fly Speed of 20 feet and can hover, and can enter and occupy the space of another creature. You have Resistance to Bludgeoning, Piercing, and Slashing damage, Immunity to the Prone condition, and Advantage on Strength, Dexterity, and Constitution saving throws. You can pass through narrow openings, but treat liquid as though they were solid surfaces.

LEVEL 10: CHILDREN OF THE NIGHT

When you perform your Animate Thralls ritual, you can summon one or more **Wolves**, **Swarms of Bats**, or **Swarms of Rats**. You command these creatures as your thralls and they count as Undead for the purpose of your Necromancer features.

LEVEL 20: NOSFERATU [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. You have embraced the blood curse of vampirism to become a vampire lord in all but name: a nosferatu. You gain the following benefits in addition to those of your Lichdom feature.

Coffin Jar. Your spirit jar is a coffin filled with grave dirt. When you drop to 0 Hit Points, you reform in your coffin after 1 hour. You are permanently weakened until you finish a Long Rest in the coffin. While weakened, your Hit Point maximum is reduced to 1, and you drop to 0 Hit Points if you begin your turn in sunlight.

Regeneration. At the start of each of your turns, you regain 10 Hit Points. You don't gain this benefit if you have 0 Hit Points or are in sunlight.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. Additionally, you gain a Climb Speed equal to your speed.

Vampiric Speed. Your Speed is doubled.

CORPSE FLORIST

Cultivate a Garden of Corpses

Some Necromancers arrive at the realization that Necromancy is the gateway to new life flourishing in the rot and waste of the recently dead. Perhaps unsurprisingly, horticulture is their main inspiration.

Instead of animating corpses normally, Corpse Florists plant seeds of the corpse flower in recently deceased bodies, which sprouts and sends creeping vines to every joint and muscle group. Within minutes, the corpse rises under the florist's control, but as a blossoming Plant instead of a mindless Undead. A Corpse Florist travels with their shambling garden wherever they go, planting new corpse flowers and revitalizing the earth whenever the opportunity presents itself.

LEVEL 3: CORPSE FLORIST SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Corpse Florist Spells table, you thereafter always have the listed spells prepared.

CORPSE FLORIST SPELLS

Necromancer Level	Spells
3	<i>Barkskin, False Life, Goodberry, Spike Growth</i>
5	<i>Plant Growth, Speak with Plants</i>
7	<i>Blight, Freedom of Movement</i>
9	<i>Reincarnate, Tree Stride</i>

LEVEL 3: GARDEN OF THE GRAVE

When you perform your Animate Thralls ritual, you can choose to plant corpse flowers in any of your thralls, causing each such thrall to have the following benefits.

Plant. The thrall is a Plant instead of an Undead, but counts as Undead for the purpose of your Necromancer features.

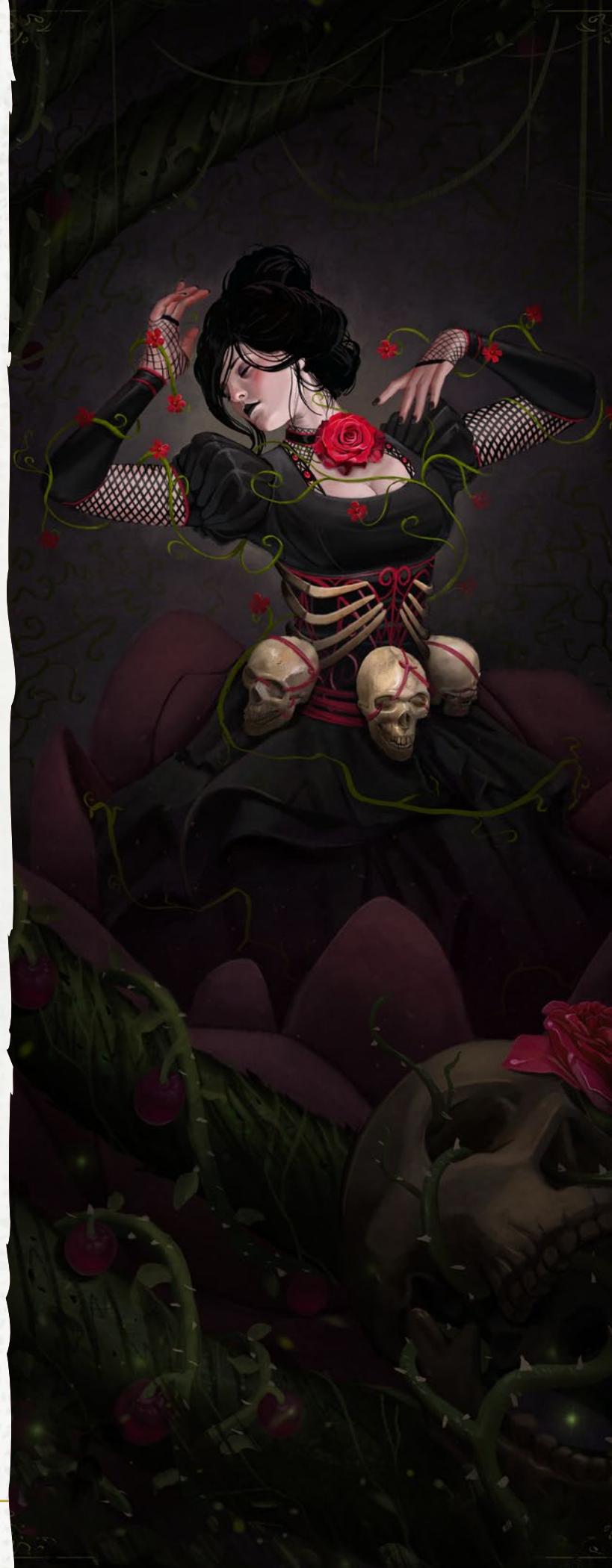
Necrosynthesis. Whenever you take a Short or Long Rest, the thrall takes root in the ground and regains Hit Points equal to 1d8 plus your Intelligence modifier.

LEVEL 3: CHARNEL ENTANGLE

When you deal 5 or more damage with Charnel Touch, the target must succeed on a Strength saving throw against your spell save DC or have the Restrained condition until the end of your next turn as weeds and brambles grasp at it.

LEVEL 6: ROTTEN SEED

You can plant your budding corpse flowers in the living as well as the dead. You can take a Bonus Action to toss a seed at an enemy that you can see within 15 feet of you, which makes a Dexterity saving throw. On a failed save,



a corpse flower seedling sprouts and burrows into the creature's flesh. At the start of each of the creature's turns, it takes 1d8 Necrotic damage and you gain Temporary Hit Points equal to the Necrotic damage dealt.

The seedling withers and dies after 1 minute, when the target dies, or when you use this feature again.

The damage of this feature changes when you reach level 11 (1d10) and 17 (1d12).

LEVEL 10: DEATH IN BLOOM

Once on each of your turns when a Medium or Small creature under the effect of your Rotten Seed dies, you can animate that creature's corpse as a **Skeleton**, **Spirit**, or **Zombie** (your choice) under your control. This Undead counts as one of your thralls and gains the benefit of your Garden of the Grave.

LEVEL 20: BOTANICAL LICH [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Your body becomes a fertile garden of flowers that bloom from every inch of your skin, and exotic flowers bloom in your wake. You gain the following benefits in addition to those of your Lichdom feature.

Spirit Flowers. Your spirit jar is a set of thirteen immortal flowers of different types located in places important to you. Each one has a specific weakness, which you must discuss with your GM. When you drop to 0 Hit Points, you reform in the soil at your nearest spirit flower.

Petal Stride. Flowers sprout from the ground in a 30-foot Emanation originating from you. You can use a Bonus Action on your turn to step into a flower and teleport to any other flower you can see within 30 feet of you. When you do so, you can choose any number of friendly Plants within 30 feet of you and cause them to teleport to flowers you can see within range.

Regeneration. At the start of each of your turns, you regain 10 Hit Points. You don't gain this benefit if you have 0 Hit Points or you are in Darkness.

CRONE

Brew Foul Potions and Lay Foul Curses

The oldest and most insidious necromantic secrets are remembered by hag's covens. Their curses have plagued the likes of elves and humans since before the dawn of history, becoming more malicious and complex with the passing centuries.

Necromancers that consort with hags or join a hag's coven to learn their necromantic secrets are known as "crones" by their peers and "haglings" by others. For their devotion to the hag's ancient arts, these Necromancers learn to spin terrible curses, brew potions in a cauldron, and even access the mythical Baba Yaga's arcane secrets.

LEVEL 3: CRONE SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Crone Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

CRONE SPELLS

Necromancer Level	Spells
3	<i>Blindness/Deafness, Find Familiar, Hideous Laughter, Invisibility</i>
5	<i>Bestow Curse, Fly</i>
7	<i>Polymorph, Soul Effigy*</i>
9	<i>Contagion, Seeming</i>

LEVEL 3: CHARNEL CURSE

When you deal 5 or more damage with Charnel Touch, the target must succeed on a Wisdom saving throw against your spell save DC or be cursed. While cursed, the target subtracts 1d6 from D20 Tests it makes. At the end of each of the target's turns, it can make a Wisdom saving throw against the curse, ending the effect on a success. The curse lasts for 1 minute or until you use this feature to curse another creature or choose to dismiss it (no action required).



LEVEL 6: WITCH'S CAULDRON

You can spend 10 minutes to brew potions, which can be done during a Short Rest, expending 10 Charnel Touch points for each potion you brew. You can have a total number of potions at one time up to your Intelligence modifier (minimum of 1). These potions retain potency until you finish a Long Rest, after which they become inert.

The following potions are available to you: *Potion of Animal Friendship*, *Potion of Climbing*, *Potion of Healing*, *Potion of Resistance*, and *Potion of Water Breathing*.

LEVEL 10: NEFARIOUS RUSE

You master a handful of hag tricks, granting you the following benefits.

Conceal Thralls. As a Magic action, you can expend 10 Charnel Touch points to give your thralls the Invisible condition until the start of your next turn. This condition ends early for a thrall that makes an attack roll or deals damage.

Thrall Transposition. As a Magic action, you can choose one of your thralls within 30 feet of you. You both teleport, swapping places.

LEVEL 20: BABA YAGA [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. By mastering the subtle magic of hags and witches, you can wield the full power of a coven and curse others with unparalleled foulness. You gain the following benefits in addition to those of your Lichdom feature.

Accursed Touch. When you deal 25 or more damage with Charnel Touch, the target has Disadvantage on saving throws until the start of your next turn, and your thralls have Advantage on attack rolls against the target.

Flying Broom. You can use a Magic action to enchant a mundane object—such as a broom, cauldron, or rug—with the power of flight. While holding this item, you have a Fly Speed equal to 60 feet, as long as you aren't wearing Medium or Heavy armor. This object remains enchanted until you use this benefit to enchant a different object.

Baba Yaga Spells. You can expend Charnel Touch points to cast one of the spells from the following table without a spell slot.

Spell	Charnel Touch Points
<i>Bestow Curse</i>	20
<i>Counterspell</i>	20
<i>Contagion</i>	30
<i>Eyebite</i>	35
<i>Fear</i>	20
<i>Mirage Arcane</i>	40
<i>Polymorph</i>	25
<i>Remove Curse</i>	20

DEAD MIST ACOLYTE

Sacrifice Your Life-Force for Necromantic Power

Deep in the starry expanse of the Astral Plane, Necromancers can find a pure, untapped necromantic source: the Dead Mists. This inky astral fog is an embodiment of unlife in the multiverse, perhaps a negative balance to the overwhelming majority of living creatures. However, the Dead Mists is a living and corruptive entity that drains the life essence from anything it touches.

Necromancers that survive their first experimentations in the Dead Mists might become its acolytes and spend their waking hours unraveling its astral secrets. Perhaps they will learn to coax life essence back out of the necromantic cloud, or perhaps they will learn to summon aspects of the mists to plague their foes. Regardless, they will pay the price for their ambitions as the mists slowly drain their mortality.

LEVEL 3: DEAD MIST SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Dead Mist Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

DEAD MIST SPELLS

Necromancer Level	Spells
3	<i>Dead Mist Lash*</i> , <i>Fog Cloud</i> , <i>Levitate</i> , <i>Misty Step</i>
5	<i>Dead Fog*</i> , <i>Gaseous Form</i>
7	<i>Banishment</i> , <i>Death Ward</i>
9	<i>Antilife Shell</i> , <i>Cloudkill</i>

LEVEL 3: CHARNEL CONSUMPTION

When you deal 5 or more damage with Charnel Touch, you can instead choose to lose an equal number of Hit Points instead of expending Charnel Touch Points.

Because of the soul-draining nature of the Dead Mists, you can't regain Hit Points from any spell you cast.

LEVEL 3: MISTBORNE REGENERATION

You can restore your life essence by feeding upon the Dead Mists. As a Magic action, you can expend 5 or more Charnel Touch points. You regain 1d8 Hit Points for every 5 Charnel Touch points expended.

LEVEL 6: GASEOUS ESCAPE

As a Reaction when you take damage, you can cast *Gaseous Form* on yourself. The spell's effects apply against the triggering damage. When you cast the spell with this feature, you can end it at the start of your turn (no action required).

Once you use this feature, you can't use it again until a Short or Long Rest.

DUSKFOG

Medium Undead, Chaotic Evil

AC 14

HP 30 (4d8 + 12)

Speed 30 ft., Fly 30 ft. (Hover)

Initiative +4 (14)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	5	-3	-3	DEX	18	+4	+4	CON	16	+3	+3
INT	3	-4	-4	WIS	10	+0	+0	CHA	8	-1	-1

Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Necrotic, Piercing, Slashing, Thunder

Immunities Poison, Necrotic; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120 ft., Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 2 (XP 450; PB +2)

TRAITS

Incorporeal Movement. The duskfog can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

ACTIONS

Misty Embrace. Constitution Saving Throw: DC 14, one creature the duskfog can see within 5 feet. *Failure:* 18 (4d8) Necrotic damage and the duskfog regains Hit Points equal to the Necrotic damage dealt.

LEVEL 10: DUSKFOG

When you perform your Animate Thralls ritual, you can summon one or more **Duskfogs**. You command these creatures as your thralls.

LEVEL 20: DEAD MIST LORD [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. However, your lichdom has become corrupted by the all-consuming Dead Mists, leaving you as a gaseous, incorporeal wraith. You gain the following benefits in addition to those of your Lichdom feature.

Damage Resistance. You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

Gaseous Body. Your lich form is gaseous and indistinct. You can enter and occupy the spaces of other creatures. Additionally, you can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces.

Fly Speed. You gain a Fly Speed equal to your Speed. You can't fall and remain hovering in the air even when you have the Incapacitated or Stunned conditions.

Master of the Mists. Once on each of your turns when you deal Necrotic damage to an enemy with your Charnel Touch or a Necromancer spell, you drain some of the target's life essence with the Dead Mists. You regain Hit Points equal to 2d6 + your Intelligence modifier, up to a maximum of the Necrotic damage dealt.

DEATH KNIGHT

Crush Your Foes with Your Iron Fist

Some Necromancers are content to sit in dusty tombs with moldering tomes, occasionally picking apart a battlefield for fresh ingredients and new company. By contrast, Death Knights are predators among scavengers, seizing their goals through a melding of magic and traditional combat. Bolstered with dark energies and sturdy armor, the Death Knight wields weapons edged with death itself. They are simultaneously the vanguard and general of their Undead forces, unafraid of getting their hands dirty when necessary.

LEVEL 3: COMBAT RESEARCH

Your training in the art of war grants you the following benefits.

Martial Training. You gain proficiency with Martial weapons and training with Light armor, Medium armor, and Shields.

Charnel Strike. When you use Charnel Touch, you can make a melee attack with a weapon as a Bonus Action later on the same turn.

Somatic Components. You can perform the Somatic components of spells even when you have weapons or a Shield in one or both hands.

LEVEL 3: CHARNEL RESILIENCE

When you deal Necrotic damage with your Charnel Touch, you gain Temporary Hit Points equal to the Necrotic damage dealt.

LEVEL 6: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

In addition, you can use your Charnel Touch or cast one of your cantrips that has a casting time of an action in place of one of those attacks.

LEVEL 10: OVERCHARGED THRALLS

When one of your thralls is reduced to 0 Hit Points or you release it, you regain a number of expended Charnel Touch points equal to your Necromancer level.

LEVEL 20: IMPERATOR [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Due to your martial capabilities and inner nexus of necromantic power, you have transformed into an emperor lich—an Undead creature unmatched in both arcane and combat prowess. You gain the following benefits in addition to those of your Lichdom feature.

Heavy Armor Training. You gain training with Heavy Armor.

Damage Resistance. You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

Improved Charnel Strike. When you use Charnel Touch, you can make two melee attacks with a weapon as a Bonus action later on the same turn.

Peerless Necrotic Damage. When you deal Necrotic damage with Charnel Touch or a Necromancer spell, it ignores Resistance and Immunity to Necrotic damage.

NECRODANCER

Groove Down

Neon lights, thumping beats, and impeccable fashion are the calling cards of Necrodancers, spellcasters that see the potential for *Animate Dead* to create the greatest troupe of backup dancers of all time. A Necrodancer's minions don't shamble aimlessly, but instead move in perfect rhythm with one another, busting moves and empowering their master through choreography.

LEVEL 3: FOOTLOOSE

Your necromantic dancing grants you the following benefits.

Intelligent Footwork. You gain proficiency in the Acrobatics and Performance skills if you lack proficiency in them. Additionally, you gain a bonus to checks using these skills equal to your Intelligence modifier (minimum bonus of +1).

Weapon Proficiencies. You gain proficiency with Martial weapons that have the Finesse or Ranged properties.

LEVEL 3: BACKUP DANCERS

Each of your thralls gains the ability to take the Dance action, which allows it to dance until the start of its next turn. When one or more of your thralls are dancing, your dancers give you a bonus to your AC, damage rolls, and D20 Tests that use Dexterity or Charisma, as shown on the Backup Dancers table. You also gain a number of benefits as shown in the Benefits column of the Backup Dancers table.

LEVEL 3: CHARNEL GROOVE

When you deal 5 or more damage with Charnel Touch, the target is compelled to dance, spending all of its movement to do so without leaving its space, until the start of your next turn.

LEVEL 6: GRAVEYARD TANGO

As a Bonus Action, you can expend 5 Charnel Touch points to bestow your grace and style on an ally. Choose an ally within 30 feet of yourself that can see or hear you to gain the bonus to AC, damage rolls, and D20 Tests that use Dexterity or Charisma from your Backup Dancers feature until the start of your next turn.



BACKUP DANCERS

Dancers	Bonus	Benefits
1	+1	Disengage. You can take the Disengage action as a Bonus Action.
2	+1	Dash. You can take the Dash action as a Bonus Action.
3	+2	Strike. You can make one attack with a Melee weapon as a Bonus Action.
4	+2	Two Bonus Actions. You can take two Bonus Actions on your turn instead of one, as long as both Bonus Actions are different and granted to you by this subclass.
5	+3	Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
6	+3	Slippery. Attack rolls against you have Disadvantage.

LEVEL 10: DISCO OF THE DEAD

Whenever one of your thralls takes the Dance action, you can choose for it to enter the Ethereal Plane until the start of its next turn. While on the Ethereal Plane, it can affect and be affected only by creatures, objects, and effects on that plane. An ethereal thrall is faintly visible in a blur of disco lights.

LEVEL 20: THRILLER [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. You appear ageless, with smooth, alabaster skin, and boast supernatural grace and rhythm. You gain the following benefits in addition to those of your Lichdom feature.

Dance-Off. You take a Magic action and expend 20 Charnel Touch points to magically challenge up to ten creatures you can see within 60 feet of you to a dance competition. Each creature you challenge makes a Charisma saving throw against your spell save DC, taking 8d6 Psychic damage on a failed save, or half as much damage on a successful one.

Moonwalk. You can cast *Freedom of Movement* on your thralls or yourself without a spell slot.

Smooth Criminal. Your Dexterity and Charisma scores increase by 4, to a maximum of 25.

OVERLORD

Command an Army of Obedient Undead

There are few ambitions that capture the imagination more than the power to rule. From peasantry to nobility, many dream of a world in which they are in charge. Some Necromancers, known as Overlords, view their magic as a means to accomplish this pervasive dream. Seeking control both on and off the battlefield, Overlords leverage their dark magic to bolster their allies and manipulate their foes.

LEVEL 3: OVERLORD SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Overlord Spells table, you thereafter always have the listed spells prepared.

OVERLORD SPELLS

Necromancer Level	Spells
3	<i>Bane, Command, Detect Thoughts, Hold Person</i>
5	<i>Haste, Slow</i>
7	<i>Compulsion, Confusion</i>
9	<i>Dominate Person, Geas</i>

LEVEL 3: CHARNEL AURA

As a Bonus Action, you can expend 5 or more Charnel Touch points to create an empowering aura in a 30-foot Emanation originating from you until the start of your next turn. Undead you control within the Emanation gain a bonus to D20 Tests, damage rolls, and AC. This bonus equals +1 for every 5 Charnel Touch points expended, to a maximum of +3.

LEVEL 6: DESPOTIC DISCOURSE

You gain a bonus to Charisma (Deception, Intimidation, and Persuasion) checks equal to your Intelligence modifier (minimum bonus of +1).

LEVEL 10: SACRIFICIAL THRALLS

When you're hit by an attack roll, you can take a Reaction to force that attack to instead hit one of your thralls that is within 5 feet of you.

Once you use this feature, you can't do so until you finish a Short or Long Rest. You can also restore your use of it by expending a level 2+ spell slot (no action required).

LEVEL 20: TYRANT [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Your desire for control has warped your transformation, transforming you into a tyrant lich. Your flesh and bone decay, reducing you to nothing more than two glowing dots beneath a hood. You gain the following benefits in addition to those of your Lichdom feature.

Possession. If you drop to 0 Hit Points, you can choose to possess a nearby body instead of reforming at your spirit jar. When you do so, choose a Humanoid or one of your thralls within 120 feet of yourself. A Humanoid must succeed on a Charisma saving throw against your spell save DC or be possessed.

When you possess a body, you control it, but a Humanoid target retains awareness. Your game statistics are replaced by the statistics of the body, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain your own class features and feats. If the target has any class levels, you can't use any of its class features.

A possessed Humanoid can repeat its saving throw every 8 hours. On a success, the possession ends and you are ejected from the body. The possession also ends if the body drops to 0 Hit Points or you choose to end it as a Magic action. A creature that succeeds its saving throw against your possession is immune to your Possession for 24 hours.

Domination Spells. You can expend Charnel Touch points to cast one of the spells from the following table without a spell slot.

Spell	Charnel Touch Points
<i>Command</i>	15
<i>Dominate Beast</i>	20
<i>Dominate Monster</i>	60
<i>Dominate Person</i>	30
<i>Geas</i>	30

PALE MASTER

Achieve the Archetypal Powers of Lichdom

When the need for superiority drives a Necromancer, there is no end to their ambition. Such Necromancers, known as Pale Masters, work feverishly to master every corner of necromantic magic, less out of the desire to improve themselves and more out of spite for their rivals.

This perhaps speaks to a dirty secret of Necromancy: most Necromancers hate each other. Bitter rivalries, grudges, and insignificant slights motivate Pale Masters to embrace lichdom with unequaled fervor, for to master Necromancy means to accept no equals.

LEVEL 3: PALE MASTER SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Pale Master Spells table, you thereafter always have the listed spells prepared. New spells are marked with an asterisk (*).

PALE MASTER SPELLS

Necromancer Level	Spells
3	<i>Exhume,* Invisibility, Might of the Abyss,* Ray of Enfeeblement</i>
5	<i>Fear, Speak with Dead</i>
7	<i>Black Tentacles, Blight</i>
9	<i>Cloudkill, Scrying</i>

LEVEL 3: CHARNEL EMPOWER

When you deal damage with a level 1+ Necromancy spell, you can expend a number of Charnel Touch points up to a maximum of your Necromancer level plus your Intelligence modifier. One target of the spell takes extra Necrotic damage equal to the number of Charnel Touch points expended.

LEVEL 6: CHILLING DISPOSITION

You begin assuming the terrible aspect of a lich, granting you the following benefits.

Intelligent Intimidation. You gain proficiency in the Intimidation skill, if you didn't have it already. Additionally, you gain a bonus to checks using this skill equal to your Intelligence modifier (minimum bonus of +1).

Frightening Gaze. As a Bonus Action, you can expend 10 Charnel Touch points to fix your horrific gaze on a creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC or have the Frightened condition for 1 minute. The target repeats the save at the end of each of its turns, ending the condition on itself on a success.

LEVEL 10: THRALL RUSH

Whenever you roll Initiative, you can empty the contents of your Dead Space and each of your thralls can move up to its Speed.

LEVEL 20: ARCHLICH [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Your skin clings tightly to your bones, your muscles wither, and your eyes turn milky and dull. Yet, through the veil of weakness, your body exudes unbelievable arcane power. You gain the following benefits in addition to those of your Lichdom feature.

Devour Soul. When you reduce an enemy to 0 Hit Points, you can immediately devour its soul (no action required). Roll a d8 and regain expended spell slots of your choice whose combined level is no greater than the number rolled. Once you use this benefit, you can't do so again until you finish a Long Rest.

A creature whose soul is devoured can't be restored to life by any means short of a *Wish* spell.

Magic Resistance. You have Advantage on saving throws against spells and other magical effects.

Paralyzing Touch. When you deal 30 or more damage with Charnel Touch, the target has the Paralyzed condition until the start of your next turn.

PHARAOH

Embrace Pseudo-Divinity

The godlike monarchs of ancient kingdoms practiced a unique style of Necromancy, forgotten to time. Through the extraction of organs, the desiccation of flesh, and innumerable enchantments, those ancient pharaohs were able to rule their subjects as divine, Undead beings, long past their mortal deaths. While those kingdoms have been lost to the shifting sands and wild jungles of the world, their methods have been preserved in the carvings of colossal temples and revived by modern Necromancers, who take on the guise of the erstwhile pharaohs. Their magic is a hybrid of divine and arcane influences, the legacy of deific monarchs from a forgotten age.

LEVEL 3: PHARAOH SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Pharaoh Spells table, you thereafter always have the listed spells prepared.

PHARAOH SPELLS

Necromancer Level	Spells
3	<i>Bless, Darkness, Guiding Bolt, Lesser Restoration, Thaumaturgy</i>
5	<i>Bestow Curse, Revivify</i>
7	<i>Death Ward, Divination</i>
9	<i>Insect Plague, Greater Restoration</i>

LEVEL 3: HOLY SYMBOL

You can use a Holy Symbol as a Spellcasting Focus for your Necromancer spells.



LEVEL 3: CHANNEL DIVINITY

You can channel your pseudo-divinity to fuel magical effects. You start with one such effect: Ankh of Radiance, which is described below. You gain additional effect options at higher Necromancer levels. Each time you use this class's Channel Divinity, choose which Channel Divinity effect from this class to create.

You can use this class's Channel Divinity twice. You regain one of its expended uses when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest. You can also restore one use of it by expending 15 Charnel Touch points (no action required).

Ankh of Radiance. As a Magic action, you can brandish your Holy Symbol and bless a number of allies up to your Intelligence modifier (minimum of one) that you can see within 60 feet of you for 1 minute. The first time a blessed creature takes damage, it has Resistance to that damage. If it took damage from a melee attack, the

attacker takes 1d6 Radiant damage. The blessing then ends for that creature.

The Radiant damage increases by 1d6 when you reach Necromancer levels 5 (2d6), 11 (3d6), and 17 (4d6).

LEVEL 6: MOCK DIVINITY

You can convincingly reflect the trappings of a demigod walking the earth. When you cast *Thaumaturgy*, you can use any number of its effects. Additionally, you can create the following effects.

Avatar. At a point within range, you manifest a Huge illusory avatar for 1 minute. You determine the avatar's appearance. It mimics your movements and projects your speech in a booming voice.

Gathering Storm. Clouds gather and churn overhead for 1 minute. You determine the appearance of the clouds and whether they are accompanied by thunder, lightning, or a light rain.

Sun and Moon. You can brighten or darken the sun or moon for 1 minute. Within range, you can change Darkness to Dim Light and Dim Light to Bright Light, or vice versa.

LEVEL 10: SCARAB OF JUDGEMENT

You can expend a use of your Channel Divinity to transfer life from the Undead to the living. As a Magic action, you can touch one of your thralls and choose a willing Humanoid you can see within 60 feet of you. The Undead is destroyed and reduced to dust, and the Humanoid regains Hit Points equal to the Undead's Hit Points.

Once a creature regains Hit Points in this way, it can't do so again until it finishes a Long Rest.

LEVEL 20: MUMMY LORD [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. This entails undergoing the ancient funeral rites of the pharaohs, removing your organs and entombing your body in a sarcophagus amongst your worldly possessions. You become the oldest and most exalted type of lich: a mummy lord. You gain the following benefits in addition to those of your Lichdom feature.

Canopic Jars. Your spirit jar is a set of four canopic jars containing your stomach, lungs, intestines, and liver. Each one has a specific weakness, which you must discuss with your GM. Your rejuvenation is only stopped when all four canopic jars are destroyed. When you are destroyed, you reform at your sarcophagus.

Magic Resistance. You have Advantage on saving throws against spells and other magical effects.

Mummy Rot. When you deal 20 or more damage with Charnel Touch, the target is cursed. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 3d6 every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Whirlwind of Sand. As a Bonus Action, you can transform into a whirlwind of sand, move up to 60 feet, and revert to your normal form. While in whirlwind form, you are Immune to all damage and to the Grappled, Petrified, Prone, Restrained, and Stunned conditions. Equipment you are wearing or carrying remains in your possession.

PLAGUE LORD

Harness the Vile Power of Sickness and Rot

If elemental Necromancy thrives anywhere on the Material Plane, it is perhaps at a miniscule size of a bacterium. There, the greatest of plagues are born to ravage entire kingdoms and continents with inexorable sickness. Necromancers that seek to harness this form of Necromancy are known as Plague Lords, commanders of vermin and disease alike.

LEVEL 3: CHARNEL TOXIN

When you deal 5 or more damage with Charnel Touch, the target has the Poisoned condition until the start of your next turn.

LEVEL 3: NECROTOXIN

When you cast a Necromancer spell or use a Necromancer feature that deals Poison damage or gives the Poisoned condition, it ignores Resistance to Poison damage and Immunity to the Poisoned condition.

LEVEL 3: VILE CONGREGATION

Leagues of vermin cling to your skin and swarm over others nearby. Whenever an enemy within 5 feet of you makes a D20 Test, you can subtract 1d4 from the roll.

LEVEL 6: PROJECTILE SPEW

Your reach with Charnel Touch and spells with a range of Touch is 10 feet greater than normal, as magically imbued projectile vomit delivers the effect.

LEVEL 10: BLOATED THRALLS

When one of your thralls is reduced to 0 Hit Points or you release it, you can cause it to explode in a shower of toxic gore. Each creature you choose within 5 feet of the thrall makes a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 4d6 Poison damage and has the Poisoned condition until the start of your next turn. On a successful save, a creature takes half as much Poison damage.

LICHDOM: CORPULENT LICH

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Your obsession with disease and rot has affected your transformation: you bloat like a waterlogged corpse and your skin turns a sickly green. You gain the following benefits in addition to those of your Lichdom feature.

Gore Burst. When you drop to 0 Hit Points, your body explodes in a shower of necromantic energy. Each creature you choose within 20 feet of you makes a Dexterity saving throw against your Necromancer spell save DC. On a failed save, a creature takes 5d10 Poison damage and 5d10 Necrotic damage and has the Poisoned condition until the start of your next turn. On a successful save, a creature takes half as much damage.

Master of Disease. When you deal 25 or more damage with Charnel Touch, the target has the Poisoned condition and is cursed for 1 minute. Choose two of the following effects which afflict the target while it is cursed. At the end of each of its turns, the target can make a Constitution saving throw against your spell save DC, ending the curse and the Poisoned condition on a success.

Bleeding. Each time the target takes damage, it takes an extra 1d6 Necrotic damage.

Disadvantage. Choose one ability. The target has Disadvantage on ability checks and saving throws made with that ability.

Garbled. The target can't speak coherently or cast spells with a Verbal component.

Red-Eye. The target has the Blinded condition beyond 10 feet.

Unsteady. The target has the Prone condition at the end of each of its turns.

REANIMATOR

Stitch Together Terrible Minions

Through bubbling test tubes and sparking electrodes, you have discovered the true heart of Necromancy: mad science. You've experimented in far-reaching disciplines of surgery, alchemy, and physics, using your animated minions as gruesome test subjects and walking surgical dummies. Most crucially, you have discovered that lightning can imbue almost anything with a semblance of life, from the smallest severed muscle to the most towering golems.

LEVEL 3: SKILLED SURGEON

You gain proficiency in the Medicine skill, if you didn't already have it. Additionally, you gain a bonus to checks using this skill equal to your Intelligence modifier (minimum bonus of +1).

LEVEL 3: SPELL-STITCHING

You can inscribe magical effects into your thralls with gruesome Spell-Stitches. You can expend Charnel Touch Points to apply Spell-Stitches to your thralls over the course of 1 hour, which can be done during a Short or Long Rest. The number of Charnel Touch points required to apply each stitch is listed in parentheses. Each thrall can have a maximum of two stitches, which last until the thrall dies or you apply a new stitch to replace it.

Armored Stitch (15 Charnel Touch Points). The thrall's AC becomes 18 if it were lower.

Fleet Stitch (5 Charnel Touch Points). The thrall's Speed is doubled.

Skilled Stitch (5 Charnel Touch Points). The thrall has proficiency in all of your skills.

Tough Stitch (10 Charnel Touch Points). The thrall's Hit Point maximum and current Hit Points increase by twice your Necromancer level.

Vicious Stitch (10 Charnel Touch Points). The thrall has Advantage on the first attack roll it makes on each of its turns.

LEVEL 3: CHARNEL VOLTAGE

When you deal 5 or more damage with Charnel Touch, you can deal Lightning damage instead of Necrotic damage and cause the energy to arc to a second creature within 5 feet of the target. The second creature must succeed on a Dexterity saving throw against your spell save DC or take Lightning damage equal to half of the number of Charnel Touch points expended. A creature that takes Lightning damage from this feature can't make Opportunity Attacks until the start of its next turn.

LEVEL 6: LAZARUS BOLT

As a Magic action, you can drive a bolt into the torso of a creature within 5 feet of you that has died within the last minute and shock it back to life. That creature revives with 1 Hit Point. This feature can't return to life a creature that lacks a heart, a creature that has died of old age, or a creature that is missing vital organs.

Once you use this feature, you can't use it again until you finish a Long Rest. You can also restore your use of it by expending 20 Charnel Touch points (no action required).

LEVEL 10: QUICK STITCH

As a Magic action, you can apply a Spell-Stitch to one of your thralls, expending Charnel Touch points as normal. This stitch lasts for 10 minutes and can exceed the thrall's maximum of two stitches.

LEVEL 20: PATCHWORK GOLEM [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. Through abominable works of alchemy and surgery, you have constructed an artificial body to act as the vessel for your soul. You gain the following benefits in addition to those of your Lichdom feature.

Golem Body. Your soul jar is your artificial golem body. It has a specific weakness, which you must discuss with your GM. Your rejuvenation is only stopped when your body is completely destroyed using its weakness. When you drop to 0 Hit Points, you temporarily die and reanimate with half of your Hit Points after 1 hour.

Gruesome Physicality. Your Strength, Dexterity, and Constitution scores become 20 if they weren't already higher.

Damage Resistance. You gain Resistance to Bludgeoning, Piercing, and Slashing damage.

Self-Stitches. You can apply any number of Spell-Stiches to yourself as a Magic action, expending Charnel Touch points as normal. Spell-Stiches applied in this way last until you finish a Long Rest.

REAPER

Become One with the Shadows

The oblivion of death is the wellspring Necromancy, a dark abyss into which all Necromancers stare. Those few Necromancers who forsake their souls outright might become Reapers, figures of shadow and demise that beckon others to the afterlife. For performing this deed, they strengthen their connection to that distant oblivion until they are but tenebrous shadows: harbingers of an inevitable end.

LEVEL 3: REAPER SPELLS

Your necromantic ambitions ensure you always have certain spells ready. When you reach a Necromancer level specified in the Reaper Spells table, you thereafter always have the listed spells prepared.

REAPER SPELLS

Necromancer Level	Spells
3	<i>False Life, Inflict Wounds, Invisibility, Silence</i>
5	<i>Fear, Speak with Dead</i>
7	<i>Greater Invisibility, Phantasmal Killer</i>
9	<i>Mislead, Passwall</i>

LEVEL 3: CHARNEL VEIL

When you deal 5 or more damage with Charnel Touch, you gain the Invisible condition until the start of your next turn.

LEVEL 6: UMBRAL FORM

As a Magic action, you can flatten your body into a shadow upon the floor. You remain in Umbral Form until you end this effect as a Bonus Action. While in Umbral Form, the following rules apply.

Inactive. You can't take any action, Bonus Action, or Reaction, other than to leave the form.

Immunities. You have Immunity to the Grappled and Prone conditions.

Difficult Target. Attacks against you have Disadvantage.

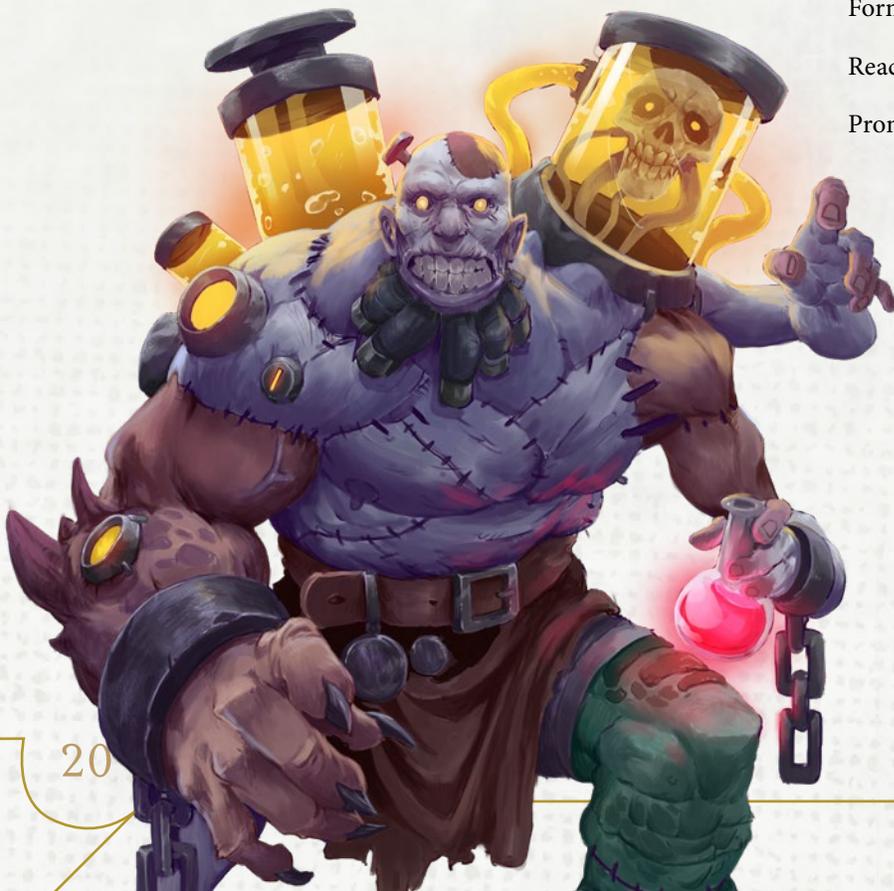
Invisible in Darkness. While entirely in Darkness, you have the Invisible condition to any creature that relies on Darkvision to see you in that Darkness.

Speed. Your Speed doubles and you gain a Climb Speed equal to your Speed. You can move across difficult surfaces, including ceilings, without needing to make an ability check. As a shadow, you can only move along surfaces; you can't jump or fly.

Gear. Your equipment merges with your Umbral Form and has no effect until you leave the form.

LEVEL 10: WRAITH FLIGHT

Each of your thralls gains a Fly Speed equal to its Speed. If it already has a Fly Speed, its Fly Speed is doubled. Additionally, your thralls don't provoke Opportunity Attacks while flying.



LEVEL 20: HARBINGER [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. You have become an embodiment of death itself. Clad in shadows, you seem little more than a skeletal presence in a foreboding robe, a sight that all people fear to behold. You gain the following benefits in addition to those of your Lichdom feature.

Death's Touch. When you use your Charnel Touch and roll an 11 or higher on the d20 for the attack roll, you hit the target, regardless of its AC.

Fell Flight. You gain a Fly Speed of 60 feet.

Grim Harvest. When you kill a Medium or Small creature that isn't Undead using Charnel Touch, you rip its soul from its body, which animates as a **Specter** under your control and counts as one of your thrall.

TOYMAKER

Trap Souls Within Handmade Toys

Toymaking is not unlike Necromancy. Painting details in miniature, carving faces, stitching clothing, and stringing up limbs require a meticulousness and obsession also well-suited to animating the dead. Necromancers, after all, devise their own playthings and meticulously fashion them, albeit using more gruesome materials. It should come at no surprise, therefore, that Necromancy enjoys a strong tradition of toymaking. Practiced necromantic Toymakers can animate their dolls as slaymates, adorable but lethal minions that strike in overwhelming numbers.

LEVEL 3: SLAYMATES

You can bind the souls of the dead into Construct vessels—porcelain dolls, clockwork toys, wooden puppets, and stuffed animals. When you perform your Animate Thralls ritual, you can create one or more **Slaymates**. You command these creatures as your thralls and they count as Undead for the purpose of your Necromancer features. Additionally, two slaymates count as one thrall for the number of thralls you can control and the number of Undead you can store in your Dead Space.

LEVEL 3: CHARNEL PUPPET

You can use a Magic action and expend 5 or more Charnel Touch points to animate two slaymates under your control for every 5 points expended, which count as your thralls. These slaymates appear within your space or in an unoccupied space within 5 feet of you.

LEVEL 6: SOUL DOLL

As a Reaction when a creature you can see within 60 feet of you dies, you can capture the creature's soul and trap it within a Soul Doll. The creature controls the body of the doll using the statistics of a **Slaymate**, but it can't attack and retains its alignment, personality, languages, and Intelligence, Wisdom, and Charisma scores.

You don't control the Soul Doll and it doesn't count as one of your thralls. It is under no compulsion to cooperate with you, especially if you are antagonistic toward it or it recognizes you as an enemy.

While the creature's soul is trapped in a Soul Doll, it can't return to life. The soul leaves the doll when the Soul Doll is reduced to Hit Points or when you release it as a Magic action. You can have up to five Soul Dolls at

one time. If you attempt to create a new Soul Doll, you can release another doll as a part of the Reaction used to create the new doll.

LEVEL 10: MINIATURE MINIONS

When you perform your Animate Thralls ritual, you can choose for any thrall you create to be Tiny and have a toylike appearance of your choice. A Tiny thrall has a +3 bonus to AC.

LEVEL 20: CLOCKWORK LICH [LICHDOM]

You have reached the pinnacle of Necromancy and transformed yourself into a lich. As part of the Rite, you transfer your soul into a body of ticking clockwork, a stuttering but immortal form. You gain the following benefits in addition to those of your Lichdom feature.

Clockwork Body. Your soul is bound to a Construct body with your statistics. Your type is Construct, instead of Undead.

Clockwork Immunities. You have Immunity to the Blinded, Charmed, Deafened, Frightened, Paralyzed, and Stunned conditions.

Spell Immunities. You have Immunity to three spells of your choice, which you select when you build the clockwork body.

Backup Body. You can spend 10 days and materials worth 1,000+ GP to build an additional clockwork body to act as a safeguard against death. Whenever you die, your soul transfers to another clockwork body of your choice that you have built. If you have no clockwork bodies available, you reform at your soul jar in the body of a **Slaymate**, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores, and the ability to build a clockwork body.

SLAYMATE

Tiny Construct, Chaotic Evil

AC 15

Initiative +3 (13)

HP 2 (1d4)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	6	-2 -2	DEX	12	+1 +1	CON	10	+0 +0
INT	3	-4 -4	WIS	3	-4 -4	CHA	16	+3 +3

Skills Deception +5, Stealth +3

Immunities Poison, Psychic; Poisoned

Senses Darkvision 60 ft., Passive Perception 6

Languages Common plus one other language

CR 1/8 (XP 25; PB +2)

TRAITS

Mimicry. The slaymate can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

ACTIONS

Scratch. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage.

UNDEAD THRALLS

Necromancers use the following creatures as their thralls: **Bloodlurks**, **Bone Beasts**, **Gorgers**, **Skeletons**, **Spirits**, **Deadnaughts**, and **Zombies**. A Small or Medium Humanoid corpse can be animated into any of these Undead. Other than having a different size, your thralls' statistics are unchanged. If you animate a deadnaught thrall, you can't control other thralls.

Unless otherwise stated, no other Undead creatures can be animated as thralls. Furthermore, your thralls only have proficiency in items listed in their Gear entries.

The Undead Thralls table can be used as a quick reference for thrall statistics.

SKELETON

The reanimated remains of humanoids long since dead, skeletons are puppets of bone held aloft by strings of magic.

SKELETON

Medium Undead, Lawful Evil

AC 14 **Initiative** +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

<small>MOD</small> <small>SAVE</small>	<small>MOD</small> <small>SAVE</small>	<small>MOD</small> <small>SAVE</small>
STR 10 +0 +0	DEX 16 +3 +3	CON 15 +2 +2
INT 6 -2 -2	WIS 8 -1 -1	CHA 5 -3 -3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Gear Shortbow, Shortsword

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

ACTIONS

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

SPIRIT

A spirit is the scarcely tangible echo of humanoid, a soul bound to the mortal realm by necromantic magic.

SPIRIT

Medium Undead, Chaotic Evil

AC 15 **Initiative** -1 (9)

HP 9 (2d8)

Speed 30 ft., Fly 30 ft. (hover)

<small>MOD</small> <small>SAVE</small>	<small>MOD</small> <small>SAVE</small>	<small>MOD</small> <small>SAVE</small>
STR 1 -5 -5	DEX 14 +2 +2	CON 10 +0 +0
INT 10 +0 +0	WIS 10 +0 +0	CHA 16 +3 +3

Resistances Bludgeoning, Piercing, Slashing

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

TRAITS

Incorporeal Movement. The spirit can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

ACTIONS

Grave Touch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Necrotic damage.

VARIANT THRALLS

With the GM's permission, you can use the Animate Thralls ritual to animate creatures other than Humanoids that have Undead statblocks, such as animating a **Warhorse** into a **Warhorse Skeleton**. Such thralls may use different statistics or carry different gear.

UNDEAD THRALLS					
Name	CR	AC	HP	Speed	Details and Traits
Bloodlurk	2	10	75	20 ft., Climb 20 ft.	Amorphous, Spider Climb
Bone Beast	1	14	27	40 ft.	Pack Tactics
Deadnaught	1	16	45*	30 ft.	Necromantic Bond, Regeneration, Proficiencies
Gorger	1	8	36	30 ft.	—
Skeleton	1/4	14	13	30 ft.	
Spirit	1/4	15	9	30 ft., Fly 30 ft. (hover)	Incorporeal Movement, Physical Resistances
Zombie	1/4	8	15	20 ft.	Undead Fortitude

ZOMBIE

A zombie is the rotting remains of the once living, held together and driven by dark magic.

ZOMBIE

Medium Undead, Neutral Evil

AC 8

HP 15 (2d8 + 6)

Speed 20 ft.

Initiative -2 (8)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	13	+1	+1	DEX	6	-2	-2	CON	16	+3	+3
INT	3	-4	-4	WIS	6	-2	+0	CHA	5	-3	-3

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 8

Languages Understands Common plus one other language but can't speak

CR 1/4 (XP 50; PB +2)

TRAITS

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

ACTIONS

Slam. Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.

STREAMLINING COMBAT

When you have two or more thralls under your command of the same type, you can roll a single attack on a particular target for all your thralls, instead of rolling attacks separately. If this attack hits, you treat all your thralls as having hit; if this misses, all your thralls' attacks miss. Different thralls and those that attack separate targets must roll separately.

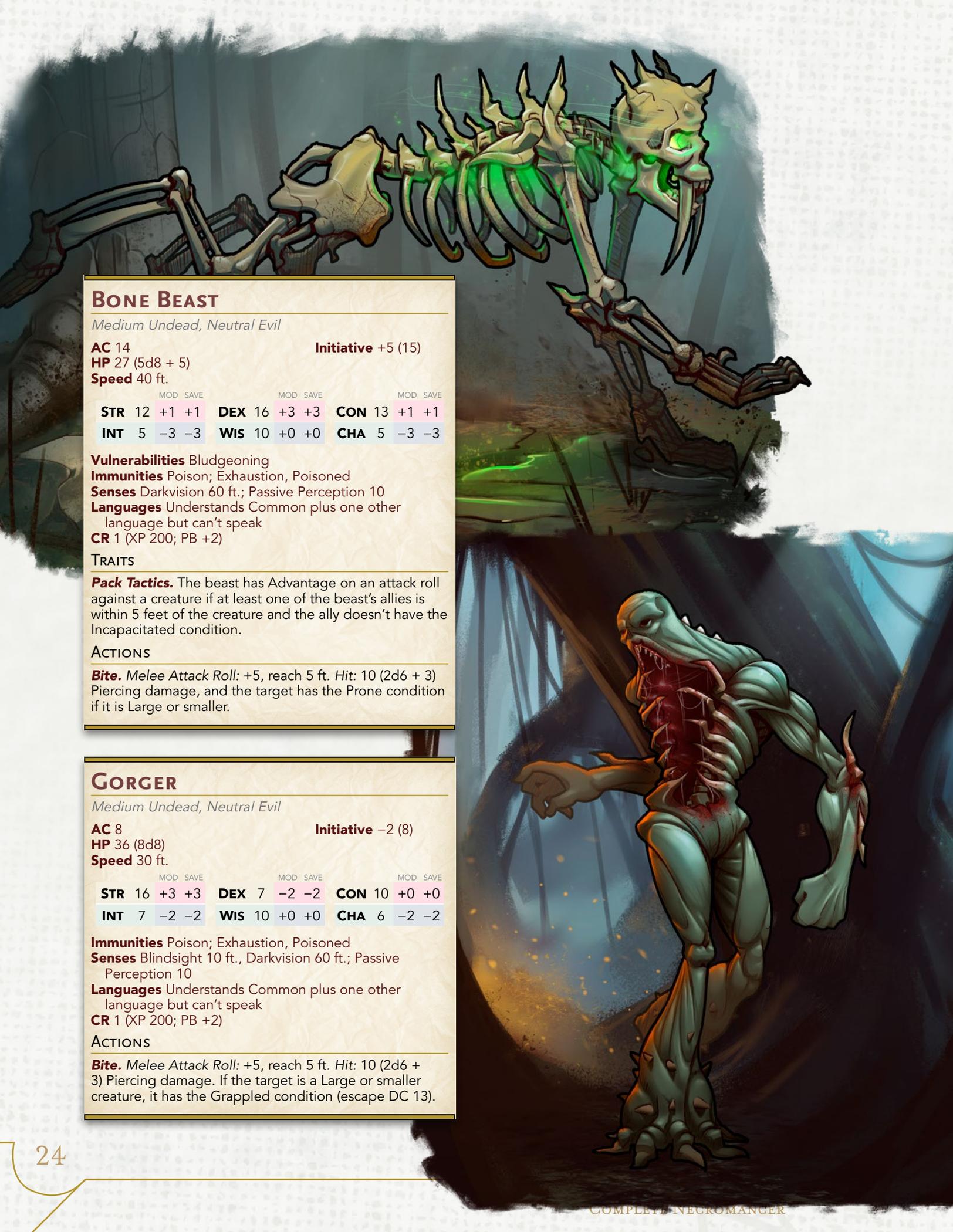
BONE BEAST

Constructed of haphazardly assembled humanoid bones, a bone beast looks nothing like a man. Lumbering about on four legs with great boney fangs, the beast can run as fast as a bear and strike as viciously as a lion.

GORGER

An unholy tangling of flesh, the gorgor still vaguely resembles a humanoid in profile, except for the gaping, toothed maw in its chest. Its colossal teeth are little more than sharpened ribs, but its monstrous bite can easily decapitate.





BONE BEAST

Medium Undead, Neutral Evil

AC 14

HP 27 (5d8 + 5)

Speed 40 ft.

Initiative +5 (15)

	STR	DEX	CON	INT	WIS	CHA
	12	16	13	5	10	5
MOD	+1	+3	+1	-3	+0	-3
SAVE	+1	+3	+1	-3	+0	-3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 1 (XP 200; PB +2)

TRAITS

Pack Tactics. The beast has Advantage on an attack roll against a creature if at least one of the beast's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage, and the target has the Prone condition if it is Large or smaller.

GORGER

Medium Undead, Neutral Evil

AC 8

HP 36 (8d8)

Speed 30 ft.

Initiative -2 (8)

	STR	DEX	CON	INT	WIS	CHA
	16	7	10	7	10	6
MOD	+3	-2	+0	-2	+0	-2
SAVE	+3	-2	+0	-2	+0	-2

Immunities Poison; Exhaustion, Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 10

Languages Understands Common plus one other language but can't speak

CR 1 (XP 200; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13).

DEADNAUGHT

An Undead hulk clad in heavy armor, a deadnaught is a Necromancer's most fearsome ally.

Proficiencies. The Proficiencies entry in a stat block lists its weapon proficiencies and armor training. The monster can equip any gear for which it has proficiency or training.

DEADNAUGHT

Medium Undead, Lawful Evil

AC 16 **Initiative** +2 (12)

HP 10 plus five times your Necromancer level (the deadnaught has a number of Hit Dice [d8s] equal to your Necromancer level)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	14	+2	+2	CON	16	+3	+3
INT	7	-2	-2	WIS	10	+0	+0	CHA	6	-2	-2

Immunities Poison; Charmed, Exhaustion, Frightened, Poisoned

Proficiencies Simple and Martial weapons; Light, Medium, and Heavy armor, Shields

Gear Warhammer and Chain Mail

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands the languages you know but can't speak

CR 1 (XP 0; PB equals your Proficiency Bonus)

TRAITS

Necromantic Bond. You can only animate and control a deadnaught once you reach Necromancer level 7. While you control a deadnaught, you can't control other thralls.

Regeneration. The deadnaught regains 5 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

ACTIONS

Multiattack. The deadnaught makes two attacks. It makes three attacks when you reach Necromancer level 13, and four attacks when you reach Necromancer level 17.

Warhammer. *Melee Attack Roll:* Bonus equals your spell attack modifier, reach 5 ft. *Hit:* 1d10 + 4 Bludgeoning damage.

BLOODLURK

An awful hybrid of Undead and Ooze, a bloodlurk is animated from the coagulated blood of the dead and bubbles with necromantic malice.

BLOODLURK

Medium Undead, Neutral Evil

AC 10 **Initiative** -1 (9)

HP 75 (10d8 + 30)

Speed 20 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	16	+3	+3	DEX	8	-1	-1	CON	17	+3	+3
INT	1	-5	-5	WIS	6	-2	-2	CHA	2	-4	-4

Skills Stealth +3

Immunities Necrotic, Poison; Blinded, Charmed, Exhaustion, Frightened, Grappled, Poisoned, Prone, Restrained

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

TRAITS

Amorphous. The bloodlurk can move through a space as narrow as 1 inch without expending extra movement to do so.

Spider Climb. The bloodlurk can climb difficult surfaces, including along ceilings, without needing to make an ability check.

ACTIONS

Blood Splash. *Constitution Saving Throw:* DC 13, each creature of the bloodlurk's choice in a 5-foot Emanation origination from the lurker. *Failure:* 17 (5d6) Necrotic damage. *Success:* Half damage.

SPELLS

This section contains the descriptions of spells that are new and available to the Investigator. The class spell lists detailed with each spell include other classes from Mage Hand Press, including the Investigator, Martyr, and Witch.

SPELL DESCRIPTIONS

New spells are presented in alphabetical order.

BENIGN DISMEMBERMENT

Level 3 Necromancy (Investigator, Necromancer, Witch, Wizard)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature, allowing its body parts (fingers, limbs, and even its head) to be harmlessly severed from its body for the duration. It takes no damage from such dismemberment, as long as the body part is removed swiftly and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but don't begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly restores the body part.

At the end of the duration, severed body parts become permanently severed. The target dies if vital organs have not been reattached to its head.

DEAD FOG

Level 3 Necromancy (Necromancer)

Casting Time: Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

An 10-foot-radius Sphere of necromantic fog appears centered on a point you can see within range. The fog lasts for the duration or until strong wind (such as the one created by *Gust of Wind*) disperses it, ending the spell. Its area is Heavily Obscured.

Each creature in the Sphere makes a Constitution saving throw, taking 3d6 Necrotic damage on a failed save or half as much on a successful one. When you cast the spell, you can empower it with your own life force. You can choose to take 10, 20, or 30 Necrotic damage. This damage ignores Resistance and Immunity. When you do so, the spell's damage increases by 1d6 for every 10 Necrotic damage you take, up to a maximum of 10d6.

As a Magic action, you can move the fog up to 30 feet. A creature also makes a save against this spell when the Sphere moves into its space and when it enters the Sphere or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 3.

DEAD MIST LASH

Level 1 Necromancy (Necromancer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You lash out at a creature you can see within range with a glowing white tendril formed of the sinister, necromantic Dead Mists. Make a ranged spell attack roll against a creature within range. On a hit, the target takes 3d8 Necrotic damage.

When you deal damage with the spell, you can also drain some of your life essence to deal extra Necrotic damage to the target. You can choose to take 5, 10, or 15 Necrotic damage. This damage ignores Resistance and Immunity. When you do so, the spell's damage increases by 1d8 for every 5 Necrotic damage you take, up to a maximum of 10d8.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 1.

ELDRITCH ORB

Evocation Cantrip (Necromancer, Warlock, Witch)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You fling a ball of eldritch energy at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 Force damage and it explodes in a 5-foot Emanation. Each creature within the Emanation makes a Dexterity saving throw, taking half the amount of Force damage on a failed save, or none on a successful one.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).



EXHUME

Level 1 Necromancy (Cleric, Necromancer, Wizard)

Casting Time: Action or Ritual

Range: 60 feet

Components: V, S, M (a Shovel)

Duration: Instantaneous

Choose an unoccupied 20-foot square on the ground within range. This spell causes one pile of Humanoid bones to rise out of the ground within that square. If you cast this spell within a burial place such as a graveyard, mausoleum, or barrow, 1d4 corpses or piles of bones are exhumed. The ground itself isn't disturbed by this spell; the bones simply appear out of the ground.

FLAWED RECONSTRUCTION

Level 1 Transmutation (Necromancer, Warlock, Witch, Wizard)

Casting Time: Action

Range: Touch

Components: V, S, M (a needle and thread)

Duration: Instantaneous

You stitch together the wounds of a creature you touch, which regains 3d6 Hit Points. However, the mending is imperfect, and the target's Hit Point maximum is reduced by 1d6, to a minimum of 1.

Using a Higher-Level Spell Slot. The healing increases by 2d6 and the reduction increases by 1d6 for each spell slot level above 1.

FLAWED RESURRECTION

Level 5 Necromancy (Necromancer)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

You touch a dead Humanoid that has been no longer than 10 days and revive it as an intelligent Undead creature. The creature returns to life with 1 Hit Point. This spell closes all mortal wounds, but it doesn't restore missing body parts.

The creature's type becomes Undead and it gains Immunity to Poison damage and the Poisoned condition. It doesn't need to eat, drink, sleep, or breathe, though it must still rest for 8 hours to gain the benefits of a Long Rest.

The Undead body deteriorates over time. Whenever the creature finishes a Long Rest, its Hit Point maximum permanently decreases by 1. The creature's Hit Point maximum can only be restored by the *Greater Restoration* spell. If the creature dies and is later targeted by *Resurrection* or similar magic, it can be returned to life with its original creature type.

GAHOUL'S GLORIOUS GOTHIC

Level 8 Conjuration (Necromancer)

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a decorated gothic manor miniature worth 1,000+ GP)

Duration: 7 days

A rift opens, pouring forth tons of brick and stonework that neatly assembles into a vast gothic estate. The estate consists of a manor surrounded by a 200-by-200-foot courtyard and a 10-foot tall wrought iron fence around the perimeter. Any creature within the estate's area is escorted away by harmless but forceful specters.

You can create any floor plan you like for the manor, but the space can't exceed 50 contiguous 10-foot Cubes or contain more than five floors. The manor is adorned with barred windows and decorative gargoyles, but is furnished and decorated as you choose. Once the manor is first created, these details are recorded in the miniature manor used to cast the spell and can't be changed. The manor contains sufficient food to feed up to 100 people for seven days. Furnishings and other objects created by this spell dissipate into smoke if taken beyond the estate's perimeter.

The manor is staffed by 50 **Skeletons** obedient to you, and contains enough food to serve 50 people each day for a week. The skeletons can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Any skeleton that leaves the estate's perimeter dies. Any Humanoid buried in the manor's courtyard rises 24 hours later as a **Ghoul** indefinitely under your control. You can have up to 10 such ghouls at once. If given no instructions, these ghouls patrol the estate. Any Undead created by this spell dies if it leaves the estate's perimeter.

When the spell ends, the manor is magically drawn back into the rift. If you cast the spell once every seven days for 365 days in the same location, the manor becomes permanent and can't be dispelled.

GAHOUL'S SCAPEGOAT

Level 4 Abjuration (Necromancer, Witch)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (black chalk, paint, or oil)

Duration: 8 hours

You trace a complex arcane symbol on the flesh of a willing creature you touch, marking it for sacrifice. When you are hit by an attack roll during the spell's duration and the marked creature is within 60 feet of yourself, you can take a Reaction to teleport, swapping places with the creature and forcing it to be hit by the attack instead of you. The spell then ends.

GAHOUL'S SHRIEKING SKULL

Level 1 Necromancy (Necromancer)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a skull)

Duration: Instantaneous

You throw a cackling skull at a point you can see within range, which emits a mortifying shriek audible out to 300 feet. Each creature in a 10-foot Cube takes 3d4 Thunder damage, without making a saving throw.

Using a Higher-Level Spell Slot. The damage increases by 1d4 for each spell slot level above 1.

GAHOUL'S SPECTRAL SCYTHE

Level 6 Necromancy (Necromancer)

Casting Time: Action

Range: Self

Components: V, S

Duration: 1 round

You conjure a whirling phantasmal scythe in your open hand and throw it through the air. The scythe travels in a 60-foot-long, 10-foot-wide Line, coming to rest hovering in the air at the end of its line or before it strikes a solid surface. Each creature within the area while the scythe is moving makes a Dexterity saving throw, taking 6d8 Necrotic damage on failed save or half as much damage on a successful save. A creature has Disadvantage on this saving throw if the scythe comes to rest in the creature's space.

If you are within 120 feet of the scythe at the start of your next turn, it returns to you in a 10-foot-wide Line, forcing creatures within its area of travel to make the save against it.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot level above 6.

GRASP OF THE GRAVE

Level 4 Necromancy (Necromancer)

Casting Time: Action

Range: 120 feet

Components: V, S, M (a shrunken hand)

Duration: Concentration, up to 1 minute

Spectral skeletal arms emerge from the ground in a 15-foot-radius circle on the ground that you can see within range. The area becomes Difficult Terrain for the duration.

Each creature you choose in the area makes a Strength saving throw. On a failed save, it takes 3d6 Force damage and has the Prone condition. Whenever a creature you can see enters the area or ends its turn there, you can force it to make a save against the spell. A creature makes that save only once per turn.

When a creature tries to leave the area, you can force it to make a Strength saving throw. On a failed save, its Speed is 0 until the start of its next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 4.

HOCUSPOCUS

Conjuration Cantrip (Necromancer, Warlock, Witch)

Casting Time: Action

Range: 30 feet

Components: V, S

Duration: 1 minute

You conjure minor paranormal phenomena and other ominous effects. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time.

Grave Mists. A rolling fog gathers on the ground in a 15-foot Cube for 1 minute.

Ominous Lights. You cause all candles, torches, and other open flames to darken and flicker for 1 minute.

Paranormal Chill. You can chill or warm the air in a 10-foot Cube by 10 degrees for 1 minute.

Poltergeist Activity. You cause small, unattended objects to rattle or levitate an inch off the ground for 1 minute.

Spirit Orbs. You create up to four torch-sized spectral, glowing orbs, which float around within range for 1 minute. The orbs do not provide light, apart from a dim glow.

Spooky Noises. You create a quiet sound that originates from a point of your choice within range, such as ominous whispers, the drone of insects, or the sound of crying. The sound lasts for 1 minute.

INEXORABLE SARCOPHAGUS

Level 6 Necromancy (Necromancer)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a miniature sarcophagus worth 1,000+ GP)

Duration: Concentration, up to 1 minute

You toss a palm-sized sarcophagus at a Large or small creature you can see within range, which must succeed on a Dexterity saving throw as the sarcophagus grows to full size and attempts to trap it within. On a failed save, the target has the Blinded and Incapacitated conditions, its Speed is 0, and it has Total Cover from attacks and effects outside of the sarcophagus for the duration.

The sarcophagus is an object of the same size as the target creature with AC 15 and 100 Hit Points. It has Immunity to Poison and Psychic damage. If it is reduced to 0 Hit Points, the spell ends.

A target within the sarcophagus makes another Dexterity saving throw at the end of each of its turns. If it successfully saves against this spell three times, it escapes the sarcophagus and the spell ends. If it fails its saves three times, the sarcophagus crushes it and deals 100 Bludgeoning damage to it. The successes and failures needn't be consecutive; keep track of both until the target collects three of a kind.

A creature killed by this spell rises at the start of your next turn as a **Mummy** that follows your verbal orders.



MIGHT OF THE ABYSS

Level 1 Evocation (Cleric, Necromancer)

Casting Time: Action

Range: 15 feet

Components: V, S, M (a small, black strip of ribbon)

Duration: Concentration, up to 1 minute

You channel power from the Lower Planes, enhancing three creatures other than yourself within range. Whenever it deals damage with a weapon, it deals an extra 1d4 Necrotic damage.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

MINOR LIFESTEAL

Necromancy Cantrip (Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to drain life energy from a creature you can see within range. The target must succeed on a Constitution saving throw or take 1d6 Necrotic damage. You gain Temporary Hit Points equal to the amount of Necrotic damage dealt.

Cantrip Upgrade. The damage increases by 1d6 when you reach levels 5 (2d6), 11 (3d6), and 17 (4d6).

PROTECT THRESHOLD

Level 2 Abjuration (Investigator, Necromancer, Sorcerer, Witch, Wizard)

Casting Time: Action or Ritual

Range: Touch

Components: V, S, M (an ounce of salt for each foot of the warded portal's perimeter)

Duration: 10 minutes

Tracing arcane sigils along its boundary, you can ward a doorway, window, or other portal from entry. For the duration, an invisible eldritch creature stalks the warded portal. Any creature that attempts to pass through the portal makes a Wisdom saving throw or take 4d6 Psychic damage, or half as much on a successful save.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot level above 2.

PHARAOH'S CURSE

Level 5 Necromancy (Necromancer, Witch)

Casting Time: Action

Range: 10 feet

Components: V, S

Duration: Until dispelled

Opening your palm, you release a puff of dust containing the pestilence of mummy rot. One creature you choose within range must succeed on a Constitution saving throw or be cursed for the duration. The target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 3d6 every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this curse.

RUSTING GRASP

Level 3 Transmutation (Druid, Necromancer, Witch, Wizard)

Casting Time: Action

Range: Touch

Components: V, S

Duration: Instantaneous

You conjure a potent acid at your fingertips, which can corrode metal and burn flesh. Make a melee spell attack against a creature or object within your reach. On a hit, a creature takes 6d4 Acid damage and it has a -3 penalty to its AC, to a minimum of 10, for 1 hour.

If you target a nonmagical metal object with this spell that isn't being worn or carried, you corrode and destroy parts of the object you choose that can fit within a 1-foot Cube.

Using a Higher-Level Spell Slot. The damage increases by 2d4 for each spell slot level above 3. If you target a nonmagical object, you can destroy an additional cubic foot for each slot level above 3.

SÉANCE

Level 3 Necromancy (Investigator, Necromancer, Witch)

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a crystal ball, deck of tarot cards, or ouija board, and incense worth 50+ GP)

Duration: 1 minute

You and three or more willing creatures lock hands to conjure a spirit from the afterlife to answer your questions. Describe or name a creature that is familiar to you. If the creature's soul is free and willing, it manifests as a ghostly specter. This spell fails if the spirit was the target of this spell within the last 10 days.

Until the spell ends, you can ask up to three questions of the specter. The specter knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the specter is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. There is a 5% chance that this spell contacts the wrong spirit, one which will answer questions untruthfully or ambiguously.

SOUL EFFIGY

Level 4 Necromancy (Necromancer, Witch)

Casting Time: 1 minute or Ritual

Range: Touch

Components: V, S, M (a straw doll)

Duration: 8 hours

A humanoid you touch makes a Constitution saving throw. On a failed save, a fragment of its soul is bound to the doll used in this spell's casting, which becomes an effigy of that creature. The spell ends if the effigy is destroyed or if the target is on another plane of existence. For the duration, you can use a Magic action to do one of the following.

Control. You directly control the target's actions and movement on its next turn by manipulating the effigy's limbs. That target can only take the Dash, Disengage, Hide, or Utilize action. While controlled, the target's movements are jerky and unnatural.

Harm. You prod the effigy and deal 2d8 damage to the target. This damage is Bludgeoning, Piercing, Slashing or another damage type, appropriate to the means by which you harm the effigy. This damage ignores Resistance and Immunity.

Restrain. You submerge the effigy in water, causing the target to believe it is suffocating. The target has the Restrained condition until the end of your next turn.

SPARK OF LIFE

Necromancy Cantrip (Necromancer)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a quick jolt of necromantic energy, a corpse momentarily rises to obey you. Choose the corpse of a Huge or smaller creature that has died within the last



hour. When you cast this spell, the corpse stands up and can move up to 15 feet and make a single melee attack using your spell attack modifier against a target of your choice within its reach. On a hit, this attack deals Bludgeoning damage based on the corpse's size: Tiny (1d4), Small (1d6), Medium (1d8), Large (1d10), and Huge (1d12). Once the corpse attacks, it once again crumples into a heap. A corpse targeted by this spell doesn't become an Undead creature.

Cantrip Upgrade. The damage increases by one damage die when you reach levels 5 (2 dice), 11 (3 dice), and 17 (4 dice).

SULFURIC SMOKE

Conjuration Cantrip (Necromancer, Sorcerer, Warmage, Witch, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S

Duration: 1 round

You create a 5-foot Cube of acidic smoke at a point you can see within range. Each creature in the Cube must succeed on a Constitution saving throw or take 1d8 Acid damage. The area of the Cube is Lightly Obscured with noxious fumes and lasts until the start of your next turn. A creature entirely within the Cube has Disadvantage on attack rolls.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

MONSTROUS GRAFTS

Adopting the fearsome claws of a monstrosity or the scorching breath of a dragon is an unusual but surefire way to gain an advantage over one's foes. However, many find the practice of Xenoalchemy, or Graftworking—which involves surgically attaching monstrous parts onto a humanoid body—distasteful, if not outright revolting. This fringe science, obsessed with the appendages and organs of monsters, can replace the limbs of amputees, grant adventurers the uncanny ability to see in the dark, and empower them with unconventional weapons.

Harvesting a Graft. Grafts are harvested from the fresh corpses of monsters, slain within the last 48 hours or preserved by *Gentle Repose* or a similar spell. Harvesting a graft from a corpse takes 10 minutes. Only one graft can be harvested from each corpse. If the graft is too large or too small for the target creature, it is alchemically enlarged or reduced to fit. You can't harvest grafts from Tiny or Gargantuan creatures.

Certain grafts can only be harvested from monsters with a specific creature type, attack, or trait, as specified in the graft's Donor section.

Body Slots. Each graft takes up one of the following slots: Arms, External, Head, Internal, or Legs. You can't have more than one graft in the same body slot. For instance, if you already have an arm graft, you must remove it before you can attach a different arm graft.

First Installation in a Body Slot. The first installation of a graft in a particular body slot is an invasive procedure that often necessitates removing a body part or organ. This installation, which can be done during a Short Rest, requires one hour of work, a Healer's Kit and a knife, and someone else to perform the procedure. You lose half of your Hit Points and all of your Hit Dice when it is completed. Further installations in that body slot have none of these ill effects.

Attaching a Graft. After the first installation in a body slot, you can attach a graft in 10 minutes, which can be done during a Short Rest. Whenever you attach a graft for the first time, you can't use its abilities for 24 hours, as your body adjusts to its presence. A graft is permanent until another graft is provided to replace it.

Cost and Rarity. The costs of obtaining grafts are shown on the following Grafts table. The table also includes a magic item rarity for each graft. If a graft doesn't include a cost, it can't be easily purchased, though such an item might be discovered while adventuring.

HARVESTING EXTRAPLANAR CREATURES

Harvesting grafts from extraplanar creatures is extremely difficult, as these creatures typically return to their home plane once slain. However, it is possible to harvest grafts from a Celestial, Elemental, Fey, or Fiend if it is first affected by a *Planar Binding* spell, and then slain, harvested, and its graft surgically attached before the spell ends.

GRAFTS

Graft	Slot	Cost
Amphibious Adaptation	External	400 GP
Arcane Synapses	Head	800 GP
Beast's Hide	External	700 GP
Bestial Weapons	Arms or Head	150 GP
Charging Hooves	Legs	500 GP
Climbing Apparatus	Legs	800 GP
Darkvision	Head	200 GP
Doppel-Blooded	Internal	1,200 GP
Draconis Fundamentum	Internal	750 GP
Dragon's Hide	External	[5,000 GP]
Energetic Suture	External	3,000 GP
Heart of Steel	Internal	350 GP
Horns	Head	200 GP
Indiscernible Anatomy	Internal	1,500 GP
Leaping Legs	Legs	300 GP
Oversized Arms	Arms	[6,000 GP]
Prehensile Tail	External	400 GP
Regenerating Marrow	Internal	2,500 GP
Replacement	Any	100 GP
Stench	Internal	4,000 GP

AMPHIBIOUS ADAPTATION

Monstrous Graft (External Slot), Uncommon
 Donor: Any Creature With the Amphibious or Water Breathing trait

You have grafted the fins and gills of an aquatic creature to your body. You have a Swim Speed equal to your Speed and you can breathe air and water.

ARCANE SYNAPSES

Monstrous Graft (Head Slot), Uncommon
 Donor: Any Creature with a Spellcasting Action

You have stolen a bit of arcane potential by inserting additional nerves into your brain. You learn one cantrip of your choice from the Wizard spell list. Intelligence, Wisdom, or Charisma is your spellcasting ability for this cantrip when you cast it with this graft (choose each time you install this graft).

BEAST'S HIDE

Monstrous Graft (External Slot), Uncommon
 Donor: Large or Larger Beast

You have transplanted the thick hide from a wild Beast onto your body. Your base Armor Class equals 13 plus your Dexterity modifier. You can wear armor on top of your Beast's Hide, and you can use either armor to determine your AC. You can use a Shield and still gain this benefit.

BESTIAL WEAPONS

Monstrous Graft (Arms or Head Slot), Common
Donor: Any Creature with a Bite or Claw Action

You have implanted either the teeth or claws from a monster into yourself, which you can use to make Unarmed Strikes. A set of claws occupy the Arms slot, whereas teeth occupy the Head slot.

You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Slashing damage (for Claws) or Piercing damage (for Teeth) equal to 1d6 plus your Strength or Dexterity modifier instead of the strike's normal damage.

CHARGING HOOVES

Monstrous Graft (Legs Slot), Uncommon
Donor: Any Creature with a Gore or Hooves Action

You have replaced your legs with those of a running creature. Once on each of your turns, when you move at least 15 feet in a straight line, you can move up to 10 additional feet in that direction without spending movement.

CLIMBING APPARATUS

Monstrous Graft (Legs Slot), Uncommon
Donor: Any Creature with a Climb Speed

You have replaced or complemented your lower limbs with those of a climbing creature. You have a Climb Speed equal to your Speed.

DARKVISION

Monstrous Graft (Head Slot), Uncommon
Donor: Any Creature with Darkvision

You have replaced your own eyes with those of a nocturnal or subterranean monster. You have Darkvision with a range of 60 feet.

DOPPEL-BLOODED

Monstrous Graft (Internal Slot), Uncommon
Donor: Any Creature with the Shape-Shift Action

As a Magic action, you can alter your appearance for up to 1 hour. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics, if any. You can make yourself appear as a member of another species, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this ability to become quadrupedal, for instance.

OTHER MONSTROUS GRAFTS

Other monsters might have organs, weapons, or traits that are well suited to becoming a graft that is not included on this list. In this case, the GM decides what type of graft can be harvested, what body slot it takes up, and the special effects it confers.

DRACONIS FUNDAMENTUM

Monstrous Graft (Internal Slot), Uncommon
Donor: Dragon, Humanoid, or Monstrosity with a Breath Weapon Action (such as Fire Breath)

You have installed the mighty source of breath weapons into your body. When you take the Attack action on your turn, you can replace one of your attacks with an exhalation of magical energy in either a 15-foot Cone or a 30-foot Line that is 5 feet wide (choose the shape each time). Each creature in that area must make a Dexterity saving throw (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, a creature takes 1d10 damage. The damage is the same type as the donor's breath weapon. On a successful save, a creature takes half as much damage. This damage increases by 1d10 when you reach character levels 5 (2d10), 11 (3d10), and 17 (4d10).

You can use this graft a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

DRAGON'S HIDE

Monstrous Graft (External Slot), Rare
Donor: Large or Larger Dragon

You have transplanted the scaly, diamond-like hide of a Dragon onto your body. Your base Armor Class equals 17 (your Dexterity modifier doesn't affect this number). You can wear armor on top of your Dragon's Hide, and you can use either armor to determine your AC. You can use a Shield and still gain this benefit.



You also gain Resistance to one of the following damage types to which the donor Dragon was immune: Acid, Cold, Fire, Lightning, or Poison damage.

ENERGETIC SUTURE

Monstrous Graft (External Slot), Rare

Donor: Any Creature with Immunity or Resistance to Acid, Cold, Fire, Lightning, Poison, or Thunder damage

You have Resistance to one of the following damage types to which the donor had Resistance or Immunity: Acid, Cold, Fire, Lightning, Poison, or Thunder.

HEART OF STEEL

Monstrous Graft (Internal Slot), Common

Donor: Any Construct

You have replaced your heart with a Construct's core. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a motionless state, during which you retain consciousness.

HORNS

Monstrous Graft (Head Slot), Uncommon

Donor: Any Creature with a Gore, Horns, Ram, or Tusks Action

You attach a sturdy pair of horns or tusks onto your body that you can use to make Unarmed Strikes. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal damage equal to 1d6 plus your Strength or Dexterity modifier instead of the strike's normal damage. The damage is the same type as the donor's attack. If you move at least 20 feet straight toward the target immediately before the hit, the target has the Prone condition, if it is Large or smaller.

INDISCERNIBLE ANATOMY

Monstrous Graft (Internal Slot), Uncommon

Donor: Medium or Larger Aberration

You have spliced aberrant genetics into your body, which have altered your internal organs. Any Critical Hit against you becomes a normal hit.

LEAPING LEGS

Monstrous Graft (Legs Slot), Uncommon

Donor: Any Creature with the Standing Leap Trait or Pounce Action

The distance of your Long and High Jumps increases by 10 feet (this extra distance costs movement as normal). You suffer no penalty for making a standing High or Long Jump.

You can take a Reaction when you fall to reduce any damage you take from the fall by an amount equal to five times your Proficiency Bonus.

OVERSIZED ARMS

Monstrous Graft (Arms Slot), Rare

Donor: Giant

You have replaced your arms with a Giant's massive limbs. Your reach is 5 feet greater whenever you make an attack with a Melee weapon or Unarmed Strike. Additionally, you have Advantage on Strength checks and saving throws.

PREHENSILE TAIL

Monstrous Graft (External Slot), Uncommon

Donor: Any Creature with a Tail Action

You attach a muscular, prehensile tail, which you can use to make Unarmed Strikes. You can use your Dexterity modifier instead of your Strength modifier for the attack and damage rolls of your Unarmed Strikes. When you deal damage with an Unarmed Strike, you can deal Bludgeoning damage equal to 1d6 plus your Strength or Dexterity modifier instead of the strike's normal damage. Additionally, you can hold and manipulate objects and weapons with your tail, but you can't make attacks with weapons held by your tail or wield a Shield with your tail and gain its benefits.

REGENERATING MARROW

Monstrous Graft (Internal Slot), Rare

Donor: Any Creature with the Regeneration Trait

You have replaced your bone marrow with that of a regenerating creature. If you are Bloodied and have at least 1 Hit Point at the start of each of your turns, you can expend one of your Hit Dice, roll the die, and regain a number of Hit Points equal to the roll plus your Constitution modifier.

REPLACEMENT

Monstrous Graft (Any Slot), Common

Donor: Any

One or more of your organs or limbs has been replaced with a part harvested from a monster. A Replacement can replace an amputated limb or missing organ but can't revive a creature that has died. Replacement limbs can look like the original limb, or can demonstrate obvious monstrous characteristics, depending on the donor. A Replacement organ or limb takes up one body slot relevant to it; for example, a troll's hand takes the Arms slot and a replacement kidney takes up the Internal slot. You can have more than one Replacement in a single body slot.

STENCH

Monstrous Graft (Internal Slot), Rare

Donor: Any Creature with the Stench Trait

As a Bonus Action, you can release a foul liquid contained within an organ taken from the donor creature. A creature you choose within 10 feet of you must succeed on a Constitution saving throw (DC 8 plus your Constitution modifier and your Proficiency Bonus) or have the Poisoned condition until the end of your next turn..

You can use this graft a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

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