Death Knight

Some necromancers are content to sit in dusty old tombs with musty old tomes, privy to pick apart a battlefield for fresh ingredients and new company. The death knight is a predator among scavengers, able to reap his own rewards through the melding of magic and traditional combat. Death knights are necromancers that chose to take a more direct approach to solving their problems. Well-armed and well-protected, the death knight brings a flurry of steel with the might of death behind every strike.

INTENSIVE COMBAT RESEARCH

Starting when you choose this ambition at 3rd level, you've honed your body and mind to the various tools of war. You gain proficiency with medium armor, shields, and martial weapons. Additionally, you can perform the somatic components of spells while wielding weapons or shields you are proficient in, as long as you have your arcane focus on your person.

CHARNEL STRIKE

Also at 3rd level, when you take the Attack action on your turn, you can channel your Charnel Touch through a weapon strike as part of the attack. When you do so, make an attack with a melee weapon instead of a spell attack. On a hit, the target suffers the weapon attack's normal effects, in addition to the necrotic damage of Charnel Touch. You can only deal necrotic damage using this ability once per turn.

Additionally, whenever you deal damage using this ability or a Charnel Touch attack, you gain temporary hit points equal to the necrotic damage dealt, up to a maximum of half your total hit points.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your

turn.

Additionally, your melee weapon attacks score a critical hit on a roll of 19 or 20.

OVERCHARGED THRALLS

At the 10th level, your inner nexus of energy has spread to your thralls, turning them into your own personal pools of spare energy when the need arises. When one of your thralls dies or you release it, your Charnel Touch point pool regains a number of
expended points equal to your necromancer level.

LICHDOM: IMPERATOR

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Due to your martial capabilities and incredibly potent inner nexus of necromantic power, you have transformed into an imperator lich; an undead creature unmatched in both arcane and combat prowess. You gain the following features in addition to the Lichdom feature:

Completed Combat Research. You gain proficiency in heavy armor if you did not have it already, and gain resistance to bludgeoning, piercing, and slashing damage.

Peerless Charnel Strike. The necrotic damage caused by Charnel Touch ignores resistance and immunity to necrotic damage.

Additionally, you can gain any number of temporary hit points from your Charnel Strike, instead of a maximum of half your total hit points.

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