Necromancer Features

Spellcasting

Your connection to the realm of negative energy allows you to cast powerful necromantic spells.

CANTRIPS

At 1st level, you know four cantrips of your choice from the necromancer spell list. You learn additional necromancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Necromancer table.

SPELL SLOTS

The Necromancer table shows how many spell slots you have to cast spells of the 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the necromancer spell list.

You learn an additional necromancer spell of your choice at each level except 12th, 14th, 16th, 19th, and 20th. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the necromancer spells you know and replace it with another spell from the necromancer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your necromancer spells, since your power is rooted in the fine manipulation of negative energy and research into magical secrets. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a necromancer spell you cast and when making an attack roll with one. Spell save DC = 8 + your proficiency bonus + your Intelligence modifier Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast a necromancer spell as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus. For a necromancer, these are typically objects with sentimental value, such as a locket, childhood toy, prison shackle, or wedding ring, that are altered with magically conductive materials.

Charnel Touch

Your connection to the negative energy realm grants you an inner nexus of dangerous power, ready to be unleashed at a moment's notice. At 1st level, you have a pool of Charnel Touch points equal to your necromancer level × 5 that replenishes when you finish a long rest.

As an action, declare the number of points you wish to expend, up to a maximum of 5 × your proficiency bonus, and make a melee spell attack against one target within reach. On a hit, you expend the declared amount of points and deal necrotic damage equal to the points expended. If you miss the attack, you do not expend any points. The damage dealt by your Charnel Touch is doubled when you score a critical hit, expending no additional points. This attack deals no damage to constructs and instead heals undead for the amount of points expended. You can target a willing creature with this ability without making a spell attack roll.

Thralls

While lesser spellcasters can only animate flesh and bone in a rudimentary fashion, and must expend valuable energy to maintain their undead's loyalty, true necromancers can provide their undead with a portion of their own life force, ensuring long term obedience. Beginning at the 2nd level, you learn an ancient and powerful ritual which allows you to raise and command your own army of the undead.

ANIMATE THRALLS

By spending 10 uninterrupted minutes performing this ritual with a spellcasting focus or component pouch, you can raise the remains of one or more Small or Medium humanoids into undead creatures. Undead created in this way become your thralls. You maintain control over your thralls indefinitely. Stat blocks for zombies, skeletons, and other thralls can be found in the Undead Thralls section at the end of the class description. With the GM's permission, undead raised using the Animate Thralls ritual can be of types other than humanoids. Such thralls might use existing undead statistics (such as various skeletons, zombies, or spirits) when appropriate, or might use thrall statistics with variant weapons, AC, or traits.

COMMANDING THRALLS

If you are conscious, you can mentally control all of your thralls, without using any actions. If you are unconscious, your thralls will move to protect your body from harm, but will not attack. In combat, your thralls share your initiative count, but take their turns immediately after yours. All thralls collectively share one reaction and bonus action, which a single thrall can use each round. Thralls use your spellcasting modifier to make their attacks.

MAXIMUM THRALLS

You can animate and control a thrall of challenge rating (CR) 1/4. As you gain levels in this class, you can animate more thralls. The combined CR of all your thralls can’t exceed the number shown in the Thrall CR Total column of the Necromancer table, and the total number of thralls under your control can never exceed your proficiency bonus. At any time, you can use your action to sever your connection to one or more thralls, releasing them. Corporeal undead crumple into a heap and incorporeal undead flee to the Ethereal Plane.

ANIMATE DEAD

Beginning at 5th level, a necromancer can learn the animate dead spell, a staple of the school of necromancy. Necromancers can cast this spell as an action, instead of in one minute. All undead created by the animate dead spell (as well as any other magic, such as the create undead spell, which allows you to control undead) count as your thralls and can be commanded as such. If your new thralls granted to you by a spell cause you to exceed your total CR or number of thralls, you can immediately sever your connection to any of your existing thralls so as to stay within these limits. Your thralls can never command or create other undead. As always, you can’t reanimate your undead which 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.

Bag of Bones

Also at 2nd level, you learn how to create a necromantic magic item, a bag of bones. The bag connects to a vast extradimensional space which can only hold Medium or smaller corpses, bones, and undead creatures; it violently expels anything else placed within it. You can use an action to place a corpse or willing undead creature into the bag, up to a maximum of 10 corpses or undead creatures, or use your action to dump the contents of the bag, which land in spaces within 5 feet of you. You can transform any container you can carry into a bag of bones by performing a special ritual over the course of 1 hour while you hold it. This container ceases to be magical if you

perform this ritual again to create a new bag of bones. The container always connects to the same extradimensional space. If the bag is placed inside an extradimensional space, such as that created by a bag of holding, it is destroyed. Its contents remain in the same extradimensional space until you create a new bag.

Grave Ambition

Becoming a necromancer is seldom an accident. Almost all who dive into the secrets of life and death do so with a purpose, a method to the madness. This ambition is what drives them into the tenebrous corners of forgotten libraries, long abandoned tombs, and the graveyards of simple commoners. This ambition drives them further into the dark, with only the light of their goal to lead them through the all-consuming shadows. A necromancer's ambition represents the path to their ultimate goal, the length they'll go to achieve it, and serves to validate their actions, if only to themselves.

When you reach 3rd level, you decide on a proper path of research into the dark arts in order to carve a path leading your ultimate goal. Choose one Grave Ambition. Your choice grants you features at 3rd level, and again at 6th, 10th, and 20th level.

Blood Ascendent - Granted power from vampiric blood, without the myriad vampiric weaknesses
Death Knight - Clad in armor, a terrible warrior brandishing dark energies and martial weapons
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 ancient god-kings, 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

Black Arcana

Also beginning at 3rd level, as a bonus action, you can expend a spell slot to replenish your Charnel Touch point pool. Your pool regains 1d8 expended points, plus 1d8 for each level of the spell slot expended, up a maximum of your pool's total.

Critical Spellcasting

At 5th level, your potent necrotic powers punish your enemy at the first sign of weakness. When a creature rolls a 1 on a saving throw against one of your spells, it automatically fails the save and

takes twice the number of damage dice dealt by the spell. The additional damage only applies to the creature that rolled a 1.

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

Starting at 14th level, creatures automatically fail their saving throws against your spells and take additional damage when they roll a 1 or a 2. Additionally, your spell attacks score a critical hit on a roll of 18–20.

Enthralling Presence

At 7th level, the negative energy that flows through you reinforces your thralls against those who would seek to destroy or control your servants. Your thralls and other undead you control can’t be turned or forcefully controlled by another creature while you are conscious.

Undying Servitude

When you reach 18th level, your connection to your thralls can pull them back from the brink of destruction. When a thrall under your control is reduced to 0 hit points and not destroyed outright, you can use your reaction to restore it to half of its maximum hit points. Once you use this ability, you can’t use it again until you finish a long rest.

Lichdom

By 20th level, you have unlocked the pinnacle of necromantic prowess, through which you will conquer death itself: The Rite of Lichdom. When you reach this level, you have completed your phylactery and are ready to undergo the rite. To do so, you shut yourself away for 30 days in an isolated location of your choice, and emerge as an immortal lich, an undead of unsurpassed power. Once the rite is complete, you gain the following benefits as well as those dictated by your choice of Grave Ambition.

PHYLACTERY

A phylactery is a small object that houses a lich’s soul, safeguarding their immortality. If you drop to 0 hit points, your body crumbles to dust, but your will and mind escape to the phylactery. After 1d4 + 1 days, a new body coalesces as near to your phylactery as possible and you return to life (or rather, unlife). When your body reforms, you gain the benefits of a long rest. The new body is identical in every way to the one that was destroyed. A lich’s phylactery is as much a memento as it is their anchor to immortality, and as such, no two are alike. Phylacteries 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 phylactery has a weakness, a critical flaw by which it can be destroyed, allowing their lich to be slain permanently. These weaknesses, too, are unique to each phylactery. One phylactery might require a ritual to be performed around it for 24 hours, while another might call for the phylactery to be dipped in the lava of an active volcano. Discuss with your GM the form your phylactery takes and what weakness it possesses.

UNDEAD RESILIENCE

You gain immunity to poison and necrotic damage.

UNDEAD TRAITS

You are immune to the effects of exhaustion and you do not need to eat, drink, sleep, or breathe. You must still rest for 4 hours a day to gain the benefits of a long rest. Though your type is Humanoid, spells and effects which specifically affect undead affect you as well. You are immune to any effect that turns undead.

Revision #3
Created 8 February 2022 19:10:51 by Andrej
Updated 5 November 2025 04:57:39 by Andrej