Necromancer overview

QUICK BUILD

You can make a necromancer quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution, and then Strength or Dexterity if you plan to choose to be the Death Knight ambition. Second, choose a background of your choice, preferably one that ties into your ambition. Third, choose chill touch, hocuspocus, light, and spark of life for your cantrips, and then choose detect magic, expeditious retreat, Gahoul’s gruesome garrote, and inflict wounds as your 1st level spells.

CLASS FEATURES

As a necromancer, you have the following class features.

HIT POINTS

Hit Dice: 1d6 per necromancer level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per necromancer level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, Deception, History, Investigation, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

• A dagger and any simple weapon

• (a) a component pouch or (b) an arcane focus

• A shovel and (a) a dungeoneer’s pack or (b) a scholar’s pack

the witch										
level	prof.	features	Total Thrall CR	cantrips known	spells known					
						1st	2nd	3rd	4th	5t
1	2	Spellcasting, Charnel Touch		4	2	2				
2	2	Thralls, Bag of Bones	1/4	4	3	3				
3	2	Grave Ambition, Black Arcana	1/2	4	4	4	2			
4	2	Ability Score Improvement	1/2	5	5	4	3			
5	3	Critical Spellcasting	1	5	6	4	3	2		
6	3	Grave Ambition Feature	1	5	7	4	3	3		
7	3	Enthralling Presence	1	5	8	4	3	3	1	

8	3	Ability Score Improvement	1	5	9	4	3	3	2	
9	4		2	5	10	4	3	3	3	1
10	4	Grave Ambition feature	2	6	11	4	3	3	3	2
11	4		2	6	12	4	3	3	3	2
12	4	Ability Score Improvement	2	6	12	4	3	3	3	2
13	5		3	6	13	4	3	3	3	2
14	5	Critical Spellcasting improvement	3	6	13	4	3	3	3	2
15	5		3	6	14	4	3	3	3	2
16	5	Ability Score Improvement	3	6	14	4	3	3	3	2
17	6	-	4	6	15	4	3	3	3	2
18	6	Undying Servitude	4	6	15	4	3	3	3	3
19	6	Ability Score Improvement	4	6	15	4	3	3	3	3
20	6	Lichdom	4	6	15	4	3	3	3	3

Revision #3
Created 8 February 2022 18:19:53 by Andrej
Updated 5 November 2025 04:57:39 by Andrej