Overlord

There are few ambitions the common man fantasizes about more than the power to rule. From the ignoble peasant to the haughty nobility, many dream of a world in which they are in charge. Some necromancers, known as overlords, see their magic as an opportunity to accomplish this common dream. Overlords seek control both on and off the battlefield, using dark magics to bolster their allies as well as manipulate their enemies.

OVERLORD SPELLS

At 3rd level, 5th, 7th, and 9th level you learn the following spells, which don’t count against your number of spells known. If you gain access to a spell that does not appear on the necromancer spell list, the spell is nonetheless a necromancer spell for you.

Necromancer

Level Spells

3rd hold person, suggestion

5th haste, slow

7th compulsion, confusion

9th dominate person, geas

CHARNEL BOON

At 3rd level, you can grant a boon to minions by empowering them with your own potency. As a bonus action on your turn, you can expend any number of points from your Charnel Touch pool to empower each of your thralls within 30 feet. Until the beginning of your next turn, the thrall gains a +1 bonus to attack rolls, damage rolls, and their AC for every 5 points expended, up to a maximum of +3.

DESPOTIC DISCOURSE

When you reach the 6th level, your black magic has granted you a silver tongue, which you can use to manipulate those around you. You gain proficiency in your choice of Deception, Intimidation, or Persuasion.
Additionally, you can use your Intelligence instead of Charisma for Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) checks.

SACRIFICIAL THRALLS

At the 10th level, you can force your thralls to sacrifice themselves to ensure your own safety. When you are targeted by an attack, you can use your reaction to force a thrall within 5 feet of you to become the new target of the attack or spell. Once you use this ability, you can’t do so until you finish a short or long rest.

LICHDOM: TYRANT

At 20th level, you have reached the pinnacle of necromancy and transformed yourself into a lich. Your desire for control has warped your transformation, turning you into a tyrant lich. Your flesh and bone rapidly decay, reducing your features to nothing more than two glowing dots beneath your hood. You gain the following features in addition to the Lichdom feature:
Immortal Rule. If you drop to 0 hit points, you can choose to possess a nearby body, instead of beginning the process of reforming at your phylactery. When you do so, choose an unconscious humanoid or the corpse of one that has died within the last minute that is within 100 feet of you to possess (a creature warded by a protection from evil and good or magic circle spell can’t be possessed). Once you possess a body, you control it. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. If the body has 0 hit points when you possess it, its type
becomes undead and it regains 50 hit points, up to its hit point maximum. You retain the benefit of your own class features. If the target has any class levels, you can’t use any of its class features. If you possess the body of an unconscious creature, the creature makes a Charisma saving throw against your spellcasting DC every 8 hours. On a success, you are ejected from the body and begin the process of reforming at your phylactery. You are also ejected if the body dies or you choose to leave it as an action. You can only possess a creature once using this ability.
Tyrant’s Influence. You can expend 25 points from your Charnel Touch pool to cast the spell dominate beast without using a spell slot or spell components. You can spend 30 points to cast the spell dominate person, or 60 points to cast the spell dominate monster without using a spell slot or spell components.

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