Pale Master

Necromancers are defined by their ambition. Some wish to conquer, others to control, but all utilize their necromantic powers as a means to an end, a way to pave the way to their true ambitions. Pale masters are no different, but few have grand plans to compete with the overlords nor dedicate themselves to the art of war as the death knights do. Rather, pale masters dedicate themselves to self-improvement and the growth of their powers. Pale masters range from the curious mage’s college student to the power hungry spellcaster harassing the local hamlets. With the ability to embolden their spells, communicate with the undead, reduce the bravest souls to quibbling cowards, and effortlessly command their thralls in the thick of battle; these seemingly aimless spellcasters are no less a threat than any other necromancer.

CHARNEL EMPOWER

Starting when you choose this ambition at 3rd level, you can empower your spells with potent necromantic energy from your own well of magic. When you cast a necromancy spell of 1st level or higher which deals damage, you can expend a number of points up to your level + your Intelligence modifier from your Charnel Touch point pool. When you do so, you add necrotic damage equal to the number of points spent to one of the spell’s targets.

UNDEAD EMPATHY

Also at 3rd level, your command of the undead affects the will of those who aren’t under your control. Whenever an undead creature tries to attack you, it must make a Wisdom saving throw against your spell save DC. On a failed save, its attack misses and, if its Intelligence is 4 or lower, it becomes friendly to you and your allies.
Additionally, you have advantage on Charisma checks you make against undead with Intelligence of 5 or higher.

FRIGHTENING GAZE

Beginning at 6th level, you gain proficiency in the Intimidation skill, if you did not have it already. Additionally, you can expend 10 Charnel Touch points as a bonus action to fix your horrific gaze on a creature you can see within 60 feet. This creature must make a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THRALL RUSH

Beginning at 10th level, whenever you roll initiative and are not surprised, you can command each of your thralls to either move up to their movement speed or attack once.

LICHDOM: PALE ASCENDANT

At 20th level, 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 features in addition to the Lichdom feature:

Devour Soul. When you reduce an hostile creature to 0 hit points, you can immediately devour the creature’s soul to refuel your horrific powers (no action required). Roll 1d8, and regain a number of expended spell slots whose combined level is no greater than the number rolled. You can’t use this feature again until you finish a long rest. A creature whose soul is devoured cannot be restored to life by means other than a true resurrection or wish spell.

Paralyzing Touch. When you expend 20 or more points when making a Charnel Touch attack, the target must succeed on a Constitution saving throw against your spell save DC or be paralyzed for 1 minute. The target can repeat the saving throw at
the end of each of its turns, ending the effect on itself on a success.

Revision #1
Created 9 February 2022 17:27:45 by Andrej
Updated 10 January 2023 20:04:56 by Andrej