Pharaoh

The god-kings of ancient kingdoms practiced a unique style of necromancy, forgotten to time. Through the extraction of organs, the desiccation of flesh, and innumerable enchantments, those ancient kings were able to rule their subjects as divine, undead beings, long past their mortal deaths. While those kingdoms have been lost to the shifting sands and wild jungles of the world, their methods have been preserved in the carvings of colossal temples, and have been revived by modern necromancers, who take on the guise of the erstwhile pharaohs. Their magic is a hybrid of divine and arcane influences, the legacy of god-kings from a forgotten age.

PHARAOH 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.
New spells are marked with an asterisk.
Additionally, you learn the thaumaturgy cantrip, which is a necromancer spell for you and does not count against your total number of cantrips known.

Necromancer

Level Spells

3rd halo of flame*, lesser restoration

5th snakestaff*, revivify

7th death ward, divination

9th insect plague, greater restoration

CHANNEL DIVINITY

Starting at 3rd level, you can channel your pseudodivinity to fuel magical effects. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest

to use your Channel Divinity again. Additionally, if you expend 15 Charnel Touch points as an action, you can regain your Channel Divinity. You start with one effect:

Ankh of Radiance. As an action, you can brandish your holy symbol and wreath each creature you choose within 60 feet in a holy radiance, which lasts for one minute. Whenever a creature with a holy radiance makes an attack roll or saving throw, it can roll a d4 and add the number rolled to the attack roll or saving throw. The first time a creature with a holy radiance takes damage, it has resistance to that damage. The holy radiance then ends for this creature.

HOLY SYMBOL

Also at 3rd level, you can use a holy symbol as a spell focus for your necromancy spells.

MOCK DIVINITY

Beginning at 6th level, you can convincingly reflect the trappings of a demigod walking the earth. You can create the following additional effects when using the thaumaturgy cantrip:

• You can brighten or darken the sun or moon, affecting a 100-foot radius, for up to 1 minute. You can change darkness to dim light, or dim light to bright light, or vice-versa. Additionally, you can heighten bright light to a blazing radiance which causes disadvantage on Wisdom (Perception) checks which rely on sight, or deepen darkness to a pitch black which limits darkvision to a 30-foot radius. This deeper darkness has no effect on creatures which can see in magical darkness.

• At a point you can see within 100 feet, you manifest a Huge illusory avatar of a deity which mimics your movements and projects your speech in a booming voice for 1 minute.

CHANNEL DIVINITY: SCARAB OF JUDGEMENT

Starting at 10th level, you can use your Channel Divinity to transfer life from the undead to the living. As an action, you can touch an undead creature you control and choose a willing humanoid you can see within 60 feet. The undead is destroyed and reduced to dust, and the humanoid regains hit points equal to the undead’s hit points. Once a creature regains hit points in this way, it can’t do so again until it finishes a short or long rest.

LICHDOM: GOD-KING

At 20th level, you undergo the ancient funeral rites of the pharaohs, removing your organs and entombing your body in a sarcophagus amongst your worldly possessions. You become the oldest and most exalted type of lich: a god-king. You gain the following features in addition to the

Lichdom feature:

Canopic Phylacteries. Your phylactery has also changed with your transformation. Your stomach, lungs, intestines, and liver have been removed and placed into canopic jars. Each one has a specific weakness, which you will need to discuss with your GM, and your regeneration is only stopped when all four canopic jars are destroyed. When you are destroyed, you reform at your sarcophagus.

Mummy Rot. 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 cursed with mummy rot. The cursed target can’t regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target’s hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Whirlwind of Sand. As an action, you can magically transform into a whirlwind of sand, move up to 60 feet, and revert to your normal form. While in whirlwind form, you are immune to all damage, can’t be grappled, petrified, knocked prone, restrained, or stunned. Equipment you are wearing or carrying remain in your possession.

Revision #1
Created 9 February 2022 17:33:45 by Andrej
Updated 10 January 2023 20:04:56 by Andrej