Reanimator

Through bubbling test tubes and sparking electrodes, you have discovered the true heart of necromancy: mad science. You've experimented in far-reaching disciplines of surgery, alchemy, and physics, using your animated minions as gruesome test subjects and walking surgical dummies. Most crucially, you have discovered that lightning can imbue almost anything with a semblance of life, from the smallest severed muscle to the most towering and soulless golems.

SKILLED SURGEON

Beginning when you choose this ambition at 3rd level, you gain proficiency in the Medicine skill, if you did not already have it. You can use your Intelligence, instead of Wisdom, for Wisdom (Medicine) checks.

MAD SCIENCE

At 3rd level, you can spend 10 minutes installing a monstrous graft on one of your thralls that does not have the Incorporeal Movement trait. Additionally, your thralls don't lose hit points or hit dice from installing or removing grafts, and it takes them no time to recover after the attachment of a new graft.

CHARNEL VOLTAGE

At 3rd level, you supplement your necromantic energies with arcing bolts of electricity. You can choose to deal lightning damage with your Charnel Touch. When you expend 5 or more points when making a Charnel Touch attack and deal lightning damage, you can cause the energy to arc to a second creature within 5 feet of the target. The creature must make a Dexterity saving throw against your spell save DC, taking lightning damage equal to half the number of Charnel Touch points expended on a failure.

LAZARUS BOLT

Starting at 6th level, as an action, you can drive a bolt into the torso of a creature within 5 feet of you that has died within the last minute and shock it back to life. That creature returns to life with 1 hit point. This feature can't return to life a creature that lacks a heart, a creature that has died of old age, or a creature that is missing vital organs. Once this creature returns to life, you can restore hit points to it using your Charnel Touch ability for 1 minute, as if the creature were one of your thralls. Once you use this ability, you can't use it again until you finish a short or long rest.

ARCANE STITCHING

Starting at 10th level, you've learned how to inscribe magical effects on your thralls using gruesome arcane stitches. You can expend 10 points from your Charnel Touch pool to apply an arcane stitch to one of your thralls in a process requiring 1 minute of work with a needle and thread. The arcane stitch
lasts until your thrall uses it, your thrall is killed, or
you use this feature again. You can apply any of the
following arcane stitches:
Augmented Incision. The thrall gains
advantage on attack rolls and ability checks until the
end of its turn (no action required).
Bulwark Backstitch. The thrall casts shield
when an attack would hit it.
Fleet Threads. The thrall's movement speed is
tripled until the end of its turn (no action required).
Searing Suture. On a hit, the thrall deals an
additional 3d6 necrotic or lightning damage (your
choice).
LICHDOM: PATCHWORK GOLEM
At 20th level, you have reached the pinnacle of
necromancy and transformed yourself into a lich.
Through abominable works of alchemy and surgery,
you have constructed yourself an artificial body to
act as the vessel for your soul.
Golem Form. Your Strength, Dexterity, and
Constitution scores become 20 if they weren't already
higher, and you have resistance to bludgeoning,
piercing, and slashing damage from nonmagical

weapons that aren’t adamantine. Additionally, you don’t lose hit points or hit dice from installing or removing grafts, and it takes you no time to recover after the attachment of a new graft.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

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