The dead king

Your patron is a powerful undead being who, through dark magics, commands the forces of death and eternal life. Such entities desire to preserve their unending life above all else. They seek immortality by amassing power and controlling other undead and living servants. Beings such as this include ancient wraiths and powerful necromancer liches like the Black Pharaohs of the Nyssian drow.

Dead King Expanded Spells

1st inflict wounds, ray of sickness

2nd blindness, gentle repose

3rd vampiric touch, feign death

4th giant insect, black tentacles

5th contagion, insect plague

Unearthed Blades

Starting at 1st level, your patron grants you the power to draw on the remains of the ancient dead to shred your foes. As an action you can temporarily draw ancient bone fragments from the ground to swirl around you. The gyre of bones collapses within 1 minute or if it moves more than 60 feet from you. As a bonus action, you can have the bone shards move up to 60 feet and attack a creature within 5 feet using your spellcasting ability modifier, dealing 1d8 + your spellcasting ability modifier piercing damage on a hit. Once you use this feature, you can’t use it again until you finish a short or long rest.

Shambling Servant

When you reach 6th level, your patron shows you how to raise undead servants of your own. As a bonus action, you can raise a rapidly decomposing zombie under your control from the corpse of a

Medium or Small humanoid within 10 feet of you. In combat, the zombie's turn comes immediately after yours. The zombie collapses within 1 minute or if it moves more than 60 feet from you, and follows your mental commands to the best of its ability. The zombie’s hit point maximum is increased by your warlock level, and its weapon attack and damage rolls are increased by your proficiency bonus. Additionally, when you take the Attack action, you can forgo one of your attacks to allow this zombie to make one attack as its reaction. Once you use this feature, you can’t use it again until you finish a short or long rest.

Aspect of Undeath

At 10th level, your patron gifts you with some aspects of undeath. You become immune to disease and gain resistance to poison and necrotic damage.

Wrappings of the King

Starting at 14th level you learn forbidden secrets of preserving the dead. As an action you can transform a zombie under your control within 10 feet of you into a mummy under your control. The mummy decomposes within 1 hour or if it moves more than 60 feet from you, and follows your verbal orders to the best of its ability. The mummy’s hit point maximum is increased by your warlock level, and its weapon attack and damage rolls are increased by your proficiency bonus. Additionally, when you take the Attack action, you can forgo one of your attacks to allow this mummy to make one attack as its reaction.

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