



NECROFICER

A dishevelled scientist hovers over the corpse of a child; He is not Mourning, not today. From jars of hastily embalmed specimens he retrieves the necessary organs. What body parts he cannot repair, he borrows from the host of cadavers strewn about his lab

A Flash of Lightning; A Dark Incantation; A glowing and unstable formula pumping through the tubes. Unnatural quiet is pierced by a terrible moan and dead Flesh begins to twitch and move. The undead abomination jerks to life - the latest in a long line of Horrors at the command of the Necroficer. Perhaps this one will finally prove to be the answer....

UNWHOLESOME SCIENCE

History is littered with tales of the undead, of mages and mystics who have deemed to overcome the barrier between life and death, wielding magical incantations and vague arm-wavings in an attempt to control the very forces undeath. These men are shortsighted fools. Death is not conquered by esoteric ritual and unempirical fairy-tales. A true student of the world understands that the secrets of death can only be revealed through a liberal and uninhibited application of the scientific method.

Necroficers seek to apply the principals of science to the dark and mystifying practice of necromancy. As much a surgeon as a scholar, the Necroficer holds no qualms about digging graves and stitching together corpses to create whole new forms of grizzly undead. No two Necroficers are the same, but all share a single thing in common: an indomitable mind and an even stronger stomach. Through their skilled hands, they bring life to the unliving, and death to those who stand in their way. Nothing stands between a necroficer and the pursuit of their goals; least of all death.

CREATING A NECROFICER

The Science of Necroficy is a gruesome blend of dark magics and medical experimentation. It is not a path taken by those faint of heart, or those without some terrible purpose.

What drew you down this path of depraved and defiled science? Are you in search of answers to the ultimate question? Did you hope to bring back a loved one lost behind the veil of death? Perhaps it is none of that; perhaps you simply sought power over the one force which still brings and end to all things.

Another thing that may be worth considering is how your necroficer first came across the knowledge and skill required to practice their grizzly art. Some necroficers took their first steps through a pursuit of medical expertise. Others began their journey by studying the arcane roots of necromancy and came to understand the limits of such archaic methods. Did you perform your first surgery on a medical cadaver, or were you forced to rob graves for your earliest experiments. And where do you gather such resources now? Perhaps it was the need for fresh bodies that has driven you to become an adventurer. If it was not the quest for fresh corpses that led you down the path of adventure, then what was it? Did your grizzly pursuits outcast you from the rest of the world? Many a necroficer has been stripped of their medical license or chased out of their home by torches and pitchforks.

Finally, how does your necroficer treat their undead creations? Are they simple tools or experiments to be cast aside as soon as their usefulness has been expended? Do you treat them as friends or family, or perhaps your beloved pets? Some necroficers name every creature they bring to life, others see such gestures as nothing but sentimental waste. Maybe you fall somewhere in between.

NECROFICER

Level	Proficiency Bonus	Features	Horror Maximum CR	Defilements Known	Max Soul Embers
1st	+2	Undead Horrors, Student of Dissection	1/2	-	1 + Int
2nd	+2	Dark Defilement	1/2	3	1 + Int
3rd	+2	Necromantic Perversion	1	4	3 + Int
4th	+2	Ability Score Increase	1	5	3 + Int
5th	+3	Invigorating Undeath	2	6	3 + Int
6th	+3	Necromantic Perversion Feature	2	7	6 + Int
7th	+3	Horrors of Science	2	8	6 + Int
8th	+3	Ability Score Increase	2	9	6 + Int
9th	+4	Necromantic Resilience	3	10	6 + Int
10th	+4	Emergency Sacrifice	3	11	8 + Int
11th	+4	Necromantic Perversion Feature	3	12	8 + Int
12th	+4	Ability Score Increase	4	13	8 + Int
13th	+5	Cannibal Recovery	4	14	8 + Int
14th	+5	Rapid Construction	4	15	8 + Int
15th	+5	Surgical Precision	5	16	10 + Int
16th	+5	Ability Score Increase	5	17	10 + Int
17th	+6	Necromantic Perversion Feature	6	18	10 + Int
18th	+6	Necroficer's Bond	6	19	10 + Int
19th	+6	Ability Score Increase	7	20	10 + Int
20th	+6	Necromantic perversion Feature	7	21	11 + Int

CLASS FEATURES

As a Necroficer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Necroficer level

Hit points at 1st Level: 6 + your Constitution modifier

Hit points at higher Levels: 1d6 (or 4) + your Constitution modifier each level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple bladed weapons

Tools: Herbalism Kit, Alchemist's Tools

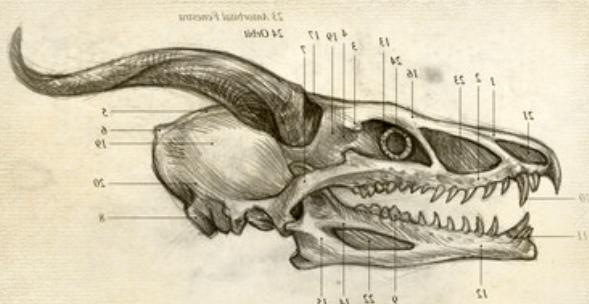
Saving Throws: Intelligence, Constitution

Skills: Choose two from Arcana, History, Deception, Intimidation, Medicine, Survival, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two daggers or a scythe*
- A sickle and light armor
- Your choice of an Herbalism Kit or Alchemist's tools
- A necrotically preserved Heart
- An anatomical journal and a scholars pack



VILE CREATIONS

Necroficers Harvest the remnants of the dead. In order to bring their own undead monstrosities to life

SOUL EMBERS:

At 1st level you learn to harvest the dying embers of mortal souls, which you store in a necrotically preserved heart, and can spend to craft your grisly creations.

In order to harvest soul embers from a corpse, the creature must have been dead for no more than an hour, and you must a 10 minute ritual. The number of soul embers you can harvest from a creature is equal to that creature's CR. The maximum number of Soul Embers you can have stored is shown on the Necroficer Table. If you lose your preserved heart, you also lose all Soul embers stored within it, and may create a new one over the course of a long rest.

UNDEAD HORRORS

At first level you have studied the nature of death deeply enough to craft your first Horror - an undead creature chosen from the monster manual or other source accepted by your DM. Rules for Crafting these Horrors, are included at the end of this Class Description. Once Crafted, a Horror remains until destroyed. During an encounter You may command one Horror as a bonus action on your turn, or spend a full action to command all of your Horrors. If a Horror is not given commands, it moves towards the nearest enemy and makes a basic attack.

The maximum number of Horrors you can control is equal to your constitution modifier, and their maximum CR is shown on the Necroficer table. If you have more horrors than you can currently control, then the horrors with the highest CR break free of your control and attack the nearest creature. You cannot control creatures you have not directly created, such as any creatures created or summoned by your horrors.



CRAFTING AND REPAIRING HORRORS

Necroficers excel in one skill above all others: creating unique undead from the corpses of the fallen.

When creating an undead Horror, you may choose any undead creature from the monster manual or other DM approved source that is of a level you can craft (see necroficer table). To craft the Horror, you must spend a Number of Soul Embers equal to the target Creature's CR, and one hour of time for each CR of the Resulting creature (including defilements).

During a short or long rest, you may also spend Soul embers to repair your undead creations. When spending soul embers in this way, a single horror regains hit points equal to $1d6 +$ your intelligence modifier for every soul ember spent.

You must have access to a corpse of the same size category and type (Humanoid or beast) as the target creature. Your DM may ask you to provide additional components, such as body parts harvested from other creatures when creating specific undead.

STUDENT OF DISSECTION

You have dissected more bodies than some of the most trained physicians, and can easily recognize death and signs of sickness; Beginning at lvl 1, you gain proficiency in Medicine if you do not already have it, and can use intelligence in place of wisdom when making medicine checks. If you are already proficient in medicine, you may double your proficiency bonus when making medicine checks.

In addition, You instantly recognize dead or undead creatures and have advantage on checks to detect or identify diseases. You are not fooled by spells such as *feign death*.

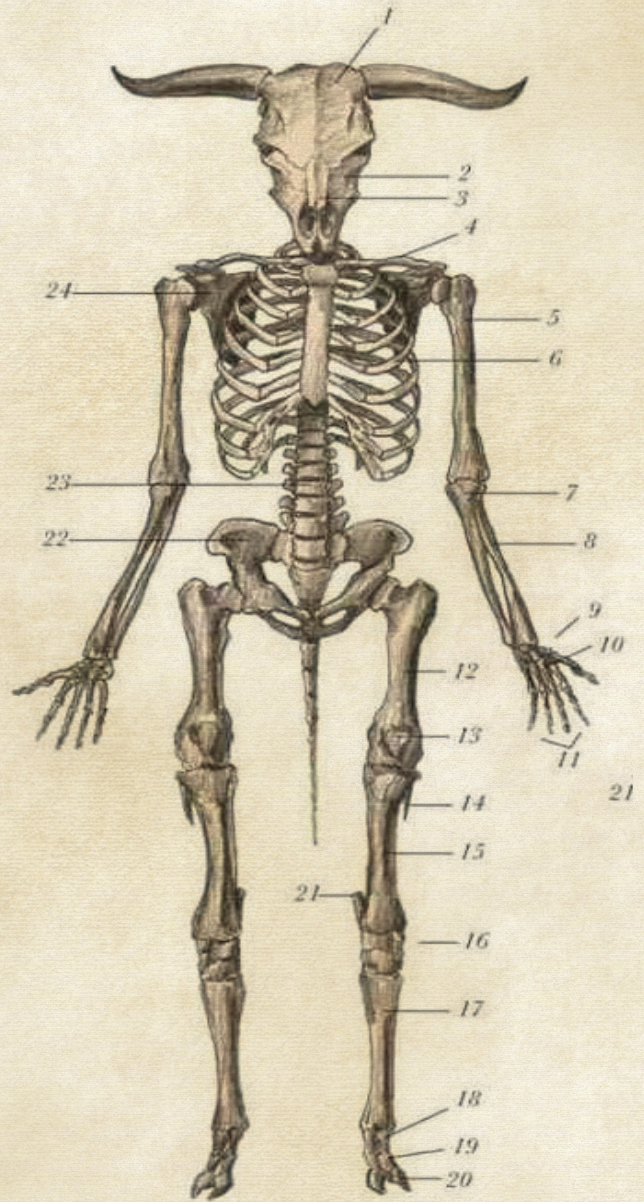
DARK DEFILEMENT

Your intricate knowledge of the dead allows you to modify your horrors in ways no mere necromancer could conceive. Starting at 2nd level, you gain access to a list of Defilements which you can use to modify your creatures, and horrors you create add your proficiency bonus to their attack rolls.

At 2nd level, you know 3 Defilements, from the list at the end of this class description. You learn additional defilements as shown on the necroficer table. Each time you gain a level in this class, you may choose one defilement you know and replace it with another from the list at the end of this class description.

NECROMANTIC PERVERSIONS

Delving deeper into the unnatural processes of reanimation and defilement, a practiced necroficer develops even more unique ways to put their art into practice. At level three, choose from one of the unique schools of perversion listed in this class description.



ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

INVIGORATING UNDEATH

By level 5, Your studied understanding of undeath allows you to bolster your creations with additional necrotic energy. When you create a horror, it gains additional hit points equal to its total CR times your constitution modifier.

HORRORS OF SCIENCE

The undead monstrosities that you create are as much the work of macabre science as they are the result of dark and unholy ritual. When you reach 7th level, this scientific origin grants your Horrors advantage against spells or effects such as *Turn Undead* which specifically target undead.

NECROMANTIC RESILIENCE

Beginning at 9th level, your constant exposure to death and necrotic energies has gifted you with an unnatural level of resilience. You have resistance against necrotic damage and advantage on saving throws against the disease, exhaustion, frightened, and poisoned conditions. This changes to immunity when you reach level 18.

EMERGENCY SACRIFICE

Working closely with the dead does not mean you do not value your own life, and by 10th level you have taken certain precautions to ensure you do not become a corpse yourself. If you are targeted by an attack and have a horror within 5 ft of you may spend a soul ember as a reaction to make your horror the target of the attack instead. You must take a short or long rest before using this feature again.

CANNIBAL RECOVERY

At 13th level, your dark studies have taught you how to reinvigorate your own life-force with the same necrotic energies you use to animate the dead. As an action on your turn, you may spend up to half your level in soul embers. For each Soul ember spent in this way, roll one hit die and add the your Constitution modifier to it. You Regains hit points equal to the total. You may use this ability a number of times each day equal to your constitution modifier.

RAPID CONSTRUCTION

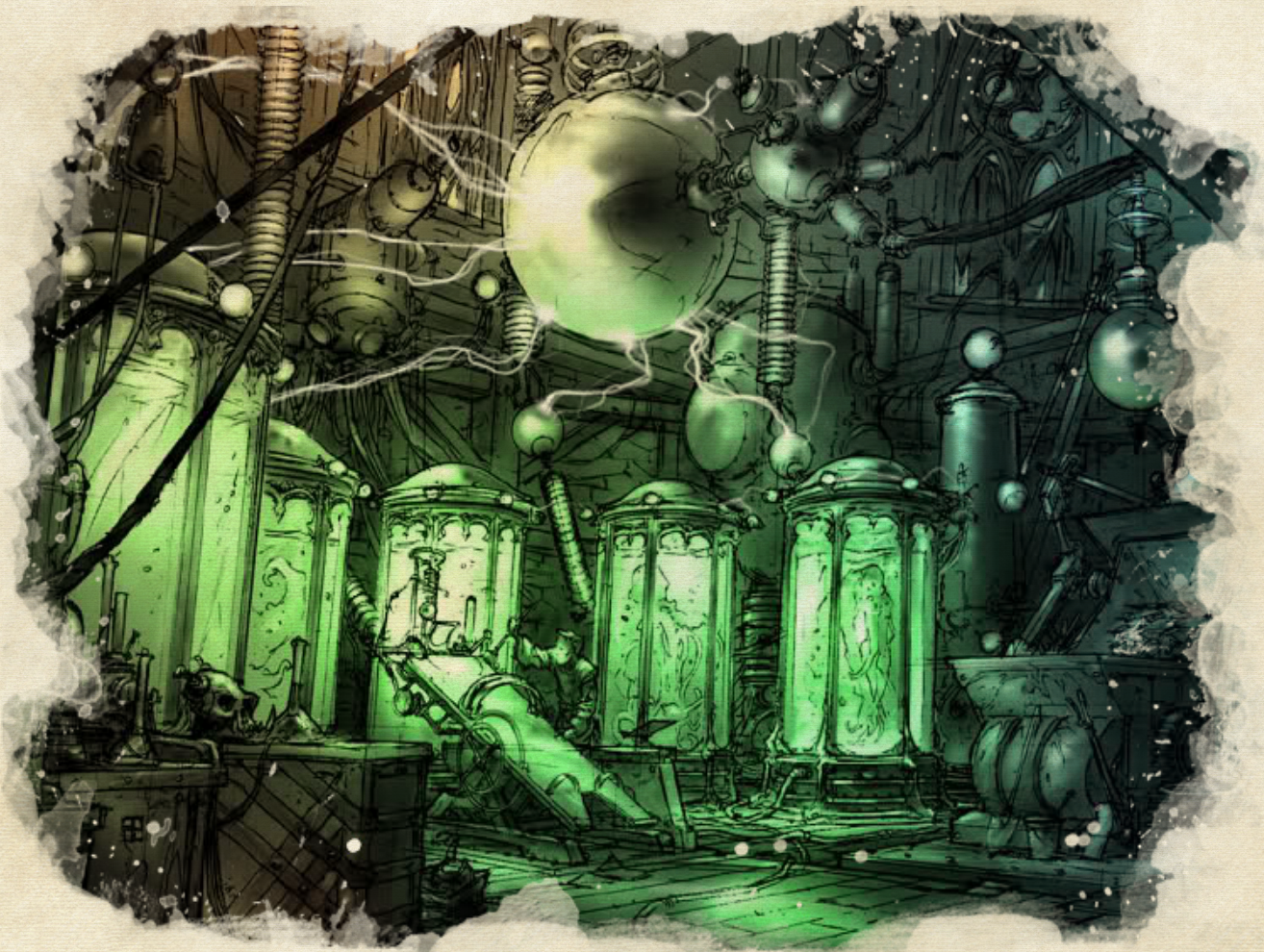
Beginning at level 14, your skilled hands can easily throw together an undead horror in a fraction of the time it might take lesser necroficers. The time required for you to craft a horror is halved. If the horror you are creating has a final CR of 4 or lower, the time required for you to craft it is instead reduced to 1/4 the normal crafting time.

SURGICAL PRECISION

Years of dissecting corpses has left you with a studied knowledge of anatomy - a knowledge you have no qualms about using to your advantage. Beginning at level 15, when you or your horrors make an attack roll with a bladed or natural weapon, you score a critical hit on a roll of 19-20.

NECROFICER'S BOND

Your grisly abominations are more than just disposable fodder for your enemies, they are your eyes and ears. Beginning at 18th level you gain the ability to experience the world through the senses of your horrors. Once per short rest, as a free action, you may choose to possess one of your horrors within 100 ft. You see, hear, and otherwise perceive the world through the senses of your horror, including any additional senses they may have. You can choose to speak through your horror using your own voice, so long as the creature has a mouth. While you are possessing a horror in this way, your body is considered incapacitated.



NECROMANTIC PERVERSION

Necroficers are masters of unseemly acts and grotesque creations, and their exploration into the grisly nature of undeath leads them to discover new and perverse ways in which to harness the dead for their own ends. At third level, your research leads you to one of the following paths of Perversion.

CORPSE COLLECTOR

Surrounding themselves with an army of undead abominations, the Corpse Collector uses overwhelming numbers and powerful beasts to crush their foes under an unrelenting torrent of death. To these lords of the undead, every fresh corpse adds another soldier to their legion.

UNDEAD SWARMS

While an individual undead may be easily overcome, a swarm of undead minions is a force to be reckoned with. Beginning at 3rd level when you choose this Perversion, you gain the ability to create swarms of lesser undead.

A swarm consists of 2 or more identical Horrors, acting together. Creatures in a swarm move and take actions as a single unit, sharing attack and damage rolls as well as saving throws. All members of a swarm take the same actions at the same time, although they may target different creatures. A Swarm is commanded as if it were a single creature, and the total CR of the swarm cannot exceed the maximum CR you are able to control.

SWARM ATTACKS

Creatures in a swarm always attack as a unit, while they may target different creatures, they roll attack and damage rolls as one.

TARGETING A SWARM

Swarms are made up of many creatures in close proximity, and share hit points as if they were a single creature. When one creature in a swarm is reduced to 0 hit points, any remaining damage is dealt to the closest remaining member of the swarm.

EXPANDED LEGION

As your power grows, so too does your army of undead. When you reach 6th, you gain the ability to command additional Horrors.

At 6th level you may command 1 additional horror, this increases to an additional 2 Horrors at 11th level, and at 17th level, you may command an additional 3 Horrors

SIEGE MACHINE

Where other necroficers are limited by the size and shape of the bodies they harvest, your grizzly creations are not so restricted. By unceremoniously grafting together the bodies of lesser creatures, you are able to build massive undead the likes of which are fearsome to behold. Beginning at 11th level, when crafting a Horror, you may create an undead of any size category or type by stitching together medium sized corpses. A large creature requires 2 corpses, a huge creature requires 5 corpses, and a gargantuan creature requires 25 corpses, and a colossal creature requires 100 corpses. You may also create 2 small undead or 4 tiny undead from a single medium corpse.

UNENDING HORDE

At 17th level, the necrotic energy that you use to animate your horrors has become so potent that even corpses untouched by your hands quickly become a part of your undead horde. When a creature is killed by one of your horrors, and you have fewer than your maximum number of horrors under your command, you may choose to immediately raise the corpse as a skeleton or zombie under your control.

UNDEAD GENERAL

At 20th level, You create a single undead with a CR equal 8 + your intelligence modifier or lower (including defilements) to act as your undead general. Your general does not count towards the maximum number of Horrors you may control, and cannot break free of your command unless its level increases beyond your own. Your Undead General rolls initiative and acts separately from you, but serves you loyally and obeys your commands. It may command your horrors in the same way that you do, however it cannot command a horror you have already commanded during the same round. At your dm's digression, your general may retain memories, personality, or abilities from its former life.

You may only control a single undead general in this way. If your general is destroyed, you may spend 1 week to create a new one.



SOUL BINDER

Most necroficers are unable to cast spells directly, however, among their ranks a select few have discovered that the Souls of the fallen are good for more than simply sewing the dead back together. While these Soul Binders cannot channel magic in the same ways that other casters might be able to, their perverse brand of magic holds the potential to be far more potent.

INSCRIBED HORRORS

Your studies have taught you how to use the souls of the dead as an arcane fuel source. The power is too raw to handle on your own, but by inscribing magical spells into the bones and flesh of your undead creations, you are able to turn them into a walking arsenal of spells.

Beginning at 3rd level when you choose this perversion, you learn 3 necromancy spells of 1st level from any spell list and gain the ability to inscribe spells into your undead Horrors when you first craft them. You learn additional necromancy spells as shown on the Soul Binder Table.

The maximum number of spells you can inscribe into a single horror is equal to your proficiency modifier, and the total level of the spells inscribed on a creature cannot exceed twice that creature's CR, although the level and number of its spell slots aren't limited in this way.

When you cast a Spell through one of your horrors, its maximum hit points are reduced by the value shown on the Spell Cost table. This damage is automatic and cannot be reduced in any way. All spells cast through your Horrors are considered to originate from the horror used to cast them, and have a range of touch. Summoning spells such as *create undead* are... Not recommended, as your horrors do not have enough willpower of their own to control summoned creatures.

Your Horrors use your Intelligence whenever a spell refers to their spellcasting ability. In addition, they use your Intelligence modifier when setting the saving throw DC for spells they cast and when making attack rolls with spells.

Spell save DC = 8 + your proficiency bonus + your intelligence modifier

Spell Attack Modifier = your proficiency bonus + your intelligence modifier

SPELL COST

Spell level	Hit Point Cost
<i>cantrip</i>	5
1st	10
2nd	15
3rd	25
4th	40
5th	65
6th	105
7th	170

SOUL BINDER CASTING

Level	Cantrips	Spells Known	Max Spell Level
3rd	1	3	1
4th	1	3	1
5th	1	4	1
6th	2	4	2
7th	2	5	2
8th	2	5	2
9th	2	5	2
10th	2	6	3
11th	2	6	3
12th	3	6	3
13th	3	7	3
14th	3	7	3
15th	3	7	4
16th	3	7	4
17th	3	8	4
18th	3	8	5
19th	3	9	6
20th	3	10	7

DARK AFFINITY

The unwholesome nature of your spellcasting lends itself inherently to dark and necrotic energy. Starting at 6th level, when a one of your Inscribe Horrors casts a necromancy spell, it can treat the spell as if it were cast at one spell level higher.

CORPSE SURROGATE

By 11th level you have learned how to channel the magic of others into your undead. When you are targeted by a spell or spell-like effect, and have at least one Inscribed Horror remaining, you may spend a number of soul embers equal to the level of the spell to transfer all damage and effects to one of your inscribed horrors. If this damage would reduce your horror below 0 hit points, the remaining damage is dealt to you.

ARCANUM MORTIS

You have mastered the art of harvesting the souls of the dead, and are able to do so much more precisely than other necroficers, learning arcane secrets from the whispers of the dead. Beginning at 17th level, when you harvest soul embers from a corpse, you may choose one spell from any spell list that the creature was able to cast when alive, and add it to the spells you know. Such precision takes time, however, and you must spend twice as long when harvesting soul embers to benefit from this effect.

WAKING DEAD

Your skill in harvesting the souls of the dead is unmatched, and the undead you create are proof. Beginning at 20th level, Horrors you create gain a +2 to intelligence. In addition, when you cast a spell which requires concentration, and the horror you use to cast it has an intelligence of 10 or higher, you can choose to have the Horror maintain concentration for you.



FLESH SCULPTOR

Where other Necroficers may be content raising paltry Horrors from the bodies of the dead, others seek to distort the line between life and death even further. Consuming the harvested souls of the fallen to defile his own body with the power of undeath, the Flesh Sculptor is the living example of his own most grotesque perversions. Demented and Disfigured, these madmen hold no qualms in mutilating their own bodies in pursuit of their unseemly goals.

SELF-MUTILATION

Unlike your more cowardly peers, you are not afraid to suffer the grisly defilements of your work if it means gaining power or perfection. Beginning at 3rd level when you choose this perversion, you can gain the ability to apply the same defilements to your own body that you can apply to your Horrors.

Living flesh, however, does not take as well to the necrotic energies used to sew power into the undead; you may only apply a number of defilements to yourself equal to your constitution modifier, and can only apply the same modifier once.

Applying a defilement to your own body is taxing and requires a full 24 hours to complete the process. You may remove or change the defilements applied to your own body in the same way. If by some unforeseen mechanism you find yourself with more defilements upon your body than your constitution would allow, you gain one level of exhaustion a day for each additional defilement.

INTELLIGENT DESIGN

Beginning at 3rd level, you have taken the nature of your body into your own hands, augmenting it with surgical precision. You gain additional hit points per necroficer level equal to half your intelligence modifier, and your Armor Class equals 10 + your Dexterity modifier + your intelligence modifier while not wearing armor.

HORRIFYING FEROCITY

By 6th level, the grisly modifications you have made to your own body have made you stronger and more ferocious in combat. You may add 1/2 your intelligence modifier rounded down (minimum of one) to attacks made with bladed or natural weapons. In addition, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn. The number of attacks increases to three when you reach 17th level in this class.

GRUESOME VISAGE

Constant defilement of your own body has made you terrifying to behold. At 11th level, the number of defilements you may apply to your own body increases by 2. Additionally, your mutilated visage grants you advantage on intimidation checks against living creatures, and advantage on persuasion checks against undead creatures.

LIVE DISSECTION

So practiced are you in the act of dissection, that you can perform such mutilations even on moving and unwilling targets. Beginning at level 17, when you score a critical hit on an attack roll, you may use your reaction to make a medicine check and apply one of the following effects the target of your attack

- You slice into one of the targets vital organs, dealing additional damage to the target equal to the result of your check.
- You sever a vital artery, causing your target to bleed out. At the end of each of it's turns, the creature must make a constitution saving throw using your check as the DC or take an additional 1d10 damage. This effect lasts for 1 minute, or until the target succeeds on it's saving throw.

SELF-MADE MONSTER

At 20th level, your grotesque experiments have turned you into an undead Horror all your own. You count as undead for the sake of spells and effects that specifically target undead; however you have advantage on saving throws against these effects. You no longer age and are immune to poison and disease. You treat exhaustion as if it were one level less, and do not need to eat or breath, although you can ingest food or drink if you wish.

In addition, Your Undead body no longer rejects defilement. You are no longer limited in the number of defilements you may apply to your own body.

DEFILEMENTS

Defilements are unique alterations you can make to your undead Horrors to alter their statistics or give them special abilities. Beginning at 2nd level, you Know 3 defilements. You learn additional defilements as shown on the Necroficer table.

If a defilement adds an attack that a horror already possesses, the attack with the lower attack bonus is replaced, and the number of damage dice of the remaining attack is increased by one.

If a defilement adds an ability that forces other creatures to make a saving throw or skill check, the DC of that saving throw or skill check is equal to 8 + your intelligence modifier + your proficiency bonus. Each defilement has a CR modifier that determines how it effects a Horror's CR. In order to learn a defilement, your level must be at equal to 4 x the CR of the defilement, or higher.

Defilements can only be applied to a horror during it's creation or repair. To apply a defilement you must spend a number of soul embers equal to it's CR modifier, with a minimum of 1.



ACIDIC BLOOD (+3)

A concoction of noxious and highly reactive chemicals causes your creation's very blood to become a dangerous acid. Whenever this creature takes damage from a physical source, all creatures within 5 ft must succeed on a dexterity save, or take 1d4 acid damage.

ADDITIONAL LIMB (+2)

A gruesomely attached arm or tentacle gives your undead creation an additional advantage in many situations. The limb can hold or carry objects and weapons up to 100 lbs. This Horror has advantage on grapple checks, and can make an additional claw, slam or weapon attack when using the attack action.

ANIMATE EYE (+1)

By infusing one of the eyes of your creation with delicate necrotic energy, you gain a useful spy when you need it most. At any time, you may remove his horror's animate eye as an action, dealing 5 damage to the creature. Once removed, the eye hovers in the air for up to an hour and you can use your action to move the eye up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

You mentally receive visual information from the eye, including any additional optical senses (such as darkvision) that your horror would benefit from. If the eye is not returned to your horror within an hour of being removed, it rots away. A horror missing one or more eye in this way has disadvantage on attack rolls and dexterity saving throws until the eye is returned.

ARCANE RESISTANCE (+2)

Rune-like scars carved into the creature's body give it a gruesome barricade against magical effects. This Horror has advantage on saving throws against spells and other magical effects that would target it.

BIOLUMINESCENCE (+1)

Bioluminescent bacteria or fungi implanted within your creature cause it to glow in response to certain stimuli. A portion of this horror's body produces an eerie glowing light. You choose the color and intensity of this light and may activate it or deactivate it by commanding the horror. At maximum, the horror sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

BLADED CLAWS (+1/4)

Sharp blades grafted to the ends of your monster's limbs turn it into a gruesome executioner. Your Horror gains the following natural weapon attack

Claws: Dex vs AC, 1d8 + strength modifier slashing damage.

BURROWING (+1/2)

Sharp digging claws or bug-like mandibles allow your creation to dig rapidly beneath the earth. This Horror gains a burrow speed equal to half it's base speed.

CAUSTIC SPIT (+2)

Repurposing the digestive system allows your horror to launch a volatile acid from its mouth. Your Horror gains the following ranged attack

Spit: (Range: 10/20) Dex vs AC, 1d8 + dexterity modifier acid damage, and if the target is wearing metal armor, it takes a -1 penalty to AC until the armor is repaired.

CEREBRAL IMPLANTATION (+2)

Grafting portions of humanoid brain tissue into the creature's skull allows it to become dangerously intelligent. This Horror's Intelligence increases by 2. This defilement cannot raise a creature's intelligence above 20

CHROMATIC SKIN (+2)

Chromatophores implanted into this creature's hide allow it to alter its appearance to blend in with surroundings. This horror has advantage on Dexterity (Stealth) checks, and can attempt to hide as a bonus action.

CLIMBING (+2)

Hook-like appendages, sticky secretions, or squid-like suckers allow this Horror to climb difficult surfaces, including upside down on ceilings without needing to make an ability check.

CLUBLIKE LIMBS (+1/4)

Large, muscular limbs allow your abomination to deliver a devastating bludgeoning attack. Your Horror gains the following natural weapon attack

Slam: Str vs AC, 1d6 + strength modifier bludgeoning damage, and the target must make succeed on a dexterity save or fall prone.

CREEPING CLAW (+1/4)

By animating the hands or claws of your creature separately, you are able to give it's appendages an un-life of their own. This horror's hands or hand-like appendages can be detached to act on their own. While these limbs are detached, the creature suffers a -2 to dexterity, and cannot perform tasks that would require the use of hands. The detached appendages function as *Crawling Claws*, as listed in the Monster Manual.

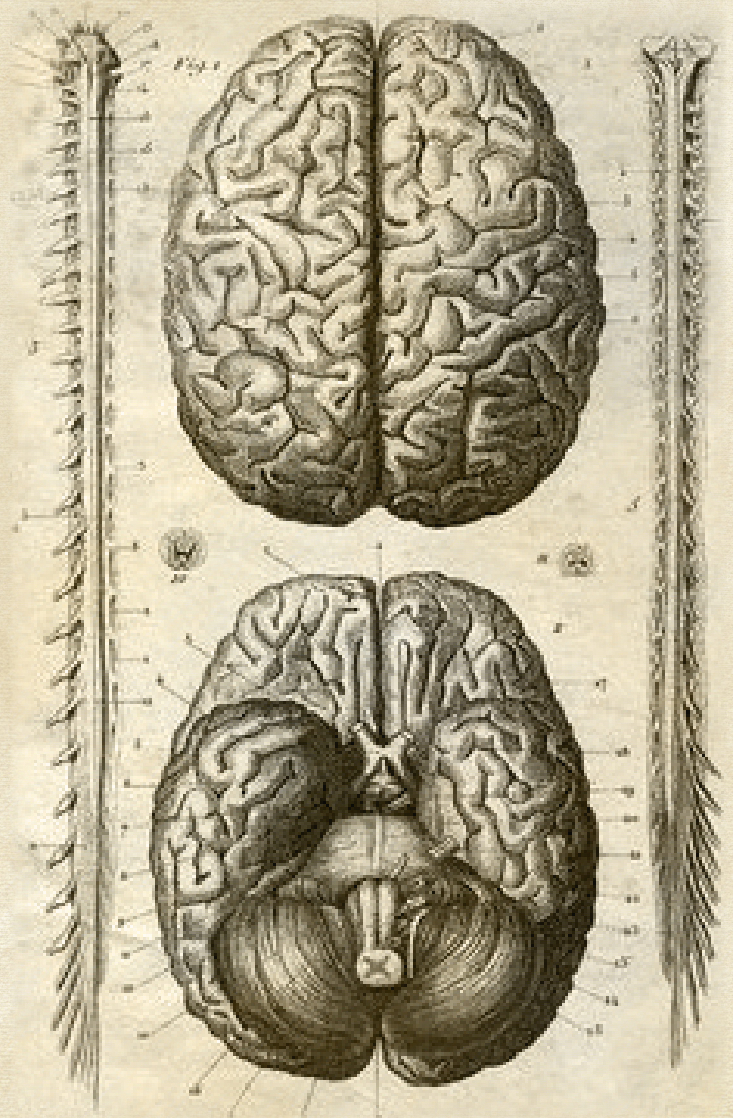
DAGGER MAW (+1/4)

A fearsome maw full of dagger-like teeth allow your creature to tear into it's prey. Your Horror gains the following natural weapon attack:

Bite: Str vs AC, 2d6 + strength modifier points of piercing damage.

POLYCEPHALY (+2)

Two heads are better than one: This horror has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. In addition, when it uses the attack action to make a bite attack, it can make two bit attacks instead of one.





ELECTROSTATIC

GLAND (+1)

Specialized glands harvested from electrified sea creatures allow your Horror to stun its prey. Once per round when this horror hits a creature with a melee attack, the target must succeed on a constitution save or takes 1d8 lightning damage, and be unable to take reactions until the start of its next turn.

ELEMENTAL AFFINITY (+3)

Attuning the necrotic energy that fuels your creation to a specific element allows you to craft a truly terrifying elemental creature. Choose an elemental damage type from the following: acid, fire, cold, or lightning.

This Horror gains resistance to damage of that type, and its attacks deal additional damage of the chosen elemental type equal to 1d4 times your proficiency bonus. In addition, it gains the Elemental origin and is considered an elemental creature.

EXPLOSIVE DECOMPOSITION (+3)

When this horror's hit points drop to 0 or lower, it explodes in a burst of gruesome flesh and bone. All creatures in a 5 ft radius must make a Dexterity save or take 1d6 dmg per the Horror's CR

FEARSOME PRESENCE (+2)

Infusing vast amounts of necrotic energy into your creature causes it to radiate an aura of terror. Your Horror is surrounded by a 5 ft aura of fear. Creatures that move into or begin their turn in this aura must succeed on a charisma save or become frightened for 1d4 rounds. A creature that succeeds on this check is immune to this effect for 24 hours

FLAME

RETARDANT (+1/2)

Flame-retardant chemicals pump through the veins of this Horror, allowing it to resist the flames that might otherwise consume its desiccated flesh. This horror is no longer vulnerable to fire. Alternatively, if the creature was not vulnerable to fire already, it gains fire resistance instead.

FLESH-STITCHED WINGS (+3)

Crude wings sew together from patches of skin and hide allow your monster to fly. This Horror Gains a fly speed equal to its base speed

GRAFTED HORNS (1/4)

Large horns or antlers fused into the creature's skull allow it to impale its enemies. This horror gains the following natural weapon

Horns: Str Vs AC, 1d8 piercing, or twice as much damage when used as part of a charge attack.

GRISLY ENDURANCE (+2)

Channelling additional necrotic energy into your monstrous creation allows it to take more damage than it would normally be capable of withstanding. This Horror has advantage on constitution saving throws and its maximum hit points are increased by 1d8 per CR

HYPERMUSCULATURE (+2)

Additional muscle tissue unceremoniously grafted into your creature turns it into a lumbering behemoth. This Horror's size category increases by one, and its strength and constitution scores increase by 2. This defilement cannot raise a creature's ability scores above 20

HYPODERMIC POISON (+1)

Needle-like fangs or a vicious stinger allow your monstrous creation to inject poison into its victims. Your Horror's melee attacks deal additional poison damage equal to your proficiency bonus.

In addition, creatures dealt piercing or slashing damage from this Horror's attacks must succeed on a constitution saving throw or become poisoned. This saving throw can be repeated at the end of each of the creatures turns.

IMPLANTED GILLS (+1/2)

This Horror is able to breath underwater, and gains a swim speed equal to half its regular movement speed.

INFECTIOUS (+3)

The Decaying flesh of this horror is riddled with pustules of disease. Creatures that make melee attacks against this creature must succeed on a Constitution save or contract Deathrot:

The infected creature suffers one level of Exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a Long Rest.

At the end of each Long Rest, an infected creature must make a succeed on a Constitution saving throw or gain one level of Exhaustion. On a successful save, the creature's Exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of Exhaustion below 1, the creature recovers from the disease.

LIFELIKE (+1)

Careful stitching and allows you to craft a creature that might even pass for living. Your Horror appears to the untrained eye to be an average specimen of its closest living counterpart. Determining that this Horror is undead requires a perception or insight check vs 10 + your intelligence modifier + your proficiency bonus. Applying this defilement multiple times increases the DC by 5 for each additional application.

MYOPIC SAC (+2)

Splicing the unique glands of cephalopods or similar organisms into the throat of your monstrosity allows it to blind targets with a thick inky secretion Your Horror gains the following attack

Ink: Choose a point within 15 ft. All creatures within 5 ft of this point must succeed on a dexterity saving throw or be blinded until the end of their next turn.

NATURAL TRACKER (+1/2)

Heavily modified sensory organs allow your monstrous creation to track like a bestial hunter. This Horror can detect creatures within 30 ft, although it cannot determine exact position or specific information in this way. In addition, this Horror has advantage on checks made to track creatures if it has encountered them before or is provided with something belonging to the creature.

NOXIOUS FUMES (+2)

The disgusting odours produced by the creature's defiled body are enough to make most creatures sick to their stomach. Your Horror is surrounded by a 5 ft aura of stench. Creatures that move into or begin their turn in this aura must succeed on a constitution save or be incapacitated until the end of their next turn while they throw up. A creature that succeeds on this check is immune to this effect for 24 hours

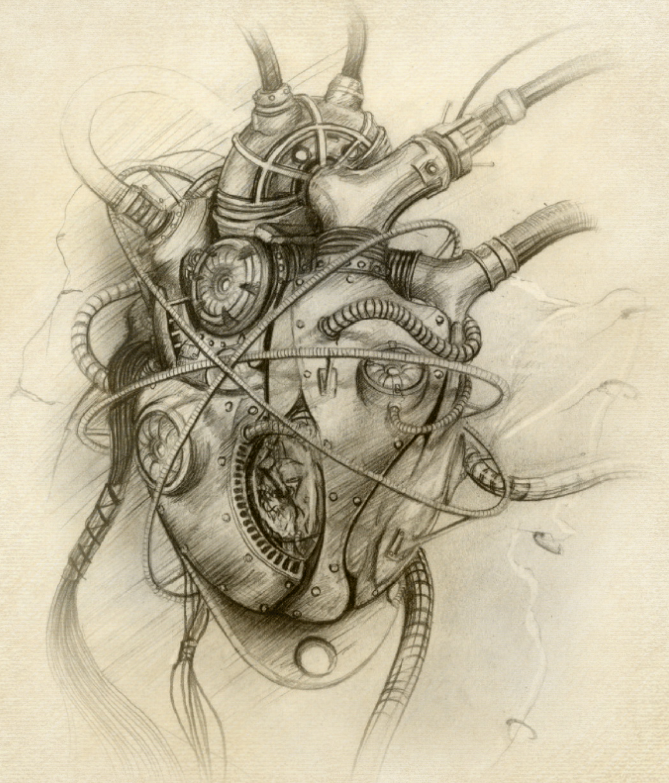
PUTRID BREATH (+2)

The disgusting odours produced by the creature's defiled body are enough to make most creatures sick to their stomach. Your Horror gains the following natural weapon:

Breath: Each creature in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 2d6 poison damage and is poisoned until the end of their next turn, on a successful save, a creature takes half damage and is not poisoned.

ROTTING TOUCH (+2)

The necrotic rot of your creature spreads contiguously to anything it touches. Your Horror's unarmed attacks deal an additional necrotic damage equal to your proficiency modifier.



DEADLY QUILLS (+1/4)

Long needlelike spines paired with a unique musculature gives your creature a deadly range. This Horror gains natural weapon

Quills: (Range: 10/20) Dex vs AC, 2d6 + dexterity modifier piercing damage.

SENSORY IMPLANTS (+1)

Harvested sensory organs from other creatures change the way this creature perceives the world. This Horror gains one of the following

- Darkvision 60 ft
- Tremorsense 30 ft
- Blindsight 30ft

SIREN SONG (+1)

Carefully constructed vocal chords allow your monster to mimic sounds with perfect accuracy. This Horror can mimic sounds that you have heard, including voices. A creature that hears the sounds must make a successful Wisdom (Insight) check to determine they are false.

STICKY SECRETIONS (+1)

Ooze-like secretions produced in various glands on the creatures body make it a disgustingly slimy and sticky abomination. When this Horror is hit by a melee attack, it's attacker must succeed on a dexterity saving throw or become slowed until the end of the encounter.

TOUGHENED HIDE (+2)

Thick leathery hide or bony plating make your monstrosity far more resilient in combat. This Horror's AC increases by 2 This defilement cannot raise a creature's AC above 26

TREACHEROUS SPINES (+1)

Bony protrusions or metal spikes grafted into the creature's flesh make it hazardous to strike. When this Horror is hit by a melee attack, it deals damage to the attacker equal to your proficiency bonus

UNSEEMLY SPEED (+1/4)

Altering the musculature of your monster's limbs allows it to move at far greater speeds that it would normally be capable of. This Horror's Speed increases by 10 ft.

UNDEATHLY GRACE (+2)

Careful channelling and surgical precision in crafting your undead grant it a sense of phantomlike grace. Your Horror has advantage on dexterity saving throws, and does not take damage from falling 20 ft or less unless it is incapacitated.

VAMPIRIC REGENERATION (+3)

Infusing the blood of your creature with enough necrotic energy allows you to replicate the healing effects of vampirism. Whenever this Horror hits with a melee weapon attack that deals slashing or piercing damage, it regains Hit Points equal to 1d8 + your Proficiency Bonus. This regeneration stops if the creature takes radiant damage or damage from a weapon with the silvered property.



CREDITS AND ACKNOWLEDGMENTS

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FAN CONTENT NOTICE

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NOTES BY THE AUTHOR

Like many of my classes, the necroficer is designed to be flexible. The rules outlined in this document describe a Class that Focuses on building unique undead minions, however, it is not out of scope to imagine a prodigal machinist who crafts clockwork automations out of brass, or a mad geneticist who uses science to create strange new animal - even going so far as alter his own body to become more like his creations.

To this end, don't be afraid to use this class as a framework. Its very easy to change the creature type the class can create from undead to constructs, or magical beasts. From there, take a look at features like *Horrors of Science*, that are designed to fill in the weak-spots of your creatures or grant your character some of the most recognizable traits of their creations, and alter them to better suite the creature type you have chosen. Beyond that, its just flavor, and you can reimagine the necroficer any way you like!

One of the most Unique builds I have seen using this class is actually a Pokemon trainer! Change the Creature type to magical beasts, and take the Soul-binder option to empower your animal friends with spells like fireball or bolt of lightning to replicate powers. Just make sure you take care to heal your new pokemon, because those powerful attacks take a lot out of them!

When your character wants to aquire a new pokemon, they have to spend time gathering wild berries to attract the strange creatures, and have to have a belt full of poke balls in order to capture them. With some help from the DM, you can use those pokeballs to store your pokemon when not in battle, and in exchange, you have to defeat a pokemon in combat before you can catch it. There is even an abundance of stat-blocks available for adding actual pokemon to 5e



Charizard
#006
FLAME POKEMON
ABILITY: BLAZE
HEIGHT: 5'7"
LENGTH: 18'

Charizard- RJ Palmer

<https://www.rj-palmer.com/realistic-pokemon/>