

NECROMANCER



Harness the forces of life and death in this supplement for the world's greatest roleplaying game.

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NECROMANCER

Why should I fear death? If I am, death is not. If death is, I am not. Why should I fear that which cannot exist when I do?

— Epicurus, *Letter to Menoeceus*

Quivering with rage, a savage gnoll freezes in place at the gesture of a young half-elf. She bites her wrist and channels crimson liquid into the dying warrior at the gnoll's feet. Blood starts running from her eyes, and her ally slowly regains a sanguine complexion.

Lowering his blood-spattered scythe, the human solemnly closes his grip around the mad king's neck. His placid gaze wanders across the surrounding carnage. It was neither the time nor the fault of these souls, but death knows no pity. The old tyrant could have died with dignity. He preferred to make a fool of himself instead.

Ghostly apparitions guide the old gnome as she searches an ancient tomb for a banshee. Once in a while she stops and murmurs an incantation over a skull. The question she must ask the spirit is of importance for the entire region. She cannot leave without an answer.

Diverse as their paths and intentions might be, all necromancers are united in the subjects of their efforts: life, death, and the immortal soul. Whether they are keepers of the natural order or vicious commanders of the undead, they weave their soul magic as naturally as a cleric speaks a prayer or a bard plays a tune.

SOUL MAGIC

Necromancers are able observers of the soul who channel and harness the innermost energy of creatures to create the supernatural effects called magic. Acting as some sort of biocatalysts, they augment their arcane talent by siphoning off raw life force and exploiting it as a costly yet potent source of necromantic power. Their abilities enable necromancers to shift the boundaries of life and death, cross the border to the netherworld, and even unriddle the soul's inscrutable nature. While all of them wield a certain power over the undead, only those who truly embrace this gift become unequalled masters of undeath.



THE NECROMANCER

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	— Spell Slots per Spell Level —								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Rebuke Undead (1/rest)	3	4	2	—	—	—	—	—	—	—	—
2nd	+2	Essence Flux, Necromantic Archetype	3	5	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5th	+3	—	4	8	4	3	2	—	—	—	—	—	—
6th	+3	Rebuke Undead (2/rest), Necromantic Archetype feature	4	9	4	3	3	—	—	—	—	—	—
7th	+3	—	4	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	11	4	3	3	2	—	—	—	—	—
9th	+4	—	4	12	4	3	3	3	1	—	—	—	—
10th	+4	Necromantic Archetype feature	5	13	4	3	3	3	2	—	—	—	—
11th	+4	—	5	14	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	15	4	3	3	3	2	1	—	—	—
13th	+5	—	5	16	4	3	3	3	2	1	1	—	—
14th	+5	Necromantic Archetype feature	5	17	4	3	3	3	2	1	1	—	—
15th	+5	—	5	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	18	4	3	3	3	2	1	1	1	—
17th	+6	Rebuke Undead (3/rest)	5	19	4	3	3	3	2	1	1	1	1
18th	+6	Soul Gaze, Necromantic Archetype feature	5	19	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	20	4	3	3	3	3	2	1	1	1
20th	+6	Essence Weaver	5	20	4	3	3	3	3	2	2	1	1

LIVING WITH DEATH

They say necromancers worship and manipulate death, but that's only half the story. While some certainly do, others draw upon that same source of power to worship and manipulate life — after all, who can tell the difference?

Many necromancers have an eminently keen sense for the delicate balance of life and death. They know that death is not the opposite of life, but a part of it, thus often showing a lack of compassion for those who are doomed to die. Considering the conventional wisdom about their 'dark arts', this concept might explain the social position of their frequently misunderstood trade. Under the cloak of religion, fear of the unknown stigmatizes necromancers as heretics and miscreants and makes them the scapegoats of misfortune. From the well-meaning healer to the grim reaper, many must overcome the prejudice which clings to their profession and keep a watchful eye on the society that surrounds them.

CREATING A NECROMANCER

When making a necromancer, the most important aspect to consider is how you discovered your magical potential and to what purpose you wield it. Is soul magic the tradition of your people or is it the gift of a few chosen individuals? Do you hide your abilities or do you practice them openly? You should also determine your character's perception of death. Do you pity the dead or the bereaved? Do you participate in funeral rites or do you steal corpses for study purposes regularly? Is going the way of all flesh a natural process, a sacred

occurrence, or even some kind of macabre art? What do you think about the afterlife and resurrection? These considerations may also be shaped by the public perspective on death in your setting. Is death part of everyday life or is it an unspoken taboo? Usually common folk are afraid of death and what comes thereafter, but perhaps some seek you out for advice from their ancestors or to deal with an otherwise incurable disease.

After you have found answers to these questions, think of your motive as an adventuring necromancer. Do you set out to oppose some imminent danger to the cosmic balance of life and death? Do you want to resolve the prevalent misunderstanding of your profession and be a role model of benevolent necromancy? Or have you been hired to help with a topic most obscure to many people?

QUICK BUILD

You can make a necromancer quickly by following these suggestions. First, make Wisdom your highest ability score. Your second highest ability score should be Constitution, or Dexterity if you plan to adopt the reaper archetype. Second, choose the hermit background. Third, choose the *chill touch*, *dancing lights*, and *prestidigitation* cantrips, along with the following 1st-level spells: *cure wounds*, *detect magic*, *false life*, and *ray of sickness*.

CLASS FEATURES

As a necromancer, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per necromancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per necromancer level after 1st

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, sickles, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Investigation, Medicine, Nature, and Religion

EQUIPMENT

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

- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- any simple weapon and a dagger

Alternatively, you can forgo the equipment here and in your background, and buy $4d4 \times 10$ gp worth of equipment from the tables in chapter 5 of the *Player's Handbook*.

SPELLCASTING

As intuitively as breathing, you can channel your essence into spells and other magical effects. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and appendix B of this class description for the necromancer spell list.

CANTRIPS

At 1st level, you know three cantrips of your choice from the necromancer spell list. You learn additional necromancer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Necromancer table.

SPELL SLOTS

The Necromancer table shows how many necromancer spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *cure wounds* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know four 1st-level spells of your choice from the necromancer spell list.

The Spells Known column of the Necromancer table shows when you learn more necromancer spells of your choice of 1st level and higher. A spell you choose must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you learn a new necromancer spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the necromancer spells you know and replace it with another spell from the necromancer spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your necromancer spells, since your arcane magic reflects the intuitive understanding of the immortal soul and the life force that fuels existence. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a necromancer spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast any necromancer spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your necromancer spells.

REBUKE UNDEAD

Starting at 1st level, you can use your action to reach out a free hand and utter a word of magical efficacy that keeps the undead in check. Each undead within 60 feet of you that can see or hear you must make a Wisdom



saving throw against your necromancer spell save DC. Any creature that fails its saving throw is rebuked by you for 1 minute. A rebuked creature can't attack you or target you with harmful abilities or magical effects.

When you use this feature, you can designate any creatures you can see and extend this benefit to them while they are within 30 feet of you. The effect ends on a rebuked creature if it takes any damage from you or a creature you designated, or if you are incapacitated.

Once you use this feature, you can't use it again until you finish a short or long rest. You can use it twice between rests when you reach 6th level, and three times between rests when you reach 17th level.

ESSENCE FLUX

Beginning at 2nd level, your spiritual expertise accelerates your recuperation. You regain all spent necromancer Hit Dice when you finish a long rest.

Additionally, you can tap into your own life essence to replenish your magical reserves. When you finish a short rest, you can choose expended necromancer spell slots to recover. None of the slots can be 6th level or higher. To regain a slot, you spend a number of Hit Dice equal to the slot's level. These Hit Dice can't be used to regain hit points from the rest.

NECROMANTIC ARCHETYPE

At 2nd level, you choose an archetype that reflects your abilities and beliefs as a necromancer. Choose the Blood Mage, Reaper, Transcendent Soul, or Pale Master, all detailed at the end of this class description. Your choice grants you features at 2nd level, and again at 6th, 10th, 14th, and 18th level.

ARCHETYPE SPELLS

Each archetype has a list of associated spells. You learn these spells when you reach certain necromancer levels, as shown on the respective table of each archetype. Your archetype spells don't count against the number of spells you know.

If you have an archetype spell that doesn't appear on the necromancer spell list, the spell is nonetheless a necromancer spell for you.

ABILITY SCORE IMPROVEMENT

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.

SOUL GAZE

Starting at 18th level, no soul can hide its true nature from you. As an action, you can choose a creature you can see within 30 feet of you and learn its alignment.

ESSENCE WEAVER

At 20th level, you regain 2 spent Hit Dice whenever you finish a short rest.

Additionally, when you finish a long rest, you can choose one necromancer spell you know of 1st level or higher and replace it with another spell of 1st level or higher from the necromancer spell list.

NECROMANTIC ARCHETYPES

Necromancers show a vast variety of expressing their attitude toward life, death, and the immortal soul itself. The abilities they develop in the course of their lifetime reflect the necromantic domains they turn most of their attention to. In fact, those that pursue different interests eventually turn out to be very unlike each other.

BLOOD MAGE

*All causes shall give way: I am in blood
Stepp'd in so far that, should I wade no more,
Returning were as tedious as go o'er.*

— William Shakespeare, *Macbeth*

Like the turn of the tides, blood magic wields the power to bestow life on living beings or extract it from them like juice from a fruit. Practitioners of the art harness the flow of blood to aid or harm others, utilizing either its defensive or offensive potential. While able to heal and protect creatures with their own blood, they can also halt their movement at will, eventually controlling their body fluids with the greatest of ease. The so-called blood mages aren't unjustly looked upon as dangerous people, as often enough sight suffices to brutally separate one from his own juices. However, blood magic demands a price few spellcasters dare to pay.

BLOOD MAGE SPELLS

Necromancer Level	Spells
3rd	<i>hold person</i>
5th	<i>gaseous form</i>
7th	<i>blight</i>
9th	<i>dominate person</i>

BLOOD TOLL

When you choose this archetype at 2nd level, you gain the ability to sacrifice your own life blood to fuel magical effects. When you pay blood toll for another feature of this archetype, you roll your blood die, which is a d4, and lose hit points equal to the result. Some features allow you to increase their effectiveness with the hemorrhage option, as shown in their respective descriptions. You can choose to use this option after making the initial roll.

Your blood die changes when you reach certain levels in this class. The die becomes a d6 at 5th level, and a d8 at 10th level.

SANGUINE RESTORATION

Starting at 2nd level, you can channel vitality from your veins into your allies. As a bonus action, you can pay blood toll to restore hit points to another creature that you can see within 30 feet of you. The number of hit points equals twice the hit points you lost from your blood toll, plus additional hit points equal to your Wisdom modifier. This feature has no effect on constructs and undead.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Hemorrhage. You can roll up to three additional blood dice for your blood toll. For each additional die, you can target an additional creature with the effect, dividing hit points among the targets as you choose.

CRIMSON SEAL

At 6th level, you learn to create protective seals with your blood. You can pay blood toll and spend 1 minute drawing a seal on another creature or an object within 5 feet of you. The seal can be of any size of your choice between 4 inches and 1 foot.

When you finish the seal, it has a number of hit points equal to twice the hit points you lost as blood toll, plus additional hit points equal to half your necromancer level. Whenever the target takes damage, the seal takes that damage instead. If the seal is reduced to 0 hit points, the target takes any remaining damage and the effect ends. Otherwise, the effect lasts until you finish a long rest, or until you use this feature again.

Hemorrhage. You can roll up to three additional blood dice for your blood toll.

PULSE TRACKER

Beginning at 10th level, you can sense the flow of blood in your vicinity. You have advantage on Wisdom (Perception) checks that rely on hearing or smell to detect creatures with body fluids, as well as on Wisdom (Survival) checks that you make to track such creatures.

BOILING VEINS

Starting at 14th level, you can rapidly access the vitality reserves contained in your own blood. As an action, you can spend and roll one Hit Die, add your Constitution modifier, and regain hit points equal to the result.

Hemorrhage. You can pay blood toll to spend up to four additional Hit Dice. You add your Constitution modifier to each roll.

BLOOD THRALLS

At 18th level, manipulating blood becomes second nature to you. Creatures with body fluids have disadvantage on saving throws against your archetype spells.

REAPER

WHAT CAN THE HARVEST HOPE FOR, IF NOT FOR THE CARE OF THE REAPER MAN?

— Terry Pratchett, *Reaper Man*

Also known as dark pilgrims or paladins of death, reapers are typically lawful and often of neutral — or even good — alignment. They strive to return what was given. To maintain the balance of light and dark, life and death, and sometimes good and evil.

Many of them are devoted to neutral or good gods of death — like Kelemvor, Wee Jas, Anubis, or Nephthys —, serving as impartial agents of a just cause. However, some reapers serve evil gods of death — like Myrkul, Nerull, The Keeper, Hades, or Hel —, hunting and slaughtering innocents to appease their unquenchable thirst for blood and power. Zealots or not, these ruthless executioners are rarely driven by moral codes and add to the dread reputation of necromancers as a whole.

REAPER SPELLS

Necromancer Level	Spells
3rd	<i>magic weapon</i>
5th	<i>vampiric touch</i>
7th	<i>freedom of movement</i>
9th	<i>destructive wave</i>

NECROMANCERS AND SCYTHES

An infamous reputation precedes the deadly scythe. Not to be confused with the common tool for cutting grain, many reapers wield this iconic weapon to harvest lives. Scythes come in various designs, all of which emphasize offense to rend flesh and slit ankles. They can be applied as a cosmetic effect to martial melee weapons of suitable size that deal piercing or slashing damage. For example, a short and crucially curved scythe may use the weapon properties of a scimitar or shortsword, while larger and heavier variants may use those of a war pick, greatsword, or glaive.

HARBINGER OF DOOM

When you choose this archetype at 2nd level, you are ordained to seal fates in battle. You gain proficiency with light armor, simple weapons, and one martial weapon of your choice. When you attack a creature with a weapon that you are proficient with, you can use your Wisdom modifier for the attack and damage rolls, instead of Strength or Dexterity.

SOUL SHROUD

Also starting at 2nd level, you can call upon lost souls to aid you in battle. As a bonus action, you can summon spectral apparitions around you that last for 1 minute. The effect ends early if you are incapacitated or if you die. You can also dismiss it at any time (no action required). Until the effect ends, you gain the following benefits:

- The apparitions shield you from harm like armor. While you aren't wearing medium or heavy armor or using a shield, you gain a bonus to your AC equal to your Wisdom modifier (minimum of +1).
- You can command the apparitions to lash out at an enemy you strike. When you hit a creature with a melee weapon attack, you can deal extra necrotic damage to the target equal to 1d4 + half your necromancer level. You can't use this benefit again until the start of your next turn.
- When a creature you can see dies within 10 feet of you, you can harvest some of its essence to invigorate yourself. You gain temporary hit points equal to the creature's number of Hit Dice.

You can use this feature twice, and you regain all expended uses when you finish a short or long rest.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

AGENT OF INEVITABLE FATE

Starting at 10th level, your deathly pursuit is more difficult to elude. You have advantage on saving throws against being charmed or frightened, and on Wisdom (Insight) checks that you make to discern lies.

DEATH KNELL

Beginning at 14th level, you strike with the gruesome ultimacy of death. Necrotic damage you deal to creatures ignores damage resistance.

DM TIP: GUIDING SPIRITS

When a transcendent soul casts the *guidance* cantrip, consider the following ideas to tune the spell's flavor. If the ability check in question is successful, ghostly apparitions that only the spell's target can see may appear and help with the task. Examples include physical assistance with a Strength (Athletics) check, visual aid in a Dexterity (Stealth) check, or a ghostly guide helping with a Wisdom (Survival) check. In case of an Intelligence (History) check, the target may hear voices of the deceased whispering answers. The spell could also allow a character to perceive apparitions of creatures whose past actions present a possible solution or failure.

Additionally, when another creature takes necrotic damage from you, its hit point maximum is reduced by an equal amount. This reduction lasts until the creature finishes a long rest. The creature dies if this effect reduces its hit point maximum to 0.

REAPING HOUR

Starting at 18th level, you can use your action to doom a creature of your choice that you can see within 60 feet of you. For 1 hour, you know the target's location, it can't be hidden from you, and it can't leave its current plane of existence. When a spell or other effect would teleport the target to a space more than 60 feet away from you, the target must make a Wisdom saving throw against your necromancer spell save DC. On a failed save, it isn't teleported. The effect ends early if you drop to 0 hit points, die, or aren't on the same plane of existence as the target. If you target a humanoid and reduce it to

0 hit points before the effect ends, it dies and can't be returned to life.

Once you use this feature, you can't use it again until you finish a long rest.

TRANSCENDENT SOUL

End? No, the journey doesn't end here. Death is just another path, one that we all must take. The grey rain-curtain of this world rolls back, and all turns to silver glass, and then you see it.

—J. R. R. Tolkien, *The Return of the King*

Transcendent souls see beyond the veil and unravel its mysteries, often taking them to the grave when their time comes. They develop abilities that put them in contact with the dead and allow them to merge their consciousness with other living creatures. Some transcendent souls find their purpose in guarding the netherworld and its lore, while others strive to become paranormal investigators and explorers of hushed up secrets.

TRANSCENDENT SOUL SPELLS

Necromancer Level	Spells
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3rd	<i>see invisibility</i>
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5th	<i>speak with dead</i>
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7th	<i>banishment</i>
-----	-------------------

9th	<i>contact other plane</i>
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BONUS CANTRIP

When you choose this archetype at 2nd level, you learn the *guidance* cantrip, which doesn't count against your number of cantrips known. You can cast the spell on yourself as a bonus action.

POSSESSIVE PRESENCE

Also starting at 2nd level, you can hamper another creature's control over its own body. As an action, you can choose a beast or humanoid that you can see within 60 feet of you. The target must make a Charisma saving throw against your necromancer spell save DC. On a failed save, the target has disadvantage on attack rolls

and ability checks while you can see it, and it can't cast spells that require verbal or somatic components.

The effect lasts for 1 minute and requires your concentration (as if concentrating on a spell). The target can repeat the saving throw at the end of each of its turns, ending the effect early on a success. Once the target succeeds on the saving throw, it is immune to this feature for 24 hours.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

DEATHLY WHISPERS

Beginning at 6th level, your understanding of the beyond improves your ability to converse with the dead. When you cast *speak with dead*, the spell has the following benefits:

- The spell's range increases to 30 feet.
- You know if a given answer is true or not.
- You can communicate telepathically with the corpse while you are within 30 feet of it. In this way, the spell can affect a corpse that doesn't have a mouth and you don't need to share a language.

SOUL PURGE

Starting at 6th level, you can split magically affected essence off to cleanse your soul from harmful effects. When you fail a Wisdom or Charisma saving throw against an effect that you are aware of, you can spend one Hit Die to reroll the save. You must use the new roll.

GHOST STRIDE

Beginning at 10th level, you can use a bonus action on your turn to become semi-corporeal for 1 minute. The effect ends early if you are incapacitated or die, or if you use a bonus action to dismiss it.

For the duration, you have resistance to nonmagical damage, and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If the effect ends while you are inside an object, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are shunted.

Once you use this feature, you can't use it again until you finish a short or long rest.

RESILIENT VESSEL

Starting at 14th level, your ubiquitous contact with the netherworld grants you resistance to necrotic damage. Additionally, your hit point maximum can't be reduced, and you can't be charmed or frightened by undead.

SOUL TRANSPOSITION

Beginning at 18th level, when a humanoid fails the initial saving throw against your Possessive Presence, you can choose to possess the target instead.

The possessed target is incapacitated, deprived of awareness, and loses control of its body. You control the body, and your own body falls unconscious. You retain your alignment, Intelligence, Wisdom, Charisma, proficiencies, and any immunities to being charmed or frightened that you have. You otherwise use the possessed target's statistics, but don't gain access to its proficiencies, knowledge, or class features.

The possession lasts until either creature's body drops to 0 hit points, or until you end it as a bonus action. You can also be forced out by an effect like the *dispel evil*

and *good* spell. The target can repeat the saving throw at the end of each hour, ending the effect on a success. When the possession ends, the target is immune to your Possessive Presence for 24 hours.

Once you use this feature, you can't use it again until you finish a long rest.

PALE MASTER

The boundaries which divide Life from Death are at best shadowy and vague. Who shall say where the one ends, and the other begins?

— Edgar Allan Poe, *The Premature Burial*

Undeath is by far the most detested aspect of all necromancy. The power that answers to the name grants its gifts only to those who truly embrace it. Therefore, the abilities of a pale master put any in the shade who dabble with animating the dead.

Although some may approach undeath from a scientific perspective, few necromancers can rid themselves from the evil connotation of this activity — especially if they bring an undead giant in their wake. Even those with good intentions tend to be neutral at best, since their chosen means to an end is very, very dark. As the culmination of their efforts, evil pale masters seek lichdom in the hopes of eventually escaping death's grasp.

However, certain nations take a different point of view on the morality or immorality of such pursuit. These empires often take pale masters into their service, either to speed up the progress of science or to produce highly functional servant creatures without ethical judgement.

PALE MASTER SPELLS

Necromancer Level	Spells
3rd	<i>ray of enfeeblement</i>
5th	<i>animate dead</i>
7th	<i>death ward</i>
9th	<i>antilife shell</i>

BONE MINION

When you choose this archetype at 2nd level, you learn to create a bone minion, an undead servant infused with your soul magic.

Using your action, you can spend one Hit Die to create a bone minion in an unoccupied space on the ground that you can see within 5 feet of you. You choose its appearance, which is recognizably undead. The creature uses the game statistics of the bone minion stat block presented in appendix A, and it doesn't require air, food, drink, or sleep. It acts independently, but is friendly to you and obeys your commands. It dies if it drops to 0 hit points, or if you use this feature again to create another bone minion. You can also choose to destroy it at any time (no action required).

In combat, the minion uses your initiative count, taking its turn immediately after yours. On each of your turns, you can use a bonus action to mentally command it if it is within 120 feet of you. You decide what action it will take and where it will move during its next turn. If you issue no commands, it only defends itself against hostile creatures. Alternatively, you can command it in the same way as any other undead you control, such as those created by the *animate dead* spell.

Additionally, you can use your action and expend a spell slot to heal an undead under your control that

you can see within 30 feet of you. The target regains 1d8 hit points per level of the expended spell slot, plus additional hit points equal to your Wisdom modifier.

UNDEAD JOLT

Also starting at 2nd level, you can weave your magic to grant dead bodies a momentary semblance of life.

You can use your action to target a Medium or smaller corpse that you can see within 60 feet of you. The creature swiftly rises to make a melee attack against one creature or object of your choice within its reach. Alternatively, you can have it shove a creature or take the Use an Object action. Either way, the creature adds your Wisdom modifier to any attack roll or ability check that it makes. The effect then ends and the corpse becomes inanimate again.

This feature has no effect on the remains of constructs or undead. The effect becomes more powerful as you gain levels in this class. You gain the ability to target a Large corpse at 6th level, and a Huge corpse at 14th level.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

ANIMATOR STYLE

Beginning at 6th level, you develop a certain style of animation for your Bone Minion feature. Choose either the Colossus or the Horde option. You gain the benefits of the chosen style.

Colossus

You raise undead servants of enormous size. When you create a bone minion, you can spend an additional Hit Die to create a bone horror instead. The creature uses the game statistics of the bone horror stat block presented in appendix A. It still counts as a bone minion.

Horde

You focus on numbers as you raise your undead servants. You can control up to two bone minions at a time. When you create a minion, you can spend an additional Hit Die to create two minions with the same action. If you create a third minion, the first one disintegrates. You can command any or all of your minions at the same time, issuing the same command to each one.

Additionally, any bone minion you create can have one or both of the following traits of your choice:

Bone Spike. The minion can make a ranged weapon attack that is identical to its bite, but has a normal range of 20 feet and a long range of 60 feet.

Charnel Burst (Replaces Death Burst). When the bone minion is reduced to 0 hit points, it explodes in a magical burst of necrotic energy. Each creature within 5 feet of it must make a Constitution saving throw against your necromancer spell save DC, taking necrotic damage equal to $2d8 + \text{your Wisdom modifier} + \text{half your necromancer level}$ on a failed save, or half as much on a successful one.

DOMINATE UNDEAD

Starting at 10th level, when you use your Rebuke Undead, you can instead expend two uses of the feature to seize control over undead that fail their saving throw against it. If you do, the creatures are friendly toward you and obey your verbal commands while being rebuked by you. If a creature has an Intelligence of 8 or higher, it is affected by this feature only if it fails the

saving throw by 5 or more. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. It is still rebuked for the duration.

ADVANCED ANIMATOR STYLE

Beginning at 14th level, your chosen Animator Style option grants you additional benefits.

Colossus

Your bone horror's speed is 40 feet, and its weapon attacks deal one extra die of their damage.

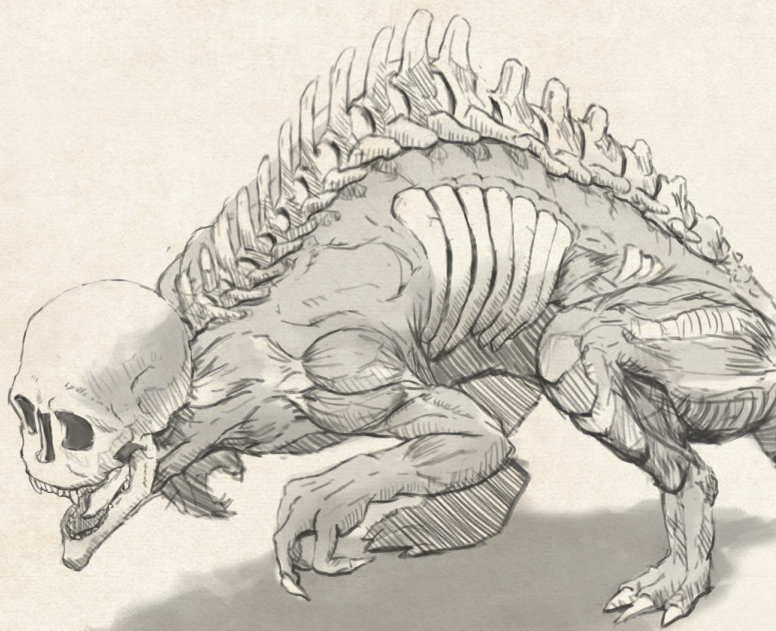
Additionally, you can create a bone horror by performing a ritual over the course of 1 minute, instead of using your action. The ritual requires your concentration (as if concentrating on a spell). When you finish the ritual, your bone horror is of Huge size and has a reach of 10 feet.

Horde

You can control up to four bone minions at a time. If you create a fifth minion, the first one disintegrates. In addition, each bone minion's speed increases by 10 feet, and the radius of its Death Burst (or Charnel Burst) trait increases by 5 feet.

GIFT OF THE UNBURIED

Starting at 18th level, you are immune to poison damage and the poisoned condition. In addition, you no longer require air, food, drink, or sleep. You still require rest to reduce exhaustion and still benefit from finishing short or long rests.



APPENDIX A: CREATURE STATISTICS



NECROMANCERS WHO BECOME PALE masters gain access to unique servant creatures, represented in the following stat blocks. For information on how to read a stat block, see the *Monster Manual*.

BONE MINION

Small undead, your alignment

Armor Class 13 (natural armor)

Hit Points equal to the bone minion's

Constitution modifier + your Wisdom modifier

+ three times your necromancer level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Con +4, Wis +1

Skills Athletics +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages you speak

Death Burst. When the bone minion is reduced to 0 hit points, it explodes in a burst of splintered bones and rotten flesh. Each creature within 5 feet of it must make a Dexterity saving throw against your necromancer spell save DC, taking piercing damage equal to 2d8 + your Wisdom modifier + half your necromancer level on a failed save, or half as much on a successful one.

Remote Control. When you use a bonus action to command the bone minion, you can disable its Death Burst trait as part of that command, or enable it again. If disabled, the trait doesn't activate when the bone minion is reduced to 0 hit points.

Soul Sliver. When your proficiency bonus increases by 1, the following numbers also increase by 1: the bone minion's bonuses to attack rolls, damage rolls, proficient skills and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 piercing damage.

Detonate. The bone minion drops to 0 hit points.

BONE HORROR

Large undead, your alignment

Armor Class 14 (natural armor)

Hit Points equal to the bone horror's Constitution

modifier + your Wisdom modifier + five times

your necromancer level

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	3 (-4)	8 (-1)	6 (-2)

Saving Throws Con +7, Wis +2

Skills Athletics +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages you speak

Magic Weapons. The bone horror's weapon attacks are magical.

Soul Sliver. When your proficiency bonus increases by 1, the following numbers also increase by 1: the bone horror's bonuses to attack rolls, damage rolls, proficient skills and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d8 + 3 piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 2d6 + 3 bludgeoning damage.

Ungodly Roar (Recharge 6). The bone horror emits a terrifying roar. Each hostile creature within 30 feet of it that can see or hear it must make a Wisdom saving throw against your necromancer spell save DC. On a failed save, a creature is frightened until the end of the bone horror's next turn. On a successful save, a creature is immune to this effect for 24 hours.

APPENDIX B: SPELLS



HIS APPENDIX CONTAINS THE necromancer spell list, as well as expanded spell lists for other classes that gain access to new spells. New spells that appear on the necromancer spell list are marked with ★, and their descriptions can be found at the end of this appendix. Spells marked with (XGE) originate from *Xanathar's Guide to Everything*. Spells followed by (TCE) can be found in *Tasha's Cauldron of Everything*.

EXPANDED SPELL LISTS

The following spell lists show which of the new spells are available for the base classes from the *Player's Handbook*.

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Lament

DRUID SPELLS

5TH LEVEL

Parasitic Bond

PALADIN SPELLS

4TH LEVEL

Aura of Decay

SORCERER SPELLS

1ST LEVEL

Apnea

WARLOCK SPELLS

1ST LEVEL

Apnea
Rigor Mortis

5TH LEVEL

Parasitic Bond

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Bone Spikes
Lament

1ST LEVEL

Apnea
Rigor Mortis

3RD LEVEL

Undead Grasp

5TH LEVEL

Parasitic Bond

NECROMANCER SPELL LIST

NECROMANCER SPELLS

CANTRIPS (0 LEVEL)

Bone Spikes ★
Chill Touch
Dancing Lights
Frostbite (XGE)
Green-Flame Blade (TCE)
Lament ★
Mage Hand
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Resistance
Soul Whip ★
Spare the Dying
Toll the Dead (XGE)

1ST LEVEL

Apnea ★
Bane
Cause Fear (XGE)
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
False Life
Fog Cloud
Healing Word
Ice Knife (XGE)
Inflict Wounds
Mage Armor
Protection from
Evil and Good
Ray of Sickness
Rigor Mortis ★
Silent Image
Sleep
Unseen Servant
Witch Bolt

2ND LEVEL

Augury
Blindness/Deafness
Calm Emotions
Crown of Madness
Darkness
Darkvision
Detect Thoughts
Gentle Repose
Hold Person
Lesser Restoration
Mirror Image
Myrkul's Baleful Reaper ★
Misty Step
Protection from Poison
Ray of Enfeeblement
See Invisibility
Shadow Blade (XGE)
Soul Combustion ★
Warding Bond

3RD LEVEL

Animate Dead
Bestow Curse
Catnap (XGE)
Dispel Magic
Fear
Feign Death
Gaseous Form
Haste
Life Transference (XGE)
Magic Circle
Major Image
Nondetection
Phantom Steed
Plant Growth
Protection from Energy
Remove Curse
Revivify
Soul Arrow ★
Speak with Dead
Spirit Shroud (TCE)
Summon Lesser
Demons (XGE)
Summon
Shadowspawn (TCE)
Summon Undead (TCE)
Tongues
Undead Grasp ★
Vampiric Touch

4TH LEVEL

Aura of Decay ★
Aura of Life
Blight
Death Ward
Dimension Door
Divination
Dominate Beast
Locate Creature
Shadow of Moil (XGE)
Sickenng Radiance (XGE)
Soul Spike ★
Summon Greater
Demon (XGE)

5TH LEVEL

Animate Objects
Antilife Shell
Cone of Cold
Contagion
Danse Macabre (XGE)
Dispel Evil and Good
Dominate Person
Dream
Enervation (XGE)
Greater Restoration
Hallow
Hold Monster



Power Word Heal
Power Word Kill
True Resurrection

Infernal Calling (XGE)
Mass Cure Wounds
Negative Energy
Flood (XGE)
Parasitic Bond ★
Planar Binding
Raise Dead
Scrying

6TH LEVEL

Circle of Death
Create Homunculus (XGE)
Create Undead
Eyebite
Find the Path
Flesh to Stone
Harm
Heal
Magic Jar
Soul Cage (XGE)

7TH LEVEL

Dream of the Blue
Veil (TCE)
Etherealness
Finger of Death
Power Word Pain (XGE)
Regenerate
Resurrection
Symbol

8TH LEVEL

Abi-Dalzim's Horrid
Wilting (XGE)
Clone
Dominate Monster
Maddening Darkness (XGE)
Mind Blank
Power Word Stun

9TH LEVEL

Astral Projection
Foresight

SPELL DESCRIPTIONS

APNEA

1st-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a creature and relieve it of the burden of breathing. For the duration, the target doesn't require air.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can touch two additional creatures for each slot level above 1st.

AURA OF DECAY

4th-level necromancy

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, M (a wilted flower, which blossoms as the spell deals damage)

Duration: Concentration, up to 10 minutes

Withering energy radiates from you in an aura with a 10-foot radius. Until the spell ends, the aura moves with you, centered on you. Other creatures in the aura can't regain hit points. When a creature other than you enters the aura for the first time on a turn or starts its turn there, it must make a Constitution saving throw. The creature takes 5d6 necrotic damage on a failed save, or half as much on a successful one.

Plant creatures and magical plants make the saving throw with disadvantage and the spell deals maximum damage to them. Nonmagical plants in the aura of Medium size or smaller, such as shrubs or flowers, don't make a saving throw; they simply wither and die.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th. When you use a slot of 6th level or higher, the spell also affects nonmagical plants of one additional size category for every two slot levels above 4th.

BONE SPIKES

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

Choose a point on the ground that you can see within range. At your command, cultrate bones shoot up in a 10-foot square centered on that point. Each creature in the area when you cast the spell must succeed on a Dexterity saving throw or take 1d4 piercing damage. The area is difficult terrain until the start of your next turn.

The spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

LAMENT

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Up to 1 hour

This spell acts as a gentle reminder of mortality. You create one of the following effects within range:

- You create an instantaneous, harmless sensory effect related to death, such as leaves falling from a tree, a cold breeze, eerie musical notes, the wail of a humanoid, or an odor of decay. The effect must fit in a 5-foot cube.
- You instantaneously make a corpse or detached body part twitch or move for a second. For example, you could let a dead hand move a finger or a corpse cast up its eyes.
- You instantaneously crack the surface of up to 1 foot of ordinary glass or coat it with frost flowers.
- You instantaneously snuff out a candle, a torch, or a small campfire.
- You instantaneously wither an ordinary, nonmagical plant that is no larger than 1 foot in any dimension. Alternatively, you change its color to black or white for 1 hour.
- You chill up to 1 cubic foot of nonliving material or flavor it to taste rank or bitter for 1 hour.
- You cause the depiction of a face, such as a statue or portrait, to look mournful and shed tears for 1 hour.

If you cast this spell multiple times, you can have up to three of its 1-hour effects active at a time, and you can dismiss such an effect as an action.

MYRKUL'S BALEFUL REAPER

2nd-level necromancy

Casting Time: 1 action

Range: Self (10-foot cube)

Components: V, S

Duration: 1 minute

You form a scythe of concentrated darkness that swings in a 10-foot cube originating from you and then dissipates. Each creature in the cube's area must make a Constitution saving throw. On a failed save, a creature takes 3d8 necrotic damage and has its speed halved for the duration. On a successful saving throw, the creature takes only half damage and doesn't have its speed halved. At the end of each of its turns, an affected creature can repeat the saving throw, ending the effect on itself on a success.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every slot level above 2nd.

PARASITIC BOND
5th-level necromancy (ritual)

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (a dagger and a drinking vessel; one pint of lamb blood, a squashed leech, and poison or toxic herbs worth at least 100 gp, all of which are consumed by the spell)

Duration: Until dispelled

This spell must be cast during the midnight hour. Choose another humanoid within range. After cutting yourself and the target, you mix the spell components with the blood of both sacrificers in a ritual vessel and evoke profane powers to intertwine your souls. Emptying the vessel in turns, you and the target suffer any effects of the toxic ingredient that are caused by its ingestion, and you both gain the following benefits while you are within 60 feet of each other:

As a bonus action, you can channel vitality into your bonded ally or drain it from him or her. You can also drain vitality as a reaction that resolves before its trigger.

When you channel vitality, you lose a number of hit points of your choice, and your ally regains an equal amount of hit points. When you drain vitality, you reverse this effect. However, draining vitality as a reaction imposes a risk. Declare a number of hit points to drain and roll a d8. On a result of 1-5, you drain the declared number of hit points. On a result of 6-7, you drain twice as much. On a result of 8, you drain all of your ally's hit points.

The loss of hit points can't be reduced or prevented in any way, and it can't exceed a creature's current hit points. Any restored hit points that exceed a creature's maximum number of hit points transform into temporary hit points, but no more than the creature's level (or challenge rating). The spell ends early if it is cast on either bonded creature again, or if one of them dies.

RIGOR MORTIS
1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 round

You imbue your touch with sepulchral magic to numb the living. Make a melee spell attack against a creature within your reach. On a hit, the target takes 1d10 necrotic damage and must make a Constitution saving throw. On a failed save, it is paralyzed until the end of your next turn. On a successful save, it is restrained instead. If the necrotic damage kills the target, postmortem rigidity sets in as though the creature had been dead for at least 8 hours. This spell has no effect on constructs and undead.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the necrotic damage increases by 1d10 for each slot level above 1st.

SOUL ARROW
3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You create a flying arrow of sizzling energy in your space that lasts for the duration. The arrow sheds bright light in a 5-foot radius and dim light for an additional 5 feet. When you cast the spell and as an action on each of your subsequent turns, you can move the arrow up to 120 feet and attack a creature in its space. Make a ranged spell attack against the target. On a hit, the target takes force damage equal to 2d6 + your spellcasting ability modifier.

Whether you hit or miss, you can repeat the attack once against a creature in the arrow's space until the end of your turn. You can break up the arrow's movement as described in chapter 9 of the *Player's Handbook*. The spell ends early if the arrow is ever more than 30 feet away from you, or if you don't take an action on your turn to control the arrow.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can repeat the attack one additional time for every two slot levels above 3rd.

SOUL COMBUSTION
2nd-level evocation

Casting Time: 1 action

Range: Self (5-foot radius)

Components: V

Duration: Instantaneous

You cause your soul to erupt in a blazing burst of energy, scorching everyone around you. Each creature within 5 feet of you must make a Constitution saving throw. On a failed save, a creature takes 3d8 radiant damage and is blinded until the end of your next turn. On a successful save, the creature takes only half damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SOUL SPIKE
4th-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Choose a point you can see on a solid floor, wall, or ceiling within range. Matching your gesture, a large spike of pure soul energy shoots up in a 5-foot cube centered on that point. A creature in the cube's area must make a Dexterity saving throw, taking 3d10 force damage on a failed saving throw, or half as much on a successful one. The spike then dissipates. As a bonus action on subsequent turns, you can create another spike within 60 feet of you.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

SOUL WHIP

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You form a luminous streak of soul energy to strike out at a creature within range. Make a melee spell attack against the target. On a hit, the target takes 1d6 force damage, and if its size is equal to or smaller than yours, it must succeed on a Strength saving throw or be knocked prone.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

UNDEAD GRASP

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon skeletal or putrescent arms (your choice) from the ground in a 20-foot square starting from a point within range. For the duration, the area becomes difficult terrain which doesn't affect you.

When a creature other than you enters the spell's area for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, it is grappled by the arms for the duration. If a creature is already grappled by the arms and fails the save, or if it fails the save by 5 or more, it falls prone and is restrained instead. A grappled or restrained creature takes 2d4 slashing damage at the end of each of its turns. It can use its action to make a Strength check or Dexterity check (creature's choice) against your spell save DC, freeing itself on a success. When the spell ends, the conjured arms wither away.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the square's area increases by 5 feet for every slot level above 3rd.

MULTICLASSING

For the purpose of multiclassing, the following tables complement those presented in chapter 6 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Necromancer	Wisdom 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Necromancer	Sickles