

## **N1 = Necromancer level**

### **Necromancer Cult:**

**Hit Dice:** 1d6

**Hit Points at 1<sup>st</sup> level:** 6 + your constitution modifier.

### **Proficiency:**

**Armor:** leather.

**Weapons:** Simple, Martial Ranged.

**Tools:** None

**Saving Throws:** Constitution, Intelligence

**Skills:** Pick two from: Religion, Investigation, Perception, Medicine, Survival.

### **Equipment:**

- (a) A light crossbow with 20 bolts (b) any simple weapon
- (a) leather armor (b) any simple weapon
- (a) explorer's pack (b) dungeoneer's pack
- The Soul Collector 500™

(The Soul Collector 500™ is a tool that collects any spare souls and souls of those brutally killed before you. If anything near you dies, you gain 10 lesser soul. If you kill something yourself, you get 20 lessers souls, plus whatever it's value is, or at DM's discretion.)

### **Spellcasting Ability:**

Necromancers need to focus on a lot of different summons at once, and requires incredible mental stamina. That is why Necromancers cast using Intelligence.

**Spell Save DC** = 8 + your proficiency bonus + your Intelligence modifier + 1 per every normal soul used (up to +3)

**Spell Attack Modifier** = your proficiency bonus + your Intelligence modifier.

### **Spell Slots**

Starting at level 4, Necromancers gain spell slots, and unique spells purely dedicated to aiding their summoned allies.

### **Necromancer Interesting tid-bits:**

Necromancers don't have common spell slots, but instead use souls to fuel all of their spells, allowing them to use spells as long as they have souls. If they run out of souls, they are still equipped with their standard weapon, whichever they chose from. (Souls may be distributed by challenge level, idk yet)

### **Find Souls**

Starting at the 1st level, a Necromancer gets the spell *Find Souls*. The spell allows the caster to roll 1d100, if they roll a 1, they lose  $\frac{1}{2}$  of their lesser souls, if they roll a 2-10, they get to roll a 1d4 for lesser souls, 11-30 1d8 of lesser souls, 31-50 1d12 of lesser souls, 51-70 1d4 for normal souls, 71-80 for 1d8 of normal souls, 81-97 for 1d12 of normal souls, 98-99 for 1d4 of greater souls, and a 100 grants 1 legendary soul. This spell can only be done once every short rest. After a long rest, the spell gets advantage.

At the 3rd, 7th, 13th, and 17th level all die go up 1 die.

2-10	1d4 lesser	81-97	1d12 normal
11-30	1d8 lesser	98-99	1d4 greater
31-50	1d12 lesser	100	1 legendar y soul
51-70	1d4 normal		
71-80	1d8 normal	Nat 1	Lose $\frac{1}{2}$ lesser

### **Soul Rich Environment**

Starting at the 2nd level, whenever you roll for initiative, gain however much you rolled, rounded down to the nearest 5, lesser souls.

### **Ability Score Improvement**

At level 4, 8, 12, 16, and 19, increase one ability score by 2, or 2 ability scores by 1, and an ability cannot be increased to over 20.

### **Proficiency Bonus Improvements**

At level 5, 9, and 17, improve your proficiency bonus by 1.

### **Necromancer Paths:**

#### **SKELETAL BEHEMOTH**

#### **Skeletal Pet**

Starting at the 3rd level, you can summon a skeletal beast (such as a skeletal bear) That has an AC:18 HP:30 with a 2 + proficiency bonus + your dexterity modifier attack bonus for its 1d8 slashing with a damage bonus of + 2 + proficiency bonus + your dexterity modifier, and a movement speed of 30 (Every Time the necromancer levels up, roll a 1d12 for the pet's hit points). The pet requires a 5 normal soul summon, and can be upgraded with certain talents at the DM's discretion. Talent ideas include: *Large Presence*: As an action, the pet can cast *Compelled Duel*, using the necromancer's Spell Save DC. The pet lasts forever (or until killed, which then requires another 5 normal souls to resummon). You can heal the skeletal creature for 1 hp every lesser soul, as a bonus action.

WILL ADD MORE, BUT LATER IM TIRED

#### **RAGE OF THE SKELETON**

Necromancers is an age old art that uses its ability to summon a near endless hordes of weak undead skeletons to fight for them. However, few Necromancers have began to understand the skeletal creatures, and have channeled their rage into their own power.

#### **Summon Skeleton**

At the 3rd level, Necromancers get their cantrip, *summon skeleton*. The more souls a Necromancer uses for their skeleton, the stronger or more bonus affects the skeleton will have. Can have up to 0 + your proficiency bonus skeletons at the first level. All skeletons are on the same initiative, and attack the

same target (unless target is killed). Skeletons are very inept creatures, who have a movement speed of 15, and if they must do a saving throw, it is an immediate failure. The Necromancer's action is the controlling the skeletons themselves, but can still use a bonus action. The skeletons despawn at the end of combat, and you get 1 lesser soul back per each skeleton still alive.

AC and strength are # + necromancer level.

All do 1d4 + strength damage

2 lesser soul	AC:8 HP:1 Strength: +0
4 lesser souls	AC:9 HP:1 Strength: +0
6 lesser souls	AC:10 HP:1 Strength: +1
8 lesser souls	AC:11 HP:1 Strength: +1
10 lesser souls	AC:12 HP:1 Strength: +2
+5 normal souls	AC: +3 Strength: +1
+10 normal souls	AC: +4 Strength: +2

### **Skeletal Infusions**

Starting at the 3rd level, a necromancer can use its bonus action to do one of the following; sacrificing a skeleton to either (a) restore 1 +  $\frac{1}{2}$  necromancer level rounded down hit point(s) or (b) increase armor class by 1 (up to 3) for the remainder of combat or (c) get 1 +  $\frac{1}{2}$  necromancer level rounded down temporary hit point(s). A necromancer can infuse 3 + proficiency bonus skeletons before they must take a long rest

### **Skeletal Variants**

Starting at the 4th and 5th level you gain a skeletal variant, and can choose a skeleton that you have spawned and channel more souls into the skeleton, making the skeleton stronger and giving it a variation. You may only have one of each variation up at one time. You must complete a short rest before you can summon

another Skeletal Cleric. Any Spell cast by a skeleton takes on the Spell Save and Spell Power DC's of your necromancer  
 AC and Attack Bonus are # + nl  
 Archer AC maxes at 15, Mage at 13, Warlord at 20, Cleric gains no bonuses.

+ 2 normal souls (Level 4)	Skeletal Archer: AC:12 HP:1 Attack Bonus: +2, 1d4 +2, uses longbow
+ 3 normal souls (Level 4)	Skeletal Mage: AC:10 HP:1 Attack Bonus: +2 1d4 + intelligence of necrotic damage
+ 4 normal souls (Level 5)	Skeletal Warlord: AC:18 HP:6 Attack Bonus +2, 1d8 + 2 Greataxe
+ 5 normal souls (Level 5)	Skeletal Cleric: AC:2 HP:2 Can cast "Cure Wounds" once, and +3 Medicine

### **Savior**

Starting at level 4 and also at level 6, a necromancer gains spell slots, where they can use spells to aid their Variant skeletons, and give them buffs in order for their skeletons to fight for the party.

Level 4: Level 1 slots: 2

Level 6: Level 1 slots: 2, Level 2 slots: 2

Level 10: Level 1 slots: 3, Level 2 slots: 3, Level 3 slots: 2

### **LEVEL 1 SPELLS (10 lesser souls per turn, 20 cast):**

#### *Undead Protector*

*1st- level evocation*

Casting Time: 1 bonus action

Range: 60 feet

Component: S, M (10 souls per turn)

Duration: Instantaneous

Sacrifice souls that you have held onto in order to aid one of your skeletons, by blessing the targeted skeleton with 1d4 temporary hit points for every 10 lesser souls you send to the skeletons aid.

**At Higher Levels** When casting this spell with a higher spell slot, gain another 1d4 for every spell slot higher

*Resilient Blade*

*1st- level evocation*

Casting Time: 1 action

Range: 60 feet

Component: V, M (20 souls)

Duration: 1 attack

Send souls directly into the blade or arrow tip of a chosen skeleton, and grant them magical properties into their weapon. If their attack hits, the resilient blade does an extra 1d4 slash damage. Resilient blade stays on a weapon until it hits.

**At Higher Levels** When on a weapon, grants +2 attack bonus per every slot.

*Endless Stamina*

*1st- level evocation*

Casting Time: 1 action

Range: 60 feet

Component: V, M (20 souls)

Duration: 1 hour

A necromancer sends out souls to one of their skeletal companions. The targeted skeleton becomes invigorated, granting them increased movement speed (Now can travel 30 feet).

**At Higher Levels** Endless Stamina grants +1 AC at every larger spell slot.

*Bone Growth*

*2st - level evocation*

Casting Time: 1 action

Range: 60 feet

Component V, M (20 souls)

Duration: 1 hour

By sending out souls, a skeleton was able to generate spikes from bone matter. The spikes increases a skeleton's AC by +1, but whenever anyone makes melee contact with the skeleton, they take 1d6 of damage.

**At Higher Levels** For every spell slot higher this spell is, increase AC by +1 and damage dealt by 1d6.

**LEVEL 2 SPELLS (20 lesser souls per turn, 40 cast):**

*Blessing of Skulls*

*2nd - level evocation*

Casting Time: 1 action (can be started on bonus action)

Range: 90 feet

Component: V, S, M (20 souls per turn)

Duration: Channeling

Channel your powers toward one skeleton, giving the skeleton a blessing that prevents damage being taken upon the skeleton. The spell takes up 10 lesser souls per turn, and can channel infinitely. Whenever a necromancer channels this ability, any attack rolls against the caster will have advantage.

*Poison Nova*

*2rd - level evocation*

Casting Time: 1 action

Range: 60 feet, 20 feet around a chosen skeleton

Component: V, M (40 souls)

Duration: Instantaneous

Cause an explosion of poison to occur from a targeted skeleton that makes any character nearby make a constitution saving throw. On a failed throw, the character is poisoned, on a successful throw, the character moves 20 feet from the skeleton.

**At Higher Levels** If Poison Nova is in a 3rd spell slot, anyone who fails to make a successful constitution save takes 4d6 poison damage. Anyone who successfully made it takes half that damage.

*Bone Shackles*

*2nd - level evocation*

Casting Time: 1 action

Range: 60 feet, 10 feet from a chosen skeleton

Component: V, M (40 lesser souls)

Duration: 1 minute

A skeleton uses its new magical powers granted by the gifted souls to cast a spell that roots a nearby enemy to the floor with bones erupted from the floor. The target gets to make a dexterity saving throw. On a successful throw, the target escapes. On a failed throw, the target is rooted into place. The target may do a strength check every turn in an attempt to escape. Anyone who attacks the rooted minion has advantage.  
**At Higher Levels** Every spell slot higher makes the rooted target take 1d8 damage every turn.

*Skeletal Bond*

*2nd - level evocation*

Casting Time: 1 action

Range: 60 feet

Component: V, M (40 souls)

Duration: 1 hour

Put a bond onto your skeleton that makes it so whenever the skeleton takes lethal damage, it instead takes no damage once, allowing the skeleton to take one more hit. The spell cannot stack, and can only be cast onto a skeleton once.

**At Higher Levels** For every spell slot higher, one extra skeleton can be targeted.

**LEVEL 3 SPELLS (40 lesser souls per turn. 1 normal soul cast)**

*Summon [big skeleton]*

*3rd- level ritual*

Casting Time: 1 minute

Range: 5 feet

Components: V, M (1 normal soul, 5 bones)

Duration: 1 hour or until unsummoned

Create a ritual pentagon of bones on the floor, combined with an imbued normal soul, a large skeletal creature comes out, with [stats]

*Provoke and Taunt*

*3rd -level evocation*

Casting time: 1 action



Range: 60 feet, 10 feet from skeleton.

Components: V, M (1 normal soul cast)

Duration: 1 minute

Send out angry souls to a skeleton that provokes other enemies in a 10 foot area to aggressively begin to attack the targeted skeleton. The targeted skeleton gets disadvantage on any attack rolls toward provoked enemies, while anyone else who attacks the provoked enemy gets advantage.

### **Skeletal General**

Starting at the 7th Level, your skeletal spawn limit increases by 1, and you may now have 2 skeletal warlords, 2 skeletal archers, or 2 skeletal mages up at one time. Your Skeletal mages also now does 1d8 + intelligence of necrotic damage

### **Champions of the Grave**

At the 10th and 11th level (for the cleric), you can now use Greater Souls to allow your skeletal variants to become a Champion for one attack, allowing it to cast some kind of spell. Summoning Clerics still require a short rest between casts.

<u>+ 2 Greater Souls</u>	Champion Archer: Casts <i>Lightning Arrow</i> .
<u>+ 2 Greater Souls</u>	Champion Mage: Casts <i>Fireball</i>
<u>+ 2 Greater Souls</u>	Champion Warlord: <i>Level 2 Elemental Weapon</i>
<u>+ 2 Greater Souls</u>	Champion Cleric: <i>Level 3 Cure Wounds</i>

(Lightning Arrow and Fireball cast by a skeleton, always assume the targeted enemy succeeds on a saving throw.)

### **Legendary Infusions**

Starting at Level 16, a necromancer may be able to realize that some of his larger souls are truly souls of legendary creatures. After gaining knowledge on the legendary souls, he is able to use the souls to infuse or summon a powerful undead to help him in his quest.

### ***Legendary Pet (Level 16)***

Use your legendary soul and infuse your pet, evolving it into a creature with a challenge level less than or equal to 1/3 your necromancer level rounded down. The new form lasts 3 turns at most, and must be fed with 5 greater souls every turn

### ***Summon Lord Soth (Level 18)***

Lord Soth is a Death Knight (see page 47 on the MM) that can be summoned for 1 legendary soul, and requires 5 greater souls to maintain every turn for up to 3 turns. Lord Soth can only use his multi attack (longsword), and cannot cast spells.

### ***Gemstone Infusion (Level 19)***

After finding or buying a gemstone (at least of 1000 gold value) a necromancer can infuse the legendary soul into the gem, and create a catalyst for the resurrection of a party member or a corpse of a large creature. The soul must be in the gem for 1 month before it can be used. A reanimated corpse can be infused into the gem with the soul, and takes another month for the soul and corpse to bind. After the binding, the gem may be broken to summon a legendary creature under challenge rating 20, and lasts for 5 turns. A necromancer may use another legendary soul to withdrawal the legendary creature back into the gem for later use.

### **A Skeleton's Last Stand**

At the 20th level, when a skeleton dies, a skeleton explodes in necrotic rage, and any creature within a 10 foot radius takes 4d6 necrotic damage on a failed dexterity save, and one fourth on a successful save. Use the Necromancer's Spell Save DC.

### **Spells**

#### **Cantrips:**

#### **FOR EVERY DAMAGING SPELL:**

Level 1 - 5: Every 10 lesser souls increases damage by +1.

Level 6-10: Every 25 lesser souls = +1 damage.

Level 11-15: Every 5 normal souls = +1 damage.

Level 16-20: Every 10 normal souls = +1 damage.

-*Blade Ward* (PHB)

-*Bone Weapon*:

Cast Time: 1 action

Range: Self

Component: V, S

Duration: 1 hour

Temporarily channel your necromancy magic to summon a sword of bone that you are proficient with. The sword itself is finesse, and is a 1d8 + your Dexterity bonus slashing weapon.

Once the weapon leaves the Necromancer's hand, it disappears.

Every 5 lesser souls while summoning gives it an attack bonus of +1 up to +5.

-*Bone Whip* (*Thorn whip* in PHB)

-*Chill Touch* (in PHB)

-*Convert Souls*:

Cast Time: 1 bonus action

Range: Self

Component: V, S

Duration: Instantaneous

With intense focus, a necromancer is able to combine souls to strengthen them, or break apart stronger souls.

Conversions: 50 lesser = 1 normal, 50 normal = 1 greater.

-*Mending* (PHB)