

SKULL AND SHADOW

PLAYER OPTIONS FOR HARNESSING DEATH AND DARKNESS

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PREFACE

“With strange aeons, even death may die.” – H.P. Lovecraft

Roleplaying games and their fantasy forbears have a long tradition of bringing the dead to life. Whether you find yourself facing a crowd of zombies or the Lich King Tar-gharok, it’s only natural as a player to be interested in harnessing the dark arts of necromancy for yourself. Even thief-priest Carin Isador found the allure of undeath too strong when reminded of the practical utility of skeletal servitors for himself and his companions.

In the following pages you’ll find additional options for player characters who wish to wield these dark powers for their own purposes. I’ve included new race options, an entirely new base class, class options for each of the *Player’s Handbook* classes, and a few feats for wide use. Although I don’t anticipate severe balance concerns (otherwise I wouldn’t publish this!), you should always check with your Dungeon Master before bringing homebrewed material to the table. At the very least, if you use this supplement you’ll no longer have to play a magic user to get a taste of the necromantic.

May the material that follows serve you well in your own campaigns. Happy gaming!

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NEW RACE SELECTION: THE RISEN

Magic does not always have positive outcomes. Sometimes the living suffer destruction through an unwitting hand, but it often births new (if derivative) intelligent life. The Risen are among them.

Rumors vary as to the actual origin of these creatures. Whether the unfortunate victims of a curse gone awry or rotting material accidentally given sapience and animation by necromantic energy, the Risen possess the same desire for recognition and belonging shared by living creatures. In their quest for acceptance, many of them have banded together for protection, forming small societies based on the organization of other creatures. Most sapient beings want nothing to do with them, but they often find more open minds on the road to adventure. Their unnerving qualities and lack of actual life often prove advantages when delving dungeons.

RISEN RACIAL TRAITS

As a Risen, you possess the following racial traits and choose the Withered or the Wasted subrace:

- *Ability Score Increase.* Your Constitution score increases by 1.
- *Size.* Risen, for whatever reason, are about the same height as elves, though their emaciated builds mean that they weigh considerably less. Your size is Medium.
- *Speed.* Your base walking speed is 30 feet.
- *Darkvision.* You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't distinguish color in the darkness, only shades of gray.
- *Unholy Fortitude.* You have resistance to poison and necrotic damage and advantage on saving throws against poison or the poisoned condition.
- *Unliving Humanoid.* Although your creature type is humanoid, you are considered undead for the purposes of any effects that can target them or restrictions on beneficial effects (such as a *cure wounds* spell). You do not heal naturally during a short or long rest unless you have access to at least 1 lb. of fresh meat, which you must consume while you rest. You cannot be magically aged, and Risen have no known drawbacks to old age—though they are recent enough that no one truly knows what an “old” Risen might look like.
- *Languages.* You speak Common and one other standard language of your choice, determined by your previous life experiences. Risen remember some of what they used to be.



- *Subrace.* Two Risen subraces are known to exist—the corpse-like Withered and skeletal Wasted. Choose one:

Withered

As a withered Risen, you have a zombie-like appearance. Though you still possess most of your flesh, muscle and bone may be showing through the occasional wound. Undeath has nevertheless distorted your features, and the living may fear you and your ravenous hunger.

- *Ability Score Increase.* Your Strength score increases by 2.
- *Biting Fangs.* You gain a bite attack that deals 1d4 piercing damage + your Strength modifier as an action. If you are grappling, you can use this attack as a bonus action.
- *Cannibalize.* After making a successful bite attack that deals damage, you can immediately spend 1 Hit Die to heal. You can use this feature a number of times equal to your Constitution modifier (minimum 1). When you finish a long rest, you regain all expended uses.
- *Horrific Visage.* You gain proficiency in the Intimidation skill.

Wasted

As a wasted Risen, you look almost like a skeleton, though many are still covered in viscous fluids that ooze from their bones. Unencumbered by flesh, you are nimbler than other creatures and dance across the battlefield on your bony legs.



- *Ability Score Increase.* Your Dexterity score increases by 2.
- *Nimble Bones.* You gain proficiency in the Acrobatics and Athletics skills.
- *Oozing Touch.* You learn the *poison spray* cantrip and have advantage on checks made to escape grapples or the restrained condition. Constitution is your ability score for this cantrip.

NEW CLASS SELECTION: THE GRAVEKNIGHT



An orc in bloody mail grins, shouting fierce warcries in the midst of battle. He clubs one ogre with the mace in his right hand before dancing to its companion in a flurry of whirling metal. His second mace lashes out, cracking the creature's skull, and the resulting blood spray invigorates him.

A tiefling faces a goblin horde, quickly inscribing rime-covered runes into the cavern's chokepoint. As the creatures approach, howling winds trigger all around them, freezing them in place and sending them scurrying for cover from the frosty blast.

A Risen in heavy plate armor strides into melee, necrotic energy deflecting projectiles and lessening the strongest blows. He mutters an incantation and spectral hands reach out to hinder his opponents, leaving an opening for his black blade to find purchase.

Graveknights are primarily melee warriors who can wear heavy armor and call on the powers of death and decay to augment their might through inscribing mystical runes. Almost the unholy counterparts of paladins, graveknights can be frequently found as guardians of death cults or keeping vigil over graveyards. Although graveknights are grim figures, they are not necessarily evil ones. Some use necromantic energies to create undead servants, but others believe it more fitting of their duty to ensure the dead are treated with proper care and consideration.

Although the class features related to your graveknight calling do not arrive until 3rd level, you should plan ahead for that choice depending on what you want your primary combat options to be. Do you want increased mobility and rewards for chaining attacks? Would you prefer to focus on utility and area control options? Do you like a more fortified style, forcing opponents to push through your defenses to get to your allies? Your choice of rune preparation can also affect your role in battle.

QUICK BUILD

You can make a graveknight quickly by following these suggestions. Strength, Dexterity, or Wisdom should be your highest score, depending on whether you want to focus on melee weapons, finesse weapons, or spell strength. Constitution should be your next highest ability score. Second, choose the acolyte background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d10

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per graveknight level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial melee weapons

Tools: None

Saving Throws: Strength, Wisdom

Skills: Choose two skills from Arcana, Athletics, History, Insight, Intimidation, Medicine, Nature, Perception, and Religion

EQUIPMENT

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

- (a) chain mail or (b) leather armor
- (a) a martial melee weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) five javelins
- (a) a dungeoneer's pack or (b) an explorer's pack

Level	Proficiency Bonus	Class Features	Rune Slots	Runes Known
1st	+2	Blood Surge, Hand of Life and Death	---	---
2nd	+2	Runic Empowerment	2	2
3rd	+2	Graveknight Calling	2	3
4th	+2	Ability Score Improvement	2	3
5th	+3	Extra Attack	3	4
6th	+3	Clarity of Mind	3	4
7th	+3	Calling feature	3	5
8th	+3	Ability Score Improvement	3	5
9th	+4	---	4	6
10th	+4	Death's Paramour	4	6
11th	+4	Calling feature	4	7
12th	+4	Ability Score Improvement	4	7
13th	+5	---	5	8
14th	+5	Runic Vitality	5	8
15th	+5	Pallid Preservation	5	9
16th	+5	Ability Score Improvement	5	9
17th	+6	---	6	10
18th	+6	Calling feature	6	10
19th	+6	Ability Score Improvement	6	11
20th	+6	Grave's Embrace	6	12

BLOOD SURGE

Whenever you reduce a creature to 0 hit points, you can spend 1 Hit Die as a bonus action.

HAND OF LIFE AND DEATH

You learn the *chill touch* and *spare the dying* cantrips. You may choose either Dexterity or Wisdom as your spellcasting ability for these cantrips, but once you make this choice it can never be changed.

RUNIC EMPOWERMENT

Beginning at 2nd level, you gain access to a special form of magic. With the inscription of special runes ahead of time, you can harness natural ley energies to support yourself and your allies. Activating an inscribed rune requires an action unless otherwise indicated. You can activate a number of inscribed runes as indicated on the class table. You regain all expended rune slots after finishing a long rest.

If a rune requires a saving throw, the DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

You can learn a number of runes as indicated on the class table. Each time you gain a graveknight level, you can choose to swap one known rune for one you currently do not know. You must meet all listed pre-requisites to learn a particular rune.

You have access to three types of runes: icons, seals, and glyphs. Icons have offensive effects on creatures, seals provide defensive protection to creatures, and glyphs must be inscribed on objects to take effect. You can prepare runes for later activation whenever you take a short or long rest. Inscribing runes typically requires some sort of writing mechanism, whether ink, blood, or carving the runes into a material surface. Some graveknights will even tattoo runic marks on their bodies, adding a bit of ink to finish preparing these designs shortly before they think they will need them.

Both icons and seals generally trigger as an action on an adjacent creature. Glyphs can be triggered either as an action if you are within 5 feet or have used an action to set it as a proximity trigger. If triggered in this way, the rune slot is considered expended as soon as you set the trigger, and the next creature that approaches within 5 feet during the next hour will cause it to take effect.

GRAVEKNIGHT CALLING

When you reach 3rd level, you have learned to focus your power more narrowly, gaining greater mastery of some particular aspect of undeath. You choose from the Blood Frenzy, Chilling Wind, or Deathly Shroud callings. All of these are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, 14th, and 18th level.

ABILITY SCORE IMPROVEMENT

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice instead of once whenever you take the Attack action on your turn.

CLARITY OF MIND

Beginning at 6th level, you gain advantage on saving throws made to avoid becoming charmed or frightened.

DEATH'S PARAMOUR

At 10th level, you gain resistance to necrotic and poison damage, and your hit point maximum can never be reduced.

RUNIC VITALITY

At 14th level, you regain hit points equal to your Constitution modifier whenever you expend a rune slot.

PALLID PRESERVATION

At 15th level, you become almost perfectly sustained by your powers. You can no longer be magically aged, suffer no penalties for old age, and do not require food and water to survive.

GRAVE'S EMBRACE

At 20th level, you achieve the pinnacle of undying perfection. If you die, the necromantic energies that fuel your powers will restore you to life 1 minute after your death. You resurrect with one-half your maximum hit points but not any runes you still had available. Once you are brought back with this feature, you must wait until 7 days have passed before you can use it again.

GRAVEKNIGHT CALLINGS

BLOOD FRENZY

Graveknights who take this calling draw blood from their foes, gaining vigor as lives around them ebb. These graveknights usually make heavy use of iconic runes, overwhelming enemies in a tide of blade and blood.

Icon of Anguish: Beginning at 3rd level when you choose this calling, you can intensify the pain a target feels when you strike them. You expend this feature as part of a melee weapon attack, forcing your target to make a Constitution saving throw against your graveknight rune save DC. On a failure, successful weapon attacks you make against that target within the next 1 minute deal additional weapon damage equal to the number of rune slots you possess. Once you have used this feature, you must wait until you have finished a short or long rest or expend a prepared rune slot to use it again.

Sanguine Stamina: Beginning at 7th level, you have learned to use the blood of your enemies for inspiration. Whenever you make a successful weapon attack, you gain temporary hit points for 1 round equal to your Wisdom modifier. Additionally, you can track bleeding creatures, gaining advantage on Perception or Survival checks to detect wounded creatures you are trying to follow.

Rending Frenzy: Beginning at 11th level, you become adept at using multiple strikes to tear the flesh from your foes. When you hit a creature you have already damaged on your turn with a melee weapon attack, you deal an additional 2d8 weapon damage. Whenever you deal this extra damage, you can immediately move up to 10 feet. This movement does not provoke attacks of opportunity.

Fountain of Blood: At 18th level, you are a true master of the battlefield. When you hit a creature with a melee weapon attack, you can expend a rune slot. Your attack deals 2d8 additional weapon damage for each successful melee weapon attack you made against that creature since the beginning of your previous turn. This additional weapon damage stacks with the weapon damage from your Rending Frenzy feature. If this attack reduces the creature to 0 hit points, all enemy creatures within 60 feet must make a Wisdom saving throw against your graveknight rune save DC. On a failure, they are frightened of you for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

CHILLING WIND

Graveknights of this calling draw on the icy hand of undeath to freeze the air around them. These graveknights prefer glyphic runes and make the environment their ally.

Glyph of Glaciation: Beginning at 3rd level when you choose this calling, you can use your action to chill the air around you in a 30-foot radius for a number of minutes equal to the number of rune slots you possess. The resulting ice causes all terrain within 30 feet to be considered difficult terrain for creatures other than yourself. Additionally, creatures that enter this area for the first time must make a Constitution saving throw against your graveknight rune save DC. On a failure, they have vulnerability to cold damage while they remain in the area. Any creature killed by cold damage during this duration becomes a frozen statue until it thaws. This feature has no effect in unusually hot environments other than making the temperature tolerable for the effect's duration. Once you have used this feature, you must wait until you have finished a short or long rest or expend a prepared rune slot to use it again.

Gust of Retribution: Beginning at 7th level, you can wield the winds to punish those who strike you. When you are struck by a weapon attack by a creature within 60 feet of you that you can perceive, you may use your reaction to send a gust of wind at them. The creature must make a Strength saving throw against your graveknight rune save DC or suffer bludgeoning damage equal to your graveknight level and be pushed 20 feet away in a straight line (half damage on a successful save). A creature of a size category larger than you has advantage on this saving throw. This gust of wind puts out candles, torches, and other unprotected flames between you and your target and has a 50 percent chance to extinguish protected flames in the same area. You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a long rest, you regain all expended uses.

Hand of Winter: Beginning at 11th level, you can infuse your weapons with a crippling chill. Whenever you strike a creature with a melee weapon attack, you reduce its current walking speed by 10 feet for 1 round. Additionally, if you strike a creature whose speed is reduced by this feature with a melee weapon attack, you deal an additional 2d8 cold damage to that creature.

Frozen Tomb: Beginning at 18th level, you can use your action to expend a rune slot and encase a foe in solid ice, petrifying the creature and giving it immunity to damage. At the end of your next turn, the ice shatters, dealing 10d10 cold damage and leaving it slowed for 1 round as if by your Hand of Winter feature. Once you use this feature, you can't use it again until you finish a long rest.

DEATHLY SHROUD

Graveknights in this calling increase their implacability by tapping into the necromantic energies that animate all undead. These graveknights often focus their magic on sealing runes, knowing that the living who cannot break their defenses must break first.

Seal of the Sepulcher: Beginning at 3rd level when you choose this calling, you can use your action to gain 5 temporary hit points for each rune slot you possess. These temporary hit points last for up to

1 hour. While you possess any of these temporary hit points, you have advantage on Constitution saving throws and ability checks. Once you have used this feature, you must wait until you have finished a short or long rest or expend a prepared rune slot to use it again.

Profane Mettle: Beginning at 7th level, you can call on a reservoir of necromantic power to shake off certain effects unharmed. When you are subject to an effect that allows you to make a Strength or Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail. This feature ceases to function if you are incapacitated.

The Clutching Dead: Beginning at 11th level, you can hinder opponents who strike you with the ghosts of the dead, making them more vulnerable to your blows. If an adjacent opponent deals damage to you with a weapon attack, you may use your reaction to curse them, summoning spectral hands to claw at them and distract them. You have advantage on the first attack you make against that creature on your next turn, and if you hit with this attack you deal an extra 2d8 necrotic damage as the restless dead tear at its flesh.

Armor of Shadows: Beginning at 18th level, you can use your action to fortify yourself with magic, giving yourself resistance to all damage for 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest or expend a prepared rune slot to use it again.

GRAVEKNIGHT RUNES

The following runes are available for graveknights to prepare.

Glyphs require concentration to maintain their full duration unless otherwise indicated.

Glyph of the Bladebreaker

A number of friendly creatures within 30 feet of the glyph equal to the number of rune slots you possess gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons for 1 minute.

Glyph of the Gale

A howling wind sweeps out from the glyph, chilling creatures other than you within a 20-foot cube. Creatures must make a Constitution saving throw or take 1d8 cold damage for each rune slot you possess and have their speed reduced by 10 feet until the beginning of your next turn. Affected creatures take only half damage on a successful saving throw and are not slowed.

Glyph of Gloom

When this glyph activates, an eerie fog spreads in a sphere with a radius of 20 feet for each rune slot you possess. This fog spreads around corners and causes the area to be heavily obscured for the next hour. A wind of moderate or greater speed (at least 10 miles per hour) can suppress the fog's effects as long as it blows.

Glyph of Life or Death

When this glyph is prepared, choose to channel the energies of life or death. A barrier of either radiant energy (if life was chosen) or necrotic energy (if death was chosen) springs up in a sphere with a radius of 20 feet. Creatures other than you and unattended objects that move through the barrier receive 1d6 damage per rune slot you possess and cannot regain hit points on their next turn.

The sphere lasts for 1 minute or until you dismiss it as an action.

Icon of Affliction

Make a melee attack roll against an adjacent creature. If successful, you deal 1d12 necrotic damage for each rune slot you possess and gain temporary hit points for 1 minute equal to half the damage dealt. This rune has no effect on undead or constructs.

Icon of Allure

You can attempt to charm a number of humanoid creatures within 30 feet equal to the number of rune slots you possess. Affected creatures must make a Wisdom saving throw and have advantage if you or your companions are fighting them. If they fail, they are charmed by you up to 1 hour or until you or your companions do anything harmful to it. Charmed creatures regard you as a friendly acquaintance, but when the effect ends creatures know that they have been charmed by you.

Icon of Entanglement

You conjure bonds of spectral force to immobilize your foes. A number of adjacent creatures up to the number of rune slots you possess must make a Strength saving throw or be restrained for up to 1 minute. A creature so restrained can use its action to repeat the saving throw and free itself.

Icon of Illness

Make a melee attack roll against an adjacent creature. If successful, you deal 1d6 poison damage for each rune slot you possess, and the creature must make a Constitution saving throw. On a failure, the creature is poisoned for 1 round per rune slot you possess.

Icon of Insight

Make a ranged spell attack against one creature within 60 feet. On a hit, the creature takes 1d8 necrotic damage per rune slot you possess, and the next few attack rolls made against this creature (equal to the number of rune slots you possess) before the end of your next turn have advantage.

Seal of Retaliation

As a reaction, you can expend this seal when damaged by a creature within 60 feet of you and force that creature to make a Constitution saving throw. The creature takes 1d10 necrotic damage per rune slot you possess or half as much damage on a successful saving throw.

Seal of Shared Pain

You and an adjacent friendly creature create a mystical bond between you that lasts up to 1 hour for each rune slot you possess. While your ally is within 60 feet of you, it has resistance to damage, and

when it takes damage you take the same amount. The effect ends if you drop to 0 hit points, if you and your ally become separated by more than 60 feet, if the rune is cast again on either you or your ally, or you dismiss the effect as an action.

Seal of Shielding

A number of friendly creatures you touch equal to the number of rune slots you possess gain a +2 bonus to AC for up to 1 minute.

Seal of Silence

For a number of minutes equal to the number of rune slots you possess, no sound can be created within or pass through a 20-foot radius sphere centered on you. Creatures or objects entirely inside the sphere are immune to thunder damage, and creatures are deafened while entirely within it. Casting a spell that includes a verbal component is impossible there. This seal requires concentration to maintain.

Seal of the Strider

You or an adjacent ally gains a +10-foot bonus to your current walking speed. This bonus lasts for a number of hours equal to the number of rune slots you possess.

Glyph of Communion

Pre-requisites: 3 rune slots

This glyph duplicates the effects of a *speak with dead* spell, pouring a small amount of necromantic energy into a chosen corpse for interrogation.

Glyph of Fortification

Pre-requisites: 3 rune slots

This glyph duplicates the effects of an *arcane lock* spell. Its effects do not require concentration.

Glyph of Galloping

Pre-requisites: 3 rune slots

This glyph duplicates the effects of a *find steed* spell, except that the mount summoned is of the undead type, has vulnerability to radiant damage, and resistance to necrotic and poison damage. Its effects do not require concentration.

Icon of Enfeeblement

Pre-requisites: 3 rune slots

You can expend this rune as a bonus action after a successful melee weapon attack. The affected creature must make a Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for up to 1 minute. Once a number of rounds equal to the number of rune slots you possess have passed, the creature can make a Constitution saving throw against the effect at the end of each of its remaining turns. On a success, the effect ends.

Seal of the Specter

Pre-requisites: 3 rune slots

A number of friendly creatures you touch equal to the number of rune slots you possess become invisible for up to 1 hour. Anything the target is wearing or carrying is invisible as long as it remains on the target's person. The spell ends for a target that attacks or casts a spell.

Glyph of Reanimation

Pre-requisites: 4 rune slots

This glyph duplicates the effects of an *animate dead* spell. Additionally, if you have 5 rune slots, you may animate or assert control over up to two undead creatures. If you have 6 rune slots, you may animate or assert control over up to three undead creatures. Its effects do not require concentration.

Icon of Insanity

Pre-requisites: 4 rune slots

You choose a number of adjacent creatures up to the number of rune slots you possess. Each affected creature must make a Wisdom saving throw or be affected as if the target of a *confusion* spell. This rune requires concentration to maintain its effects.

Seal of the Spellbreaker

Pre-requisites: 4 rune slots

You gain resistance to damage from spells and advantage on saving throws against magical effects for a number of minutes equal to the number of rune slots you possess.

NEW CLASS OPTIONS

BARBARIAN PATH: PATH OF THE ANCESTORS

Many of the less civilized tribes practice some kind of ancestor worship rather than more organized forms of religion. Some of these tribes have taken this a step farther, calling on the departed spirits with their funerary rites to bless those still with the tribe. Barbarians who follow this path know that they will never be alone in the heart of the battle: until they meet their own end, those who have preceded them into the final rest will continue to grant their assistance.

Ancestral Protection: You may summon the spirits of your ancestors for a minor boon. At 3rd level when you adopt this path, you learn the cantrips *resistance* and *guidance*, but may use them only on yourself or someone else with this feature.

Ancestral Assistance: At 6th level, you can call on your ancestors to more overtly aid you. When you make an ability check or a saving throw, you can use this feature to add 1d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Ancestral Courage: The spirits surround you and your allies, keeping your minds free from fear. At 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

Ancestral Advantage: The spirits of your ancestors manifest more fully, distracting your foes to the benefit of your allies. At 14th level, as long as you're raging your allies have advantage on melee weapon attack rolls against any creature within 5 feet of you that is hostile to you. You may also expend Ancestral Advantage to gain advantage on all melee attack rolls you make for the rest of your turn, but you can no longer benefit from this feature until after you finish a short or long rest.

BARBARIAN PATH: PATH OF THE COLLECTOR

Though viewed with suspicion by more civilized groups, a number of barbarian tribes consume the flesh of their fallen enemies. Food is not to be wasted in the wilds, and they often keep grisly physical trophies of their conquests. Sometimes these trinkets are harmless. Sometimes they are wielded by savage warriors who have learned to use these ornaments as a necromantic focus, surrounding themselves with the energy of undeath in the place of both shield and sword.

Sense Undead: You have honed your senses to unfailingly detect the presence of undead creatures when you focus yourself. At 3rd level when you adopt this path, you may use an action to determine the location of any undead within 60 feet of you that is not behind total cover. Within the same radius, you can also detect the presence or absence of any place or object that has been consecrated or desecrated. You can use this feature a number of times equal to 1 + your Constitution modifier. When you finish a long rest, you regain all expended uses.



Chill Touch: By surrounding yourself with so much death, you have learned to channel a hint of necromantic energy. At 3rd level when you adopt this path, you learn the *chill touch* cantrip. Unlike other spells, you can use *chill touch* as an action while raging. If you do so, you may use a bonus action to make a single melee attack. To use this cantrip, you must have at least one bone taken from a fallen enemy in your possession as a kind of arcane focus.

Gravetouched Shroud: At 6th level, you may create a shroud of negative energy that gives you protection from undead creatures. Creating this shroud requires a brief, 1-minute ritual that requires crushing the bones of a fallen enemy to powder and sprinkling the mixture over your

body. The Gravetouched Shroud lasts for up to 1 hour or until you discharge it as a bonus action. This shroud causes mindless undead to ignore you, perceiving you as one of them, and you register as an undead creature for spells and abilities that detect them. This shroud also gives you advantage on saving throws against necrotic damage but causes any healing spells to restore only half of the normal amount. Attacking an undead creature ends the feature immediately. After using this feature, you must wait until after a short or a long rest to create another.

Unholy Vitality: Beginning at 10th level, you have resistance to necrotic and poison damage, and your hit point maximum can never be reduced. You benefit from this feature only as long as you have the skull of a fallen enemy on your person.

Hand of the Lich: At 14th level, you can use *chill touch* as a bonus action while raging if you successfully hit with an attack.

BARDIC COLLEGE: COLLEGE OF COLLECTION

Bards of this college are ancient rivals to their counterparts in the College of Lore. While members of the College of Lore share their knowledge freely, viewing truth as a goal. Members of the College of Collection have a different approach: knowledge is a treasure, and its collection empowers the college to exceed their peers. This college is unafraid to approach forbidden tomes and catalog the darkest secrets found within, hoarding them for their own benefit.

Bonus Proficiencies: When you join the College of Collection at 3rd level, you gain proficiency with martial weapons and any two Intelligence skills.

Combat Knowledge: Also at 3rd level, you can call upon your trove of lore to battle creatures more effectively. As a bonus action, you can spend one of your uses of Bardic Inspiration to give yourself a Bardic Inspiration die. This die can be added to an attack roll or a weapon damage roll that you

make before 10 minutes expires. You can decide to use this feature after you make your roll but before the DM announces its failure or success. You can have only one Bardic Inspiration die at a time.

Tome of Ancient Lore: At 6th level, you create a spellbook that serves as a compendium of arcane rituals. Choose two 1st- or 2nd-level spells that have the ritual tag from any class's spell list. These spells are copied into your spellbook and don't count against the number of spells you know. You can cast these chosen spells as rituals. You can't cast them except as rituals unless you learn them by some other means. You can add other ritual spells to your spellbook as well. When you find such a spell, you can add it to your spellbook if the spell's level is equal to or less than half your bard level and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it. If you lose your spellbook or if it is destroyed, you can create a new one from memory with an arcane ritual performed during a long rest. You must scribe it within 1 week of losing your Tome of Ancient Lore. Recreating the tome requires a new spellbook.

Secrets of Avoidance: At 14th level, you can use your knowledge of creatures to avoid their attacks more effectively. When you make a saving throw, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your saving throw. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail. Additionally, if you already have a Bardic Inspiration die, you can use your reaction when an attack is made against you to roll the Bardic Inspiration die and add the number rolled to your AC. You can make this roll after you see the attack roll, but before the DM tells you whether you succeed or fail.

BARDIC COLLEGE: COLLEGE OF LAMENTATION

Bards of this college make death their work, performing eulogies and last rites, composing dirges, and on occasion putting the dead to rest. These bards use their abilities to memorialize past generations and ensure that the examples of the past educate the people of the present. They can often be found maintaining mortuaries, and many find their day-to-day calling in the upkeep of crypts and catacombs.

Bonus Proficiencies: When you join the College of Lamentation at 3rd level, you gain proficiency with the History skill, and your choice of proficiency with the combination of any two artisan's tools or instruments.

Remember the Fallen: Also at 3rd level, you learn to encourage others with the memories of the lost. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled as temporary hit points. This feature does not function if the creature is unconscious or dying.

Whispers of the Dead: At 6th level, you learn two necromancy spells of your choice from any class. A spell you choose must be of a level you can cast or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Dirgeweaver: At 14th level, you have learned how to wield certain magical energies more easily. When you use your action to cast an illusion or necromancy bard spell, you can cast one cantrip as a bonus action.

CLERIC DOMAIN: DARKNESS

Gods with the Darkness domain can include deities who are malevolent and shrouded by shadows (such as Tezcatlipoca or Apep) or simply deities associated with the night and its creatures (such as Diana or Nyx). In many pantheons, this domain is linked closely with evil, highlighting the former, while in others darkness gains an association with nocturnal creatures and moonlit hunts. In either case, clerics of this domain often feel more comfortable at night, and their patrons bestow gifts that aid in stealth, secrecy, and seclusion.

Darkness Domain Spells

1st – sleep, unseen servant

3rd – darkness, darkvision

5th – Leomund's tiny hut, nondetection

7th – Leomund's secret chest, Mordenkainen's private sanctum

9th – dream, mislead

Bonus Proficiencies: At 1st level, you gain proficiency with the Deception and Stealth skills.

Veil the Eyes: You can summon shadows to temporarily blind an enemy who attacks you. When you are attacked by a creature within 30 feet of you that you can perceive, you can use your reaction to impose disadvantage on all attack rolls that creature makes for the remainder of its turn. This feature has no effect on a creature that does not rely on sight to perceive you. Once you use this feature, you can't use it again until you finish a short or long rest.

Channel Divinity: Nocturnal Hunt: At 2nd level, you can use your Channel Divinity to grant your allies aid in dimly lit conditions. As an action, you present your holy symbol and grant allies within 30 feet of you darkvision out to 30 feet. This feature lasts for 1 hour.



Channel Divinity: Shadow Step: At 6th level, you can use your Channel Divinity as a bonus action to teleport to an unoccupied space you can see up to 60 feet away. Both your current space and the destination space must be in dim light or darkness. Additionally, you gain advantage on the first attack roll you make before the end of the turn.

Potent Spellcasting: At 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Darkness Descends: At 17th level, you can use your action to create an area of deep darkness lasts for 1 minute or until you dismiss it using another action. You create an area of magical darkness in a 60-foot radius that extinguishes existing light sources. You can see through this magical darkness, as can any allies affected by your Nocturnal Hunt Channel Divinity or a *darkvision* spell you cast. This aura also dampens any light sources up to 90 feet away to dim light. Your enemies within the area of magical darkness have disadvantage on saving throws against spells that deal cold or necrotic damage.

CLERIC DOMAIN: UR-PRIEST

Some individuals who seek to wield divine magic despise the gods and refuse to submit to faith. Their solution to channeling divine power: steal it. This antipathy toward the gods often manifests itself in a fondness for fiends and the undead. Although the details of the ur-priest's process are veiled and esoteric, practicing ur-priests occasionally find like-minded souls to carry on their profane embezzlement. With their need for secrecy, they also find it helpful to employ spells that increase their defenses against interplanar agents.

Ur-Priest Domain Spells

1st – hellish rebuke, protection from evil and good

3rd – pass without trace, silence

5th – animate dead, magic circle

7th – banishment, death ward

9th – creation, dispel evil and good

Forbidden Knowledge: At 1st level, you gain proficiency with one cantrip of your choice from any spell list. You also become proficient in the Deception and Religion skills.

Blasphemous Recovery: Mastering the path of the ur-priest requires deep knowledge of how to find leftover divine energy without attracting the notice of vengeful deities. This energy can also be used to re-empower the ur-priest on short notice. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your cleric level (rounded up), and none of the slots can be 6th level or higher.

Channel Divinity: Control Undead: At 2nd level, you can expend your Channel Divinity as an action to bring an undead creature into your control. You target one undead creature you can see within 30 feet. The target must make a Charisma saving throw against your cleric spell save DC. On a failed save, the target must obey your commands for the next 24 hours or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your level is immune to this effect.

Dampen the Divine: At 6th level, when you or a creature within 30 feet of you takes radiant or necrotic damage, you can use your reaction to grant resistance to the creature against that instance of damage.

Divine Strike: At 8th level, once on each of your turns you can infuse your weapon strikes with divine energy, causing the attack to deal an extra 1d8 necrotic damage. When you reach 14th level, the extra damage increases to 2d8.

Amplify the Divine: At 17th level, you can use your action to create an aura of divine energy that lasts for 1 minute or until you dismiss it using another action. This aura is visible but subtle, as harmless flashes of holy and unholy energy swirl throughout the affected area. Enemies within 60 feet of you have disadvantage on saving throws against spells that deal radiant or necrotic damage.

DRUIDIC CIRCLE: CIRCLE OF DECAY

Some druids reject the call to become guardians of natural life, instead seeking its balance in death and destruction. Nature renews itself through decomposition, they believe, and members of this circle have an affinity for plants and fungi that feed on the detritus of animal life. Unlike many of their brethren, these druids also see the undead as part of this natural cycle, learning to channel necromantic energies and even assume the shape of undead creatures as their power grows. Organized Circles of Decay are rare due to their dark powers being persecuted in many places, but these druids nevertheless believe they serve a valuable function. Colloquially, druids who follow the Circle of Decay are often known as “blighters” due to their wielding of rot and disease.

Blighter’s Shape: When you choose this circle, you lose the ability to Wild Shape into animal forms. Instead, you may use your action to assume the form of a plant or undead creature you have seen before. This feature is in all other ways identical to the Wild Shape class feature, including its limitations.

Blighter’s Touch: When you choose this circle, you gain the ability to strengthen your attacks with necrotic energy. As a bonus action, you can spend a spell slot. Your melee weapon attacks or natural weapon attacks deal an additional 1d4 necrotic damage for a number of rounds equal to the spell level of the slot expended.

Circle Spells: Your connection to the forces of death and decay grants you additional spells. At 3rd, 5th, 7th, and 9th level you gain circle spells that are always prepared and do not count against the number of spells you can prepare each day. These spells are considered druid spells for you.

3rd – darkness, ray of enfeeblement

5th – animate dead, vampiric touch

7th – blight, grasping vine

9th – antilife shell, cloudkill

Inescapable Destruction: At 6th level, your ability to channel negative energy becomes even more potent. Necrotic damage dealt by your druid spells and abilities ignores resistance to necrotic damage.

Shadow Projection: At 10th level, you may call upon the powers of death to temporarily shed your mortal body, transmuting yourself into a spectral undead creature. You may spend two uses of Wild Shape at the same time to transform into a Banshee, Wraith, or similar creature at your Dungeon Master's discretion (see *Monster Manual* for statistics).

Blighter's Command: As your strength grows, you gain greater command over the powers of decay. At 14th level, you may use your action to enchant a plant or undead creature at will. This feature otherwise functions identically to the spell *crown of madness*.

DRUIDIC CIRCLE: CIRCLE OF PLAGUES

Disease and vermin intertwine, with many afflictions carried by miniscule creatures that thrive in filth. Although illness weakens creatures, it culls the feeble and ensures the survival of the fittest. Druids who ascribe to this philosophy may learn to master poison and disease, gaining along the way a close connection with the vermin who spread them. Though often shunned, these druids are fierce defenders of nature and serve as reminders that all creatures have a right to exist. Powerful druids who follow the Circle of Plagues often become known as “vermin lords” in wider society.

Vermin Shape: When you choose this circle, you lose the ability to Wild Shape into animal forms. Instead, you may use a bonus action to assume the form of a verminous creature (such as a giant scorpion, centipede, or wasp) you have seen before. This feature is in all other ways identical to the Wild Shape class feature, including its limitations.

Poison Spray: At 2nd level, you gain *poison spray* as a bonus druid cantrip. You may choose a different druid cantrip if you already possess *poison spray*.

Poisonous Touch: Starting at 2nd level, when you hit with an unarmed strike or a natural attack you can expend one druid spell slot to deal poison damage to the target in addition to the attack's base

damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. This feature may be used during Wild Shape.

Circle Spells: Your connection with vermin grants you additional spells. At 3rd, 5th, 7th, and 9th level you gain circle spells that are always prepared and do not count against the number of spells you can prepare each day. These spells are considered druid spells for you.

3rd – spider climb, web

5th – conjure animals (vermin only), stinking cloud

7th – blight, giant insect

9th – insect plague, contagion

Incubation: At 6th level, whenever you succeed on a saving throw against one of the listed diseases in the *Dungeon Master's Guide*, you may choose to incubate the pestilence within your body. While the disease is within you, you may choose to expend the disease on any successful unarmed strike or natural attack roll, forcing the affected creature to make a saving throw against that disease at its original DC. After using Incubation to deliver a disease, you must wait until after a long rest to use the feature again.

Master of Plagues: At 10th level, you become immune to swarm damage inflicted by Tiny or smaller creatures and all diseases and poisons. You must still make a successful saving throw against a disease if you wish to use your Incubation feature, but you do not suffer any penalties for failing.

Verminous Affinity: At 14th level, you may freely channel abilities borrowed from vermin. Choose two of the following spells to cast at will (self only): *jump*, *spider climb*, *beast sense*, *longstrider*, or *darkvision*.



FIGHTER ARCHETYPE: THE EBON WARRIOR

These are warriors who have fallen to darkness, exchanging their morals for unholy power. These vicious warriors often guard powerful necromancers, learning a few dark secrets in exchange for their service.

Ebon Blade: Beginning when you choose this archetype at 3rd level, you can use a successful strike to empower additional attacks, spilling a blood offering to your dark patrons. When you hit with an attack, your subsequent weapon attacks for the rest of your turn deal an additional 1d4 necrotic damage.

Ebon Shield: You can use dark energy to better protect yourself as you move through the battlefield. Starting at 7th level, opportunity attacks against you are made with disadvantage.



Ebon Shroud: Starting at 10th level, you have resistance to necrotic and poison damage, and your hit point maximum can't be reduced.

Ebon Step: At 15th level, you can teleport up to 30 feet to an unoccupied space you can see as part of any action or movement. You can use this feature a number of times equal to 1 + your Constitution modifier (minimum of 1). When you finish a long rest, you regain all expended uses.

Ebon Pinion: As you master these forbidden techniques, you have learned how to interpose dark energy to lessen the damage dealt by certain attacks. At 18th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

MONASTIC TRADITION: HAND OF DEATH

Some monks eschew the more peaceful approach to sublimity and instead seek assistance from the dead. Calling on dark entities, they believe that the path to enlightenment uses the wisdom of previous ages and the preserving influence of necromancy to perfect them in this life and any to come.

Touch of Death: Starting when you choose this path at 3rd level, you can use your ki to sap the life from your enemies. Whenever you hit a creature with an unarmed strike, you can impose one of the following effects on that target:

- You can spend 1 ki point to deal additional necrotic damage equal to your Martial Arts die and gain temporary hit points equal to that same amount.
- You can spend 2 ki points and weaken your opponent's blows. They make a Constitution saving throw. On a failure, the target deals only half damage with weapon attacks that use Strength for

one minute. At the end of each of the target's turns, it can make a Constitution saving throw against the effect. On a success, the effect ends.

- Additionally, you gain the *minor illusion* cantrip if you do not already know it, using ghostly entities to produce these effects.

Horrors of the Damned: Beginning at 6th level, you can spend 3 ki points to cast *fear*, *feign death*, or *speak with dead* without providing material components.

Ghastly Form: Beginning at 11th level, you can spend 3 ki points to transform yourself into a ghoulish abomination for up to 1 hour. While using this feature, you have immunity to poison and necrotic damage. Your unarmed strikes deal slashing damage as your fingers lengthen into claws. If you successfully use one of your Touch of Death effects, the creature must make a Wisdom saving throw or have its speed reduced by 10 feet until the start of your next turn. You can also devour the flesh of a humanoid corpse for sustenance, gaining 1 hit point per round for up to 10 rounds. You cannot benefit from this part of your ghastly form more than once per use of this feature. Once you use this feature, you can't use it again until you finish a long rest.



Slay Living: Beginning at 17th level, you can harness necrotic energies to destroy your foes. On a successful unarmed strike, you can spend 3 ki points to overwhelm the creature's life force and slay it instantly. The creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. If the creature dies as a result of this affect, it rises 24 hours later as a wight, ghoul, or other undead creature (subject to the DM's discretion). Creatures with immunity to necrotic damage cannot be affected by this feature.

MONASTIC TRADITION: WAY OF THE SHADOWED SUN

This tradition focuses on the light and darkness that exists within every creature. By harnessing this inner conflict, the shadowed sun monk achieves balance, wielding the powers of both restoration and destruction to defeat all foes.

Touch of the Shadowed Sun: Starting when you choose this tradition at 3rd level, you can spend up to one-third your monk level (round down) in ki points as a bonus action to empower your unarmed strike with dark energy. On your next successful unarmed strike, you deal an additional amount of necrotic damage equal to your Martial Arts die per ki point spent. On the following turn, you can use a bonus action to give yourself or a friendly creature within 5 feet of you hit points equal to the necrotic damage dealt on the previous turn by this class feature.

Flame of the Shadowed Sun: At 6th level, you can create a protective cloak of energy using your ki. You can spend 2 ki points as a reaction to give yourself advantage on a saving throw against cold or necrotic damage. If you succeed on the saving throw, you can use your action on your next turn to cast the spell *guiding bolt*.

Void of the Shadowed Sun: At 11th level, you can cast the *shield of faith* spell using 4 ki points. If you take damage from an attack during the duration of this feature, you lose the *shield of faith* effect but can use your action to cast the *vampiric touch* spell on your next turn.

Balance of the Eclipse: At 17th level, you can unleash your inner darkness and transform into a creature of inky blackness. Using your action, you become a spectral force for 1 minute, gaining the following benefits. Your type changes to undead, giving you immunity to being charmed or frightened, receiving levels of exhaustion, and necrotic and poison damage. You gain darkvision out to 60 feet. In areas of dim light or complete darkness, you gain advantage on Stealth checks and attack rolls against creatures. Your unarmed strikes deal necrotic damage, and if you successfully strike an enemy it must make a Constitution saving throw or gain one level of exhaustion. For each level of exhaustion you deal to your enemies, you gain 5 hit points, up to your current maximum. At the end of your transformation, you take 1 point of Constitution damage per level of exhaustion bestowed. If this damage reduces your Constitution to 0 or lower, your body dissipates into an inky cloud. Unless you are restored to life by a true resurrection spell, you rise as an evil vampire under the DM's control at a nearby location within 1d4 days. Once you use this feature, you can't use it again until you finish a long rest.

PALADIN OATH: OATH OF THE FALLEN

This order of paladins has committed themselves to necromancy, commemorating previous generations and drawing on sinister spirits for aid. Wielding more destructive powers than their light-touched brethren, they acknowledge that dark energy can be a powerful tool in the right hands. Decay and darkness follow these black-hearted guardians wherever they go.

Tenets of the Fallen:

The dead are strong. Despite their state, a number of dead creatures linger and maintain a powerful presence on the material plane. The destructive power of necrotic energies is especially worthy of reverence.

The dead are wise. Those who have passed before know many secrets of the world. The dead should

be consulted for guidance whenever possible.

The dead serve the living. Ultimately, those who are dead are important only so far as they affect mortal lives for the better. While many more powerful undead have a will of their own, they should be destroyed if they are unwilling to submit to the living.

Oath Spells: You gain access to the following spells at the paladin levels listed.

3rd – *false life, ray of sickness*
5th – *gentle repose, ray of enfeeblement*
9th – *animate dead, speak with dead*
13th – *blight, phantasmal killer*
17th – *cloudkill, contagion*

Channel Divinity: When you take this oath at 3rd level, you gain the following two Channel Divinity options:

- *Control Undead:* You can expend your Channel Divinity as an action to bring an undead creature into your control. You target one undead creature you can see within 30 feet. The target must make a Charisma saving throw against your paladin spell save DC. On a failed save, the target must obey your commands for the next 24 hours or until you use this Channel Divinity option again. An undead whose challenge rating is equal to or greater than your level is immune to this effect.



- *Invoke Terror:* You can unleash horrific shades to terrify your foes. As an action, you display your holy symbol and force all creatures within a 10-foot cube originating from you to make a Wisdom saving throw. Creatures that fail their saving throw are frightened by you until the end of your next turn.

Blackguard's Blade: Also starting at 3rd level, your Divine Smite class feature deals necrotic damage instead of radiant damage. Additionally, whenever you would deal radiant damage with a paladin spell or class feature, it becomes necrotic damage instead.

Aura of Peace: Beginning at 7th level, your fervor makes you and nearby allies almost immune to mind-affecting abilities. You and

friendly creatures within 10 feet can't be charmed while you are conscious. At 18th level, the range of this aura increases to 30 feet.

Undying: Beginning at 15th level, you gain resistance to necrotic damage and your hit point maximum can never be reduced. Additionally, you become immune to the negative effects of aging and can't be magically aged.

Unchained: At 20th level, you can become a conduit for necromantic energies, radiating necrotic power in an area around you. Using your action, you undergo a transformation into a lich-like state. For 1 minute, you gain the following benefits:

- You emanate an aura of terror and darkness in a 30-foot radius. This aura causes bright light sources within 60 feet of you to emit only dim light and completely dampens light within 30 feet of you. You have the ability to see within this magical darkness.
- The first time any enemy creature enters the area of complete darkness or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes damage. Attack rolls against the frightened creature have advantage.
- Enemy creatures that begin their turn within 30 feet of you take 10 necrotic damage. Once you use this feature, you can't use it again until you finish a long rest.

RANGER ARCHETYPE: UMBRAL PREDATOR

Cruel and cunning, the umbral predator exemplifies the terror of the nocturnal hunt. These individuals thrive on pain and panic, weakening their foes before finishing them with bow and blade.

Crippling Strike: Beginning at 3rd level when you choose this archetype, you know how to weaken your opponents with your blows. On a successful weapon attack, you can force the creature to make a Strength saving throw equal to your ranger spell save DC. If it fails, the target deals only half damage with weapon attacks that use Strength until the end of its turn. If your attack is made with a ranged weapon, the target has advantage on the saving throw. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Umbral Eyes: Starting at 7th level, you gain the ability to see in darkness. You gain darkvision out to 60 feet. If you already have darkvision, the range of your darkvision increases by 30 feet.

Predator's Prowess: Beginning at 11th level, your blood lust energizes you in combat. If you reduce a hostile creature to 0 hit points, you can make an additional attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon. If you make this attack with a melee weapon, you can use 5 feet of your remaining movement if you have not used all of your movement for the turn. Additionally, when you reduce a hostile creature to 0 hit

points, you gain temporary hit points equal to your Wisdom modifier + your ranger level (minimum of 1).

Umbral Speed: Starting at 15th level, you gain a +30 ft. bonus to your movement speed when you are in areas of darkness or dim illumination and not wearing heavy armor. This bonus does not stack with the Unarmored Movement class feature.

ROGUE ARCHETYPE: DEATH'S REST STALKER

Sometimes the dead refuse to pass to their final rest. When zombie hordes threaten civilization or ghosts haunt forgotten homes, the hunters of the Death's Rest clan cull the undead numbers and preserve life for the living. The stalkers, the clan's most secretive agents, are experts at putting the dead back to rest permanently and silently.

Life from Death: Beginning when you choose this archetype at 3rd level, you learn a brief necromantic ritual to sap the life from defeated foes. When you reduce a creature to 0 hit points you can use a bonus action to regain your rogue level in hit points (or twice your rogue level if the creature is undead). You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Disruptive Strike: Also starting at 3rd level, you can deal radiant damage with your Sneak Attack dice when attacking an undead creature.

Blades of Light and Darkness: Starting at 9th level, you can empower your weapons with a bit of magical energy. Your weapon attacks count as magical and can strike incorporeal creatures.

Death's Rest Defenses: Starting at 13th level, you gain resistance to poison and necrotic damage. Additionally, your hit point maximum can never be reduced.

Death's Rest Secrets: Starting at 17th level, you gain the following benefits based on the study of your clan's hidden knowledge:

- When you reduce a creature to 0 hit points on your turn, you may make one additional weapon attack with the Attack action.
- You may cast feign death as a ritual.
- You gain advantage on any saving throws made to defend yourself against the abilities of undead creatures.
- You can use Sneak Attack dice once per turn against an undead creature even if the attack would not normally qualify for Sneak Attack damage.

SORCERER ORIGIN: BLOOD MAGE

Magic comes in many forms. In some individuals, the spark of life that animates all living things is unusually strong, and this force can be harnessed as an arcane power source. A few who have studied these “blood mages” believe that nearly all living creatures could learn the secrets of this mystical force, but only a select few are especially attuned due to the arcane energy within their bloodstream.

Blood Calls to Blood: At 1st level, you gain the ability to empower your magic at the expense of your life force. Whenever you cast a spell of 1st-level or higher that successfully deals damage, you can choose a single affected creature to be targeted for additional damage. You can deal up to your sorcerer level in damage to yourself and add an equal amount of necrotic damage to the target. This damage to yourself cannot be prevented by any means; otherwise this feature fails to function.

Blood Magic: Your knowledge over metabolic processes helps you manipulate the arcane energy of living things. You gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

- 1st – false life*
- 3rd – alter self*
- 5th – haste*
- 7th – polymorph*
- 9th – antilife shell*

Unarmored Defense: When you are not wearing any armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

Sanguine Equivalency: At 6th level, you have learned how to use blood as an arcane resource. When you take a short rest, you can deal damage to yourself or a willing or helpless living creature in order to restore your arcane energy. You can choose expended spell slots to recover that have a combined level that is equal to or less than half your sorcerer level (rounded up). None of the spell slots regained can be 6th level or higher. This blood ritual deals 10 damage to the target for each combined spell level restored. If the target

does not have enough hit points to restore the desired spell slots, the ritual partially fails, restoring only as many spell slots as the damage actually dealt. Lower-level spell slots are recovered first; if you did not deal enough damage to restore higher-level spell slots the extra damage is wasted.

You can also expend a sorcery point as a bonus action to recover 1d8 hit points.



Blood Pact: At 14th level, you may spend a short rest creating a Blood Pact between you and a number of other willing living creatures up to your Charisma modifier (minimum of one creature). As long as this pact is in existence, you or any creature involved in the pact may use a bonus action to touch one of the pact's other members and transfer any amount of damage to that creature up to its current hit point total. The creature transferring damage heals an amount equal to the damage dealt up to its maximum hit point total. This pact lasts until you create another one.

You can also expend a sorcery point as a bonus action to recover 1d8 hit points for any pact creature within 30 feet of you.

Sanguine Vigor: Beginning at 18th level, when you cast one of the spells learned from your Blood Magic class feature, you or a single creature within 30 feet of you who is part of your Blood Pact class feature may gain temporary hit points equal to your Charisma modifier (minimum +1) + the spell's level.

SORCERER ORIGIN: CANCER MAGE

Sometimes a child is born to unusually sickly parents. Your magic comes from a lifetime of affliction brought on by you and your family's many diseases. The plagues within you have become mutated and corrupted—but despite your suffering you find it a source of great power.

Cancerous Growth: Somewhere in your body you have a tumor that is the source of your magical ability. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class as the growth strengthens your body.

Plagueborn: You gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

1st – ray of sickness

3rd – blindness / deafness

5th – stinking cloud

7th – blight

9th – cloudkill, contagion

Plague Resistance: At 6th level, you gain advantage on all saving throws against diseases or poisons, including magical diseases. Additionally, the expanded intelligence of your growth lets you double your proficiency bonus if it would be added whenever you make an Intelligence check to identify or research diseases or poisons.

Reeking Cloud: At 6th level, whenever you cast one of the spells granted by your Plagueborn feature or another spell of 1st level or higher that deals poison damage, your growth emits a poisonous cloud from your body. Creatures within 10 feet of you take poison damage equal to half your sorcerer level.

Disease Form: At 14th level, you may draw upon your magical energy to transform yourself into a cloud of disease. As an action, you can spend 5 sorcery points to assume your Disease Form, which is like the spell gaseous form except as otherwise noted here. You can use Disease Form only on yourself, and while in Disease Form you can take an action to cast the poison spray cantrip even if you do not know the spell. You can also attempt to infect a creature that does not have disease immunity, forcing them to make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). If it fails the saving throw, the creature is poisoned for the duration of your Disease Form as you hitch a ride within its body, sharing its space and moving wherever it moves. You can no longer use poison spray or take any other actions except to leave the creature's body while infecting it. If the feature expires while you are infecting a creature, you exit the creature's body and reform within an empty space within 10 feet of it. If there is not enough available space nearby, you take 1d10 force damage for each 5 feet of occupied space you are forced through to the nearest empty area.

Cancerous Mind: At 18th level, you gain advantage on all Intelligence, Wisdom, and Charisma saving throws as your cancerous growth develops into a full intellect. In addition, you can spend 1 sorcery point as a bonus action to gain resistance to psychic damage for 1 minute.

SORCERER ORIGIN: GRAVEBORN

Though most undead are harmful to the living, occasional an intelligent undead passes on some measure of its condition to a paramour, creating offspring who are touched from conception by undeath. These unfortunate souls are marked from birth by their heritage, and they often receive horror and rejection from the living. The more powerful undead such as vampires and liches often pass a measure of their magical ability to these "graveborn," resulting in the manifestation of arcane ability as the child ages.

Reaper: Your connection with death strengthens your control over necromantic forces. At 1st level, you learn the *chill touch* cantrip as a sorcerer cantrip. When you cast a necromancy cantrip that normally targets only creature, you can instead target two creatures within range and adjacent to one another.

Touch of the Grave: You gain the following spells at the listed sorcerer level. These spells do not count against the sorcerer spells you know.

1st – bane

3rd – gentle repose

5th – animate dead

7th – death ward

9th – hallow

Unholy Resistance: At 6th level, you can spend 1 sorcery point to gain resistance to necrotic and poison damage for 1 hour.

Vampiric Form: At 14th level, you may temporarily transform yourself as your undead heritage magically manifests. As an action, you can spend 5 sorcery points to assume an undead form for 1 minute. You gain the benefits of the *vampiric touch* spell while your form persists, and if you reduce an enemy to 0 hit points you gain temporary hit points equal to your Charisma modifier + your sorcerer level (minimum of 1). You also gain resistance to bludgeoning, piercing, and slashing damage from nonmagical or nonsilver weapons and immunity to poison, disease, and necrotic damage while this form persists.

Improved Reaper: At 18th level, whenever you cast a necromancy spell of 5th level or lower that normally targets a single creature, you can instead target two creatures that are within range and adjacent to each other. If the spell consumes material components, you must provide them for both creatures.

WARLOCK PATRON: THE ANCESTORS

You have a connection with the spirits of your deceased forebears. Your ancestors may include particularly skilled mages or warriors who can grant you a measure of their expertise, or you may draw on the wisdom of intelligent nobles or clever sages. Although perhaps not as strong individually as other patrons, together they wield immense power and have blessed you with their protection.

Expanded Spell List: The Ancestors let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

1st – heroism, shield of faith

2nd – aid, warding bond

3rd – clairvoyance, spirit guardians

4th – arcane eye, guardian of the faith

5th – commune with nature, legend lore

Ancestral Knowledge: Starting at 1st level, you learn an additional language and gain a single additional skill proficiency of your choice. Whenever you finish a long rest, you may exchange your chosen skill proficiency for a different one.

Protective Spirit: Starting at 6th level, you can call on your ancestors to take attacks for you. When a creature attempts to attack you, you may use your reaction to summon a guardian spirit in your image. If the attack roll would be successful, roll another d20. If the roll is 11 or higher, the attack strikes the spirit, which harmlessly absorbs the blow and then dissipates. If the initial attack roll was unsuccessful or the d20 roll was 10 or lower, the protective spirit remains with you for up to 1

minute or until it is struck by an attack. Once you use this feature, you can't use it again until you finish a short or long rest.

Spiritual Shell: Starting at 10th level, your ancestors provide you a measure of protection from the energies of both life and death. You gain resistance to necrotic and radiant damage. Additionally, you become more resilient thanks to their intervention. Whenever you would regain hit points, you may add your Constitution modifier to the amount regained if you would not already.

Family Reunion: Starting at 14th level, you may summon a whole host of your ancestors to imperil your foes. As an action, choose either a single creature you can see or a cube within line of sight with an area no greater than 15 feet on a side. If you choose a single creature and the creature is not undead, it takes 10d10 necrotic damage as an army of spirits tears at its body. If you choose an area, each creature within that area that is not undead or a construct takes 2d10 necrotic damage. Once you use this feature, you can't use it again until you finish a long rest.

WARLOCK PATRON: THE ARCHLICH

Your patron has the experience of centuries coupled with a thirst for magic's darkest secrets. These



magic users desire immortality above all else but often find themselves persecuted by good creatures, requiring servants who can move about more freely and execute their dark will. Powerful undead who can make such a pact might include the legendary demilich Tar-gharok, Lord of the Frozen Wastes; Ossirion, the Bone Prince of Ghouls; or the Vampire Count Draghal Morghulis.

Expanded Spell List: The Archlich lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – false life, ray of sickness
- 2nd – blindness / deafness, magic aura
- 3rd – bestow curse, stinking cloud
- 4th – blight, phantasmal killer
- 5th – antilife shell, contagion

Vampire's Harvest: Starting at 1st level, you can gain life from slaying your foes. When you kill one or more creatures with a spell of 1st level or higher, you can regain hit points equal to the spell's level,

or twice its level if the spell belongs to the school of necromancy. You don't gain this benefit for killing creatures without blood or a similar life-giving substance.

Will of the Forsaken: Starting at 6th level, you can more easily resist the enchantments of others and retaliate through the power of your patron. When a creature attempts to charm or frighten you, you can use your reaction to gain advantage on that roll. If the saving throw succeeds, the creature immediately receives necrotic damage equal to your Charisma modifier + your warlock level (minimum of 1). Once you use this feature, you can't use it again until you finish a short or long rest.

Undead Resilience: Starting at 10th level, you gain resistance to necrotic and poison damage. You have also learned to hold on to some measure of your life force when attacked by dark energies. Whenever you take necrotic damage, you gain the amount resisted as temporary hit points after subtracting the damage dealt from your current hit points. These temporary hit points dissipate after 1 minute.

Command Undead: Starting at 14th level, you can use magic to bring undead under your control. As an action, choose one undead creature that you can perceive within 60 feet of you. That creature must make a Charisma saving throw against your warlock spell save DC. If it succeeds, you can't use this feature on it again until after you finish a long rest. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. If the creature's challenge rating is equal to or greater than your level, it has advantage on the saving throw and can repeat it every hour until it breaks free. If you use this feature on an undead creature of such strength, you must wait until after you finish a long rest to use it again.

WARLOCK PATRON: THE PSYCHOPOMP

Your patron has the task of escorting mortal souls to the afterlife. To make its job easier, a measure of its power has been shared with you. You gain knowledge of spiritual realms and the ability to converse with dead creatures as you see them to the afterlife. Warlocks who make this pact often focus on the funerary rites and burial practices of their culture, knowing that these rituals are important to put departed spirits at ease. Entities who can make this pact might include such powers as the dour Anubis, who leads the dead through the Underworld; Charon, ferryman of the River Styx; the angelic Azrael, Guide of the Heavens; or Freja, the Valkyrie Queen.

Expanded Spell List: The Psychopomp lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

- 1st – sanctuary, unseen servant*
- 2nd – gentle repose, locate object*
- 3rd – feign death, speak with dead*
- 4th – death ward, locate creature*
- 5th – commune, raise dead*

Soulsight: Starting at 1st level, you can use your action to gain blindsight to a distance of 60 feet. This feature lasts for up to 1 minute as long as you concentrate. It also lets you detect creatures that are incorporeal or otherwise on the Ethereal Plane. Once you use this feature, you can't use it again until you finish a long rest.

Guide of Souls: Starting at 6th level, you can enlist the aid of creatures who have recently died, directing their astral energy to defend you. If a creature within 30 feet of you is reduced to 0 hit points, you gain advantage on the next saving throw you make within 1 minute.

Death's Attendant: Beginning at 10th level, you have seen enough of death's results that terror holds no place in your bleak heart. You are immune to being frightened, and when another creature attempts to frighten you, you can use your reaction to attempt to frighten that creature instead. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened by you for 1 minute or until the creature takes any damage.

Last Call: Starting at 14th level, you can temporarily sever a creature's soul from its body. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, its soul is shunted to the Astral Plane and its body goes into a state of suspended animation. While in this state, the creature's body doesn't need air or other sustenance and has immunity to psychic damage. If the creature's body takes any damage, this effect ends immediately as the soul rushes back to defend its corporeal form. This feature lasts for up to 1 minute or until your concentration is broken (as if you are concentrating on a spell). Once you use this feature, you can't use it again until you finish a short or long rest.

WIZARD TRADITION: NOCTUMANCY

Though dwarves, orcs, and many other races need no light to function in a limited way, humans, halflings, and other races almost instinctively fear the dark. To many creatures, darkness is the unknown, a place of often-real invisible threats. As magical research advanced, a select few arcanists sought to manipulate the shadows and gain control over these primal fears. Sometimes known as "shadowcasters," these wizards have absolute mastery over darkness.

Illusion Savant: Beginning when you select this school at 2nd level, the gold and time you must spend to copy an illusion spell is halved.

Obscuring Veil: Starting a 2nd level when you choose this school, you can magically dim the vision of another creature, disrupting their actions. As an action, choose one creature that you can see within 5 feet of you. If the target can see you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be blinded until the end of your next turn. The blinded creature's speed drops to 0, and it is incapacitated and visibly dazed. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect

ends if you move more than 5 feet away from the creature, if the creature gains total cover from you, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature on that creature again until you finish a long rest.

Pathways of Shadow: Beginning at 6th level, you can use your action to teleport to an unoccupied space you can see up to 60 feet away. Both your current space and the destination space must be in dim light or darkness. Alternatively, you can choose a space within range in dim light or darkness that is occupied by a friendly Small or Medium creature. If the creature is willing, you both teleport, swapping places. Once you use this feature, you can't use it again until you finish a long rest or cast an evocation spell of 1st level or higher.

Dark Duplicate: Beginning at 10th level, you can create a shadowy duplicate of yourself when in danger. When a creature targets you with an attack roll, you can use your reaction to interpose your shadow between the attacker and yourself. The attack automatically misses you, and then the shadowy duplicate vanishes. You make this decision before you know whether the attack roll was successful or not. Once you use this feature, you can't use it again until you finish a short or long rest.

Capture Magic's Shadow: Starting at 14th level, you can break down spells to empower your own. When you successfully dispel a magical effect (such as through *remove curse* or *counterspell*), you can absorb part of its energy. If you cast a spell of 4th level or lower that can be empowered with a higher-level spell slot on your next turn, you can add up to one-half of the dispelled spell's level (rounded down, a minimum of 1) to the spell slot actually used to cast the spell, effectively increasing the level of the spell slot used up to a maximum of 5th level. The first time you do so, you suffer no adverse effect. Each time you use this feature again before finishing a long rest, you take 1d12 necrotic damage per spell level added as the dark magic used to capture the spell's energy rebounds on you. This damage ignores resistance and immunity.

FEATS

Flesheater: You consume the flesh of fellow humanoids and gain extra vigor from your diet. This feat gives you the following benefits:

- Whenever you consume at least 1 lb. of humanoid flesh during a short or long rest, you gain temporary hit points equal to your level + your Constitution modifier.
- You have advantage on saving throws against ingested poisons or to avoid becoming diseased.

Haunting Lamentation: Your music chills listeners, invoking strong emotions from your audience. If you are able to play music or sing for 1 minute, you can force all creatures listening to you to make a Wisdom saving throw with a DC equal to your Performance check. If they fail, they are frightened of you or charmed by you (your choice) for 1 minute. Once they make this saving throw (whether it is a success or failure), they cannot be affected by this feature again until 24 hours have passed. This feature has no effect on constructs or undead or creatures that cannot hear.

Necrobotanist: Some necromancers, not content with the forces of unlife at their command, take to enhancing their undead minions with plant matter. This feat gives you the following benefits:

- If you have access to a corpse or skeleton and sufficient appropriate plant matter, you can modify undead created through spells or abilities. When you cast *Animate Dead*, you can choose to add any of the following abilities to your undead servant(s):

Decaying Poison: If the minion hits with a melee attack, the target must make a DC 11 Constitution saving throw, taking 3d6 poison damage on a failed save or half as much on a successful one.

Thorny Limb: The minion gains an additional claw attack that deals 1d4 + Str modifier damage. The minion also gains the Multiattack feature.

Explosive Death: When the minion dies, all creatures within 5 feet must make a DC 11 Constitution saving throw, taking 2d8 poison damage on a failed save or half as much on a successful one.

Viny Vigor: The minion's base land movement speed doubles.

Adding any of these abilities requires the loss of one Hit Die with a corresponding loss of hit points. You may add multiple abilities so long as the minion's hit points are not reduced to 0.

- You may use the *animate dead* spell on plant matter to bring one *Needle Blight* or two *Twig Blights* to life.
- Whenever you would take poison damage, you can reduce the damage by 3. You also have advantage on saving throws to resist the poisoned condition.

Tomb-tainted Pallor: Your time among the undead has warped you such that you are unbothered by some of the concerns of mortal creatures, such as breathing, sleeping, and warmth.

- You can hold your breath twice as long as normal.
- Whenever you take a long rest, you need to sleep only 4 hours to benefit.
- You can resist the negative effects of cold temperatures as if you were naturally adapted to them.
- You reduce cold damage by 3.

Undying Soul: Your spirit is especially strong, making you the bane of undead creatures. This feat gives you the following benefits:

- If you deal damage to an undead creature with an attack or other effect that has that creature as its sole target, that creature has disadvantage on attack rolls against you until the beginning of your next turn.
- You have advantage on saving throws made to resist gaining levels of exhaustion.
- You reduce necrotic damage by 3.