



NECROMANTIC ADEPT

A SORCERER SUBCLASS FOR 5TH EDITION
D&D BASED OFF OF THE LOCKED TOMB
TRILOGY BY TAMSYN MUIR

BY JAY LANKAU

SORCERER: NECROMANCER ADEPT

The magic written into your blood is a gift from the Undying King himself, an echo of the Resurrection. Like every other adept with this gift, you are a necromancer by creed and by study, and you are the pride of your House. Necromantic magic comes easily to you; you have been trained and molded into a skilled sorcerer worthy of the title "adept." Whether you use this power to revolt against or uphold the Empire's power is up to you.

HOUSE BOON

As a necromancer adept of God's deathless Empire, you hail from one of the nine Houses. You gain additional proficiency associated with your House.

House	Proficiency
Second House	Athletics
Third House	Persuasion
Fourth House	Survival
Fifth House	Arcana
Sixth House	History
Seventh House	Medicine
Eighth House	Religion
Ninth House	Intimidation

NECROMANCY MAGIC

You learn the *spare the dying* cantrip, which counts as a sorcerer cantrip for you.

You also learn additional spells when you reach certain levels in this class, as shown on the Necromancy Spells table. Each spell counts as a sorcerer spell for you, but doesn't count against the number of spells you know. These spells can't be replaced when you gain a level in this class.



NECROMANCY SPELLS

Sorcerer Level

Spells

1st	<i>false life, inflict wounds</i>
3rd	<i>ray of emfeeblement, protection from poison</i>
5th	<i>animate dead, speak with dead</i>
7th	<i>death ward, blight</i>
8th	<i>danse macabre, contact other plane</i>

PATRON OF THE UNDEAD

Starting at **1st level**, your thanergetic signature makes you less threatening towards undead creatures, and your studies as an adept give you a keen eye to the risen. You have advantage on all Charisma and Intelligence checks regarding Undead creatures.

SOUL SIPHON

Starting at **6th level**, you gain the ability to siphon the thalergy from your allies in order to protect yourself from attacks.

Choose a creature within 60 feet of yourself. With that creature's permission, you can use your bonus action and expend 1 sorcery point to siphon their thalergy, dealing 2d4 necrotic damage to the targeted creature and regaining the same the same amount of Hit Points.

You can expend 1 additional sorcery point to bolster the siphoned thalergy, though you must decide this during the same bonus action. Reinforcing the siphoned thalergy gives you resistance to damage from bludgeoning, slashing, and piercing damage from nonmagical weapons for 1 minute.

MOUTH OF THE DEAD

Starting at **14th level**, your knowledge of necromantic theorems allows you to commune with spirits of dead. In an environment of importance (such as a battlefield, crime scene, or graveyard), or near a corpse, you can enter a meditative state for up to 10 minutes in order to communicate with whatever spirits are present. Not all spirits are friendly or helpful. The information you can gain from this feature is at the discretion of your DM.

Once you use this feature, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

THANERGETIC FISSION

Starting at **18th level**, you've mastered manipulating your own thalergy and thanergy. As an action, you can detonate your thanergy in an act of thanergetic fission, creating a large blast of necrotic damage. Every creature within 30 feet of you must make a Constitution saving throw. On a failed save, a creature takes 3d10 necrotic damage and becomes poisoned until the end of your next turn. On a successful save, the creature takes half as much damage and doesn't become poisoned.

Once you use this feature, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

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*Thanks to Cal and Logan for the beta
reading*