Necroficer

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

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

Unwholesome Science

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

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

Creating a Necroficer

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

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

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

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

Necroficer

Level	Npmªagclaw @mlsq	Dc_rspcq	Horror K_vgksk AP	Bcªjckclrq Ilmul	K_v Qmsj Ck`cpq
1st	+2	*Undead Horrors, Student of Dissection*	1/2	-	1+ Int
2nd	+2	*Dark Defilement*	1/2	3	1 + Int
3rd	+2	*Necromantic Perversion*	1	4	3 + Int
4th	+2	*Ability Score Increase*	1	5	3 + Int
5th	+3	*Invigorating Undeath*	2	6	3 + Int
6th	+3	*Necromantic Perversion Feature*	2	7	6 + Int
7th	+3	*Horrors of Science*	2	8	6 + Int
8th	+3	*Ability Score Increase*	2	9	6 + Int
9th	+4	*Necromantic Resilience*	3	10	6 + Int
10th	+4	*Emergency Sacrifice*	3	11	8 + Int
11th	+4	*Necromantic Perversion Feature*	3	12	8 + Int
12th	+4	*Ability Score Increase*	4	13	8 + Int
13th	+5	*Cannibal Recovery*	4	14	8 + Int
14th	+5	*Rapid Construction*	4	15	8 + Int
15th	+5	*Surgical Precision*	5	16	10 + Int
16th	+5	*Ability Score Increase*	5	17	10 + Int
17th	+6	*Necromantic Perversion Feature*	6	18	10 + Int
18th	+6	*Necroficer's Bond*	6	19	10 + Int
19th	+6	*Ability Score Increase*	7	20	10 + Int
20th	+6	*Necromantic perversion Feature*	7	21	11 + Int

Class Features

As a Necroficer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per Necroficer level
Hit points at 1st Level: 6 + you Constitution modifier
Hit points at higher Levels: 1d6 (or 4) + your Constitution modifier each level after 1st

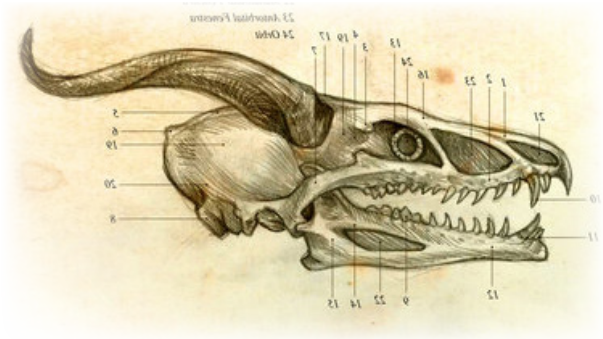
Proficiencies

Armor: Light armor
Weapons: Simple bladed weapons
Tools: Herbalism Kit, Alchemist's Tools
Saving Throws: Intelligence, Constitution
Skills: Choose two from Arcana, History, Deception, Intimidation, Medicine, Survival, and Religion

Equipment

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

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



Vile Creations

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

Soul Embers:

At 1st level you learn to harvest the dying embers of mortal souls, which you store in a necrotically preserved heart, and can spend to craft your grisly creations.
In order to harvest soul embers from a corpse, the creature must have been dead for no more than an hour, and you must a 10 minute ritual. The number of soul embers you can harvest from a creature is equal to that creature's CR. The maximum number of Soul Embers you can have stored is shown on the Necroficer Table.
If you lose your preserved heart, you also lose all Soul embers stored within it, and may create a new one over the course of a long rest.

Undead Horrors

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

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

Crafting and Repairing Horrors

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

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

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

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

Student of Dissection

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

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

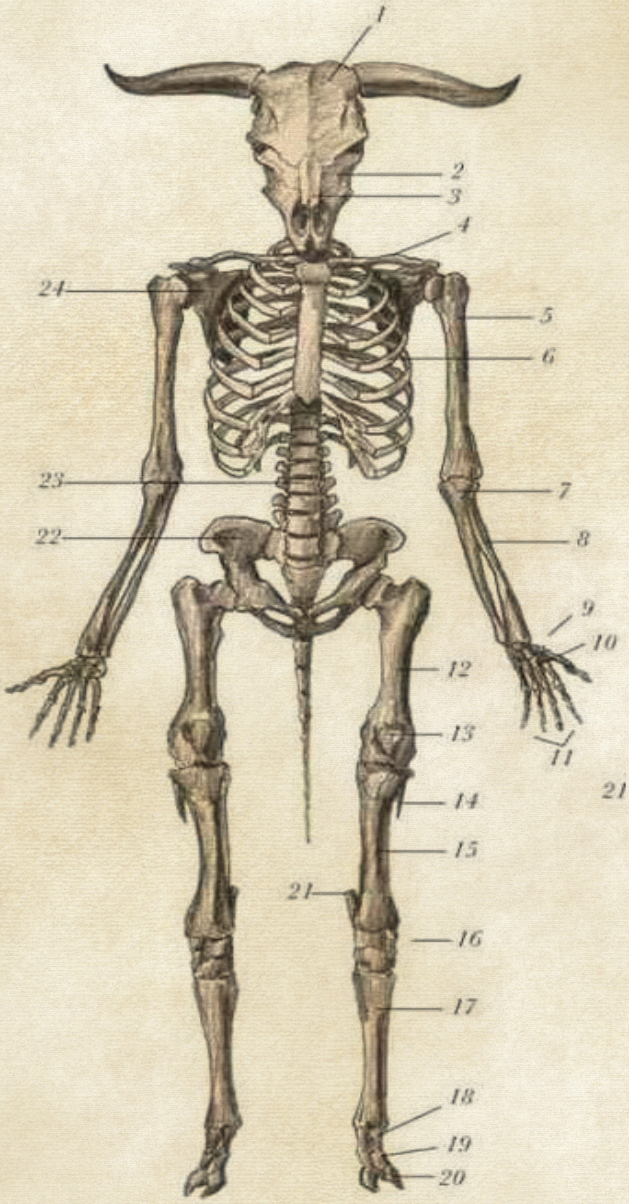
Dark Defilement

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

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

Necromantic Perversions

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



Ability Score Increase

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

Invigorating Undeath

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

Horrors of Science

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

Necromantic Resilience

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

Emergency Sacrifice

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

Cannibal Recovery

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

Rapid Construction

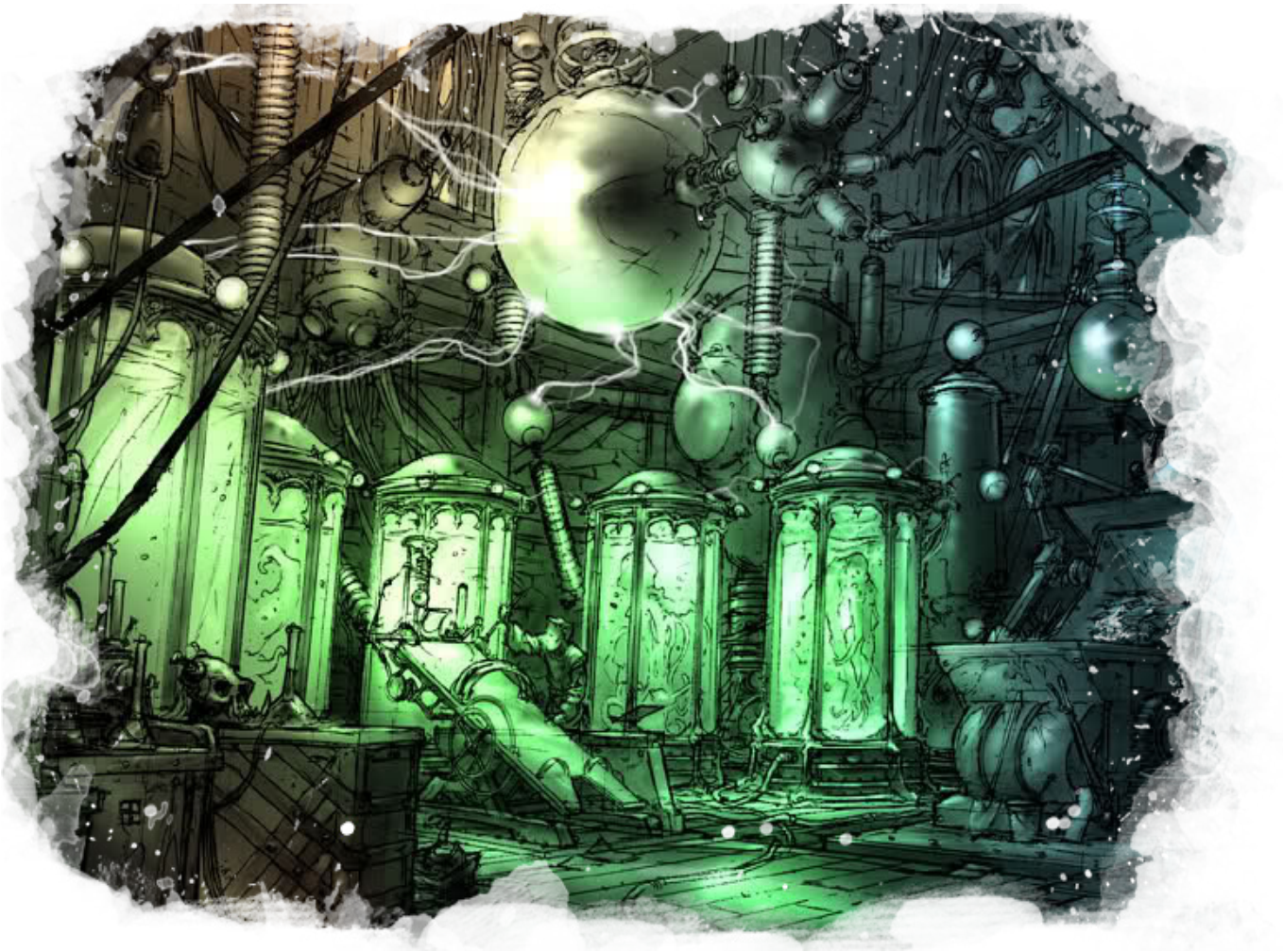
Beginning at level 14, your skilled hands can easily throw together an undead horror in a fraction of the time it might take lesser necroficers. The time required for you to craft a horror is halved. If the horror you are creating has a final CR of 4 or lower, the time required for you to craft it is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

Surgical Precision

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

Necroficer's Bond

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



Necromantic perversion

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

Corpse Collector

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

Undead Swarms

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

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

Swarm Attacks

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

Targeting a Swarm

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

Expanded legion

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

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

Siege machine

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

Unending Horde

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

Undead General

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

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

Soul Binder

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

Inscribed Horrors

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

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

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

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

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

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

Spell Attack Modifier = your proficiency bonus + your intelligence modifier

Spell Cost

Spell level	Fgr Nmg I r Amqr
cantrip	5
1st	10
2nd	15
3rd	25
4th	40
5th	65
6th	105
7th	170

Soul Binder Casting

Level	A_ I rpgnq	Qncjjq I I m u I	Max Spell Level
3rd	1	3	1
4th	1	3	1
5th	1	4	1
6th	2	4	2
7th	2	5	2
8th	2	5	2
9th	2	5	2
10th	2	6	3
11th	2	6	3
12th	3	6	3
13th	3	7	3
14th	3	7	3
15th	3	7	4
16th	3	7	4
17th	3	8	4
18th	3	8	5
19th	3	9	6
20th	3	10	7

Dark affinity

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

Corpse Surrogate

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

Arcanum Mortis

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

Waking Dead

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

Flesh Sculptor

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

Self-Mutilation

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

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

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

Intelligent design

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

Horrifying Ferocity

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

Gruesome Visage

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

Live Dissection

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

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

Self-Made Monster

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

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