



KAZERABET'S ART OF NECROMANCY

VOLUME VI: CORPSECRAFTERS



EXPLORE THE FORBIDDEN ARTS IN THIS SUPPLEMENT FOR
THE WORLD'S GREATEST ROLEPLAYING GAME

KAZERABET'S ART OF NECROMANCY

VOLUME VI: CORPSECRAFTERS

CREDITS

Designer, Editor, Author: Kevin Thomas Schlüter

Proofreader: Zack Schwartz

Cover Art: Enrique Meseguer
(darksouls1)–pixabay.com

Interior Art: DM's Guild Stock Art

InDesign Template: Nathanaël Roux

Kazerabet's Font: AnkeCalligraphic 2.0–Andreas Höfeld,
fontgrube.de

Kazerabet's Paper: andreas160578–pixabay.com

ABOUT THE AUTHOR

Kevin Thomas Schlüter has spent the most of the past decade in and out of the Middle East, North Africa, and other deserts, working in a type of real-world wizard's guild. He can be contacted at:

tom.of.vile.darkness@gmail.com or [@thomas_schluter](https://twitter.com/thomas_schluter).

SOURCES AND INSPIRATION

Collins, Andy & Cordel, Bruce. *Libris Mortis*:

The Book of Undeard. 2004.

Cordel, Bruce. *Open Grave: Secrets of the Undeard*. 2009.

Steve Kurtz. *The Complete Book of Necromancers*. 1995.

LEGAL

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2021 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

CONTENTS

INTRODUCTION	2
ARTIFICER CLASS OPTIONS	2
Optional Class Features	2
Corpsecrafter Specialist	3
NEW TOOL	4
NEW FEAT	5
NEW SPELLS	5
NPCs	5

AGES AGO, POWERFUL NECROMANCERS KNEW THE ART OF CORPSECRAFTING, creating bespoke creations to serve their whims. Chief among these was called the blaspheme, for it violated even many of the mores of the powerful necromancers of old, whether Netherese or Kadari. Stitched together fragments of bodies and spirits, the art of corpsecrafting still eludes me, though the potential of using it to understand the parts of the soul is most profound. I doubt the new corpsecrafters have rediscovered all the old secrets, but my conversations with three of them confirm my suspicions that the insights of the philosophers of Mulhorand and Wa must be close to explaining the mysteries of the spirit and its multitude of parts. An alchemy of flesh and soul, it's no wonder these artificers were well equipped to revive the lost art.

—Kazarabet, Philosopher-Queen of Ysawis



INTRODUCTION

Though most who animate the dead are death priests or necromancers, occasionally others devote themselves to the art of necromancy. This volume presents new options for the artificer class first revealed in *Eberron: Rising from the Last War* and revised in *Tasha's Cauldron of Everything*. These options are followed up with a new too, a few new spells, and NPC stat blocks for the Dungeon Master.

ARTIFICER CLASS OPTIONS

This volume presents new features and the corpsecrafter subclass for the artificer as well as NPC corpsecrafters and their attendant blasphemers.

OPTIONAL CLASS FEATURES

The following optional class features are available to artificers at the Dungeon Master's discretion, or possibly only artificers who take the corpsecrafter specialization.

ADDITIONAL ARTIFICER SPELLS

1st-level Artificer feature

The spells in the following list expand the artificer spell list in *Tasha's Cauldron of Everything*. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell listed below can be found in *Kazerabet's Art of Necromancy Volume I: Spells*.

CANTRIPS

Deathsmoke
Minor Necromancy

1ST LEVEL

Bone club
Necrotic awareness
Spectral voice (ritual)

2ND LEVEL

Spectral senses (ritual)

3RD LEVEL

Death talisman (ritual)
Skullwatch
Ward against undead

4TH LEVEL

Cursed blade

5TH LEVEL

Negative plane protection
Grimwald's graymantle

EXPANDED REPLICATION

3rd-level Artificer feature

When you use the replicate magic item infusion, you add the following options to your list of choices. See *Kazerabet's Art of Necromancy Volume IV: Tools of the Trade* for additional common magic items.

REPLICABLE MAGIC ITEMS

ARTIFICER

LEVEL	MAGIC ITEM	ATTUNEMENT
2nd	Robe of Repose	No
2nd	Shovel of Digging	No
2nd	Undead Grafts (common)*	No
6th	Quill of Necromancy	No
6th	Schoolcap of Necromancy	Yes
6th	Undead Grafts (unommon)*	No
10th	Bone Ring	Yes
10th	Undead Grafts (rare)*	No
14th	Undead Grafts (very rare)*	No

*See *Kazerabet's Art of Necromancy Volume II: Cysts and Grafts* for information on undead grafts.

CORPSECRAFTER SPECIALIST

Whereas most artificers focus on arcane energies and objects, corpsecrafters turn their thoughts to necromantic energies and the dead. These artificers have unearthed the ancient secrets of creating the blaspheme, a strange corpse amalgam of many creatures, but later learn to animate the dead as well as any death priest or necromancer.

TOOL PROFICIENCY

3rd-level Corpsecrafter feature

You gain proficiency in the embalmer's tools (see below). If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

CORPSECRAFTER SPELLS

3rd-level Corpsecrafter feature

Corpsecrafters learn some of the necromancer's dark arts. You gain the *chill touch* cantrip. When you gain this feature, and again at 5th, 9th, 13th, and 17th levels, choose two necromancy spells of a level you can cast from any spell list. You always have these necromancy spells prepared. These spells count as artificer spells for you, but they don't count against the number of artificer spells you have prepared.

BLASPHEME THRALL

3rd-level Corpsecrafter feature

While other artificers work with wood or metal, you turn to flesh, bone, and spirit. You've created a blaspheme, a strange amalgam of these macabre components from various beings. It is friendly to you and your companions and obeys your commands. See its game statistics in the Blaspheme stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or up to four; your choice has no effect on its game statistics.

In combat, the blaspheme shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action unless you take a bonus action

on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the blaspheme can take any action of its choice, not just Dodge.

If it has died within the last hour, you can use your embalmer's tools as an action to revive your blaspheme, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The blaspheme returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new blaspheme if you have embalmer's tools with you. If you already have a blaspheme from this feature, the first one immediately perishes. The blaspheme also perishes if you die.

Not only does corpsecrafting prove that the spirit is composed of distinct elements, but also that the abilities of undead can be manipulated by modifying the animating spirit itself!

-K

CORPSE CRAFTING

5th-level Corpsecrafter feature

As an action when you are holding your embalming tools, you can magically empower an undead creature within 5 feet of you that you have created, summoned with a necromancy spell, or otherwise control (such as your blaspheme, a skeleton or zombie created with *animate dead*, or an undead spirit summoned with *summon undead*). Choose one of the following options:

Death Burst. When the corpsecrafted creature dies, all living creatures within 5 feet suffer 1d12 + PB + your Intelligence modifier necrotic damage.

Incorporeal Movement. The corpsecrafted creature can move through other creatures and objects as if they were difficult terrain. This creature takes 5 (1d10) force damage if it ends its turn inside an object.

Beckoning Gaze. One creature that the corpsecrafted creature can see within 60 feet of it must make a Wisdom saving throw against your spell save DC or be charmed by the corpsecrafted creature. A charmed target must use

BLASPHEME

Medium undead

Armor Class 13 (natural armor)

Hit Points 10 + your Intelligence modifier + 5 times your artificer level (the blaspheme has a number of Hit Dice [d8s] equal to your artificer level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Con 2 + PB, Wis 2 + PB

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + PB

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Necrotic Creation. The blaspheme is healed by necrotic damage, even when it otherwise cannot regain hit points.

ACTIONS

Sapping Touch. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d10 + PB necrotic damage.

Unlife (3/day). The arcane enchantment of the blaspheme restore 2d8 + PB hit points to itself or to one undead creature within 5 feet of it.

its movement to approach the corpsecrafted creature each round, taking the safest path to get as close as possible. A charmed target may repeat the saving throw at the end of each turn, ending the effect.

Blasphemous Vengeance. Once per turn when the corpsecrafted creature deals damage to a target that injured it since the end of its last turn, increase that damage by 1d6 + PB.

Magic Resistance. The corpsecrafted creature has advantage on saving throws against spells and other magical effects.

Blazing. The corpsecrafted creature glows with arcane flames, shedding dim light in a 10 foot radius. As a bonus action, you can increase the intensity to bright light in a 10-foot radius and dim light for a further 10 feet or reduce the light again. While the corpsecrafted creature is emitting bright light, it gains the following attack:

Hurl Flames. Ranged spell attack. your spell attack modifier to hit, range 150 ft., one target. *Hit:* 2d4 + 3 + PB fire damage.

Grave Chill. The corpsecrafted creature resists cold damage and any living creature that ends its turn within 10 feet of the corpsecrafted creature suffers 1d12 + 3 + PB cold damage.

Erratic Movement. The corpsecrafted creature speed increases by 10 feet, and when it dashes it does not provoke attacks of opportunity.

Enhanced. The corpsecrafted creature's Strength, Constitution, and Dexterity scores are increased by 2 points (max



HEALING A BLASPHEME

Healing undead creatures is not as straightforward as it may seem. Many spells and class features, such as *cure wounds* or a Paladin's Lay on Hands feature specifically exclude constructs and undead from their effects. Other spells and class features apparently do function on undead targets. Likewise, rest and natural healing are viable options for undead creatures.

The **Blaspheme's** Necrotic Creation feature intentionally allows it to easily be healed with necromancy cantrips and spells, such as *chill touch*.

It is best for the Dungeon Master and players to discuss how the rules will be interpreted at any given table before play and before player resources are committed to character choices that may technically follow the rules as written but cause issues with the believability of the table's narrative. *Tasha's Cauldron of Everything* provides some guidance for conducting such a Session 0.

20). Adjust the stat block accordingly. An undead creature can benefit from this corpsecrafting trait multiple times.

Enduring fortitude. The corpsecrafted creature gains additional hit points equal to twice your artificer level.

Similacrum of Life. The corpsecrafted creature radiates an illusion, appearing as a dirty or unkept living Medium humanoid. Attempts to penetrate this illusion must beat your spell save DC.

Armored. The corpsecrafted creature's Armor Class is increased by 2 (maximum of 18). It does not gain this bonus while wearing armor. An undead creature can benefit from this corpsecrafting trait multiple times.

You can assign a total number of traits (divided among any number of creatures) equal to your proficiency bonus. If you assign more traits than your proficiency bonus allows, the first one assigned expires.

At 9th level, you can grant one trait to up to four skeletons, zombies, or a mix of four skeletons and zombies. (15th, up to six; 17th, up to eight). This counts as one corpsecrafting trait assigned and the same trait must be granted to each of the skeletons or zombies. For example, at 9th level (proficiency bonus of +4) you might assign the Death Burst feature to four skeletons you've animated with *animate dead* and three traits to your blaspheme. After one skeleton dies you can replace it with a fresh casting of *animate dead* and give it the Death Burst trait as well, but if you give another feature to your blaspheme the first feature you've crafted for your undead is lost.

DEATH'S CALL

9th-level Corpsecrafter feature

Once per turn you may add your Intelligence modifier to the damage roll of one cantrip dealing cold, lightning, necrotic, or poison damage. If you do not deal this additional damage on your turn, you may add it to one damage roll

from an attack your blaspheme or another undead creature under your control makes on its turn.

LESSER CORPSECRAFTED MINIONS

9th-level Corpsecrafter feature

You know the *animate dead* spell. If you already know *animate dead*, choose another necromancy spell from the cleric or wizard spell lists. You always have this necromancy spells prepared. This spell counts as an artificer spell for you, but it doesn't count against the number of artificer spells you have prepared.

When you use your bonus action to command your blaspheme or skeletons or zombies you control, you can command your blaspheme and any skeletons or zombies you control.

ARCANE COORDINATION

15th-level Corpsecrafter feature

When you use your action to cast a cantrip, your blaspheme can use its reaction to make one attack against a creature it can see. When you use your action to take the Dash action, your blaspheme can use its reaction to Dash.

NEW TOOL

This new tool is useful for necromancers, priests, and morticians.

EMBALMER'S TOOLS

Cost: 25 gp

Weight: 5 lbs

Embalmer's tools are used to prepare the dead for burial or internment, primarily ensuring a corpse is preserved in its current state. Additionally, embalming a corpse can provide mystical benefits. Embalming a corpse typically takes one hour.

Components. Embalmer's tools include a variety of knives and needles responsible for cutting a corpse, stitching it up, and draining it of fluids. Additionally chemical components are used to help preserve the corpse.

Arcana. This tool can be helpful in identifying characteristics of undead creatures and components of necromancy spells.

Medicine. Proficiency in Embalmer's tools gives insight into on Wisdom (Medicine) checks related to determining the cause or time of death.

Religion. Embalming isn't necessarily religious in nature, but proficiency in the tools may help identify any religious practices associated with burial or the dead.

Embalming. You can use this tool proficiency to preserve the dead. A corpse or pile of bones that is ritually prepared can be raised from the dead longer, doubling the time limit for spells like *raise dead* or *resurrection*.

EMBALMER'S TOOLS

ACTIVITY	DC
Embalm a corpse	10
Determine the culture responsible for burrial	15
Determine an embalmed corpses' true age	15

NEW FEAT

This new feat, first appearing in *Kazerabet's Art of Necromancy Volume I: Spells*, may be useful for Corpsecrafter artificers in their mastery of necromancy.

GIFTED IN THE DARK ARTS

Prerequisite: Ability to cast 1st-level spells

Choose three 1st or 2nd level necromancy spells from any list. You know them and can cast them using your spell slots of the appropriate level.

If a necromancy spell that you know or have prepared has the ritual tag, you can cast that spell as a ritual without needing a ritual book or spellbook, even if you cannot cast other rituals.

Furthermore, you can read any necromancy scroll as though the spell were on your class list.

If you have a spellbook or ritual book, you halve the time and cost of adding necromancy spells to it (one quarter the time and cost if you have the wizard's Necromancy Savant feature)

NEW SPELLS

The following spells were presented in *Kazerabet's Art of Necromancy Volume I: Spells*. They are repeated here as a way to expand the Corpsecrafter without requiring that volume.

SKULL WATCH

3rd-level necromancy

Casting Time: 1 minute

Range: Touch

Components: V, S, M (an intact skull from a living, intelligent creature and a bit of earwax)

Duration: 8 hours

Class: Artificer, warlock, wizard

You hang a skull in the air and leave it to alert you of danger. The skull must be intact and come from a living, intelligent creature (not a beast, construct, or plant). Once

CREATURES ATTUNING TO ITEMS

Creatures—including Undead creatures—can attune to magic items as described in Chapter 7 of the *Dungeon Master's Guide*.

The Dungeon Master has the option to restrict attunement for creatures where it doesn't make sense. Furthermore, some creatures may not think to use a magic item unless commanded. Equipping minions with magical items may be very expensive and risk the items to be lost or damaged.

you cast the spell, the skull hovers two to six feet off the ground and watches a line 90 feet long and 20 feet wide, originating from it with darkvision. Any living, intelligent creature (not a beast, construct, plant, or undead) that enters the line activates the skull, which begins to shriek and wail: the noise can be heard in a quarter-mile radius and continues for one minute. You are also mentally alerted as long as you are on the same plane of existence as the skull. If you cast this spell multiple times, you cannot determine which of the skulls has been activated, only that one has. After it activates, the skull floats to the ground and can be recovered and used again.

You can move the skull, as long as you do not step into its line of vision, though no one else can move it. The skull can be destroyed; it has 5 hit points and AC 10.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the skull remains enchanted for up to one year, and when activated the caster gains a glimpse of the creature that activated it though the details are obscured as if the activating creature were in dim light (regardless of your normal vision or ability to see in the dark).

SPECTRAL SENSES

2nd-level necromancy (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a preserved ear or eye)

Duration: Concentration, up to 10 minutes

Class: Artificer, cleric, wizard

You link your own senses with that of one undead target, corpse, or intact skull. An undead creature may make a Charisma saving throw or to avoid the effect. Undead that you can command automatically fail this saving throw. For the duration of the spell, you can spend your action to see, hear, smell, and taste as though you were in the target's location until the beginning of your next turn as long as you are on the same plane of existence.

All of your senses, such as dark vision, function normally. While you are sensing through the target you are blinded, deafened, and unable to smell and taste anything. You only taste what is placed in the corpse's mouth and are not sickened by the rotting flesh of the corpse itself (if any).

Additionally, if you target an undead creature that is bound to follow your commands, you can direct the creature with the same action.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, the duration increases to 1 hour (6th level or higher, 4 hours; 8th level or higher, 8 hours).

SPECTRAL VOICE

1st-level necromancy (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a preserved tongue)

Duration: 10 minutes

Class: Artificer, bard, cleric, wizard

NOVICE CORPSECRAFTER

Medium humanoid (any)

Armor Class 14 (Leather armor)

Hit Points 28 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	12 (+1)	8 (-1)

Skills Arcana +4, Religion +3, Thieves' tools +6, Embalmer's Tools +6

Senses passive Perception 11

Languages Common plus any two

Challenge 2 (450 XP)

Spellcasting. The corpsecrafter is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following artificer spells sprepared:

Cantrips (at will): *chill touch*, *mage hand*, *mending*
1st-level (3 slots): *detect magic*, *disguise self*, *inflict wounds*, *ray of sickness*, *sanctuary*

ACTIONS

Chill Touch. Ranged Spell Attack: +4 to hit, reach 60 ft., one target. Hit: 5 (1d8) necrotic damage and the target cannot regain hit points until the end of the corpsecrafter's next turn.

Necrotically Infused Dagger +1*. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) piercing damage.

*The dagger is a magic weapon which loses its power 2 days after the corpsecrafter's death.

You awaken the voice of a corpse, allowing you to speak through it. You target one corpse with a mouth or skull within range. When you speak, the corpse instead speaks. The target doesn't speak with your voice, but rather a dull and hollow version of the corpse's original voice, or an unnerving whisper for a skull or skeleton. You

can end this spell on your turn as a free action.

Because your voice emits from the target, you must end this spell in order to cast any others.



NOVICE'S BLASPHEME

Medium undead

Armor Class 13 (natural armor)

Hit Points 35 (5d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Con +4, Wis +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands the languages you speak

Challenge 1 (200 XP)

Necrotic Creation. The blaspheme is healed by necrotic damage, even when it otherwise cannot regain hit points.

ACTIONS

Sapping Touch. Melee Weapon Attack: +4, reach 5 ft., one target you can see. Hit: (7) 1d10 + 2 necrotic damage.

Unlife (3/day). The arcane enchantment of the blaspheme restore 2d8 + 2 hit points to itself or to one undead creature within 5 feet of it.

NPCs

Corpsecrafters are a varried lot, perhaps more mercenary or villainous than heroic. Villainous corpsecrafters are often surrounded by undead, forging alliances with semi-intelligent undead or sharing lairs with others. Often these undead have one or more of the corpsecrafting traits (see the 5th-level Corpsecrafter feature). NPC corpsecrafters need not necessarily obey the exact mechanical rules as PC corpsecrafters when adding some traits to undead creatures.

Unless caught entirely off guard, few corpsecrafters will not have used a bit of time to cast one or more spells on their undead creations and followers, particularly spells like *longstrider* or *aid* which do not require concentration and have lengthy durations.

NOVICE CORPSECRAFTER

The novice corpsecrafter is just beginning to learn the trade, but has managed to construct a blaspheme and learn some of the art of necromancy. They are rarely encounters without their blaspheme nearby, often using ranged spell attacks while keeping the blaspheme between them and their foes.

NOVICE'S BLASPHEME

The novice corpsecrafter's blaspheme is a hulking brute, but still swift-footed and quick to recover.

MASTER CORPSECRFTER

Medium humanoid (any)

Armor Class 20 (Breastplate+2*, shield)
Hit Points 132 (24d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	20 (+5)	12 (+1)	8 (-1)

Saving Throws Con + 5, Int + 9
Skills Arcana +9, Religion +5, Thieves' tools +10, Embalmer's Tools +10
Senses passive Perception 11
Languages Common plus any two
Challenge 12 (8400 XP)

Longstrider wand (Infused Item)*. The corpsecrafter has a wand infused with the *longstrider* spell. Any creature holding the wand can use their action to cast the *longstrider* spell. It can be cast 10 times from this wand.

Spellcasting. The corpsecrafter is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +11 to hit with spell attacks). The artificer uses a rod +2* as a spellcasting focus (included in attack bonuses) and ignores half cover when making spell attacks. It has the following artificer spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *mending*, *toll the dead*, +12

1st-level (4 slots): *detect magic*, *disguise self*, *faerie fire*, *inflict wounds*, *longstrider*, *ray of sickness*, *sanctuary*

2nd-level (3 slots): *Aid*, *blindness/deafness*, *ray of enfeeblement*, *rope trick*, *web*

3rd-level (3 slots): *Animate dead*, *dispel magic*, *flame arrows*, *glyph of warding*, *speak with dead*, *vampiric touch*

4th-level (3 slots): *Arcane eye*, *blight*, *stoneskin*

5th-level (1 slot): *Contagion*, *raise dead*, *wall of stone*

ACTIONS

Chill Touch. Ranged Spell Attack: +11 to hit, reach 60 ft., one target. Hit: 23 (4d8+5) necrotic damage and the target cannot regain hit points until the end of the corpsecrafter's next turn.

Necrotically Infused Dagger +2*. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 3) piercing damage.

Toll the Dead. One target within 60 feet must make a Wisdom saving throw (DC 17) or take 23 (4d8+5) necrotic damage or 31 (4d12+5) necrotic damage if they are below maximum health.

REACTIONS

Flash of insight. When the corpsecrafter or an ally it can see with 30 feet makes an ability check or saving throw, it can expend its reaction to add 5 to that roll.

*These magic items lose their power 4 days after the corpsecrafter's death.

MASTER'S BLASPHEME

Medium undead

Armor Class 17 (natural armor)
Hit Points 141 (18d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Saving Throws Con +6, Wis +6
Damage Resistance cold
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages you speak
Challenge 11 (200 XP)

Necrotic Creation. The blaspheme is healed by necrotic damage, even when it otherwise cannot regain hit points.

Gravechill. Any living creature ending its turn within 10 feet of the blaspheme suffers 1d12+7 cold damage.

ACTIONS

Sapping Touch. Melee Weapon Attack: +9, reach 5 ft., one target you can see. Hit: (10) 1d10 + 4 necrotic damage.

Unlife (3/day). The arcane enchantment of the blaspheme restore 2d8 + 4 hit points to itself or to one undead creature within 5 feet of it.

REACTIONS

Arcane Coordination. When the blaspheme's master uses its action to cast a spell, the blaspheme can use its reaction to make one sapping touch attack against a creature within range. When the blaspheme's master uses its action to dash, the blaspheme can use its reaction to dash.

MASTER CORPSECRFTER

A master corpsecrafter is not only guarded by their blaspheme, but likely at least a handful of other corpsecrafted zombies or skeletons. Canny corpsecrafters even cosmetically alter their creations so it is not easy to tell which is the real threat.

MASTER'S BLASPHEME

A master corpsecrafter's blaspheme is powerful, often augmented by the masters spellcasting and occasionally wielding magical items.

