



# BENEOS TOKENS

## NECROMANCER



**D&D HOMEBREW**



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

# NECROMANCER

Necromancers are magic users who pursued the arcane arts beyond the restrictions that nature and mortality place upon less curious souls. Death is a strong metaphysical concept and those tapping into the domain of biological and metaphysical death quickly find themselves swelling with power, as they carry life into the realms of death to reanimate bodies or manipulate souls, or invite death into the realms of the living, turning flesh to dust and withering body and soul. This power quickly corrupts and many societies fear, shun or hunt those who passed the treshold and invited death into their life.

## BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

## NECROMANCER

Medium humanoid, neutral evil

**Armor Class** 17 (Ceremonial armor)

**Hit Points** 187 (25d8 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	6 (-2)	16 (+3)	20 (+5)	16 (+3)	18 (+4)

**Saving Throws** CON +7, INT +9, CHA +8

**Skills** Arcana +9, Perception +7

**Damage Resistances** Necrotic

**Senses** Darkvision 30 ft., passive Perception 17

**Language** Any three languages

**Challenge** 9

**Undead Lieutenant (1/Day).** Once per day, the Necromancer can elevate an undead creature of its choice to serve as its lieutenant. The chosen undead gains the following abilities:

- The creature becomes sentient, gains an Intelligence score of 14 (if the original creature's Intelligence score was lower) and gains the ability to speak, if originally unable to do so. It can also attune to and use magic items.
- The creature gains a +3 bonus to attack rolls and saving throws, as well as advantage on saving throws against effects that turn undead.
- The creature can use a bonus action on its turn to make a **Black Touch** attack (see below).
- The creature can communicate telepathically with the Necromancer, as long as they are within 1 mile of each other.

These changes last until the Necromancer uses the feature on another creature.

**Necromantic Nexus.** Undead creatures within 30 ft. of the Necromancer make Constitution saving throws with advantage. If an undead creature drops to 1 hit point while being within 30 ft. of the Necromancer, the undead creature gains 7 (2d6) temporary hit points.

**Legendary Resistance (1/Day).** If the Necromancer fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The Necromancer makes two Black Touch or Necrotic Drain attacks or one of each.

**Black Touch. Melee Spell Attack:** +9 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) necrotic damage and the target must succeed on a DC 17 Constitution saving throw or the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Necromancer regains hit points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.

**Necrotic Drain. Ranged Spell Attack:** +9 to hit, reach 50 ft., one target. **Hit:** 14 (2d8+5) necrotic damage. On a hit, undead creatures within 5 ft. of the target regain hit points equal to half the necrotic damage dealt by this attack.

**Unmake (2/Day).** A creature within 60 ft. must make a Constitution saving throw. It takes 8d8 + 35 necrotic damage on a failed save, or half as much damage on a successful one. A humanoid killed by this spell rises at the start of the Necromancer's next turn as a zombie that is permanently under the Necromancer's command, following its verbal orders to the best of its ability.

**Ritual of Desecration (1/Day).** The ground in a 15 ft. radius centered on a point of the Necromancer's choice within 50 ft. becomes unhallowed ground. Living creatures starting their turn in this area or moving into it for the first time during their turn must make a DC 17 Constitution saving throw, suffering 20 (3d12) necrotic damage on a failed save or half as much on a successful one. An undead creature that is reduced to 0 hit points in this area rises again at the start of its next turn, regaining 13 (2d12) hit points in the process. While the ritual is active, the Necromancer takes 13 (2d12) necrotic damage at the end of its turns. This damage can't be reduced in any way. This effect ends when the Necromancer uses any other action except conducting the ritual or moves.

## BONUS ACTIONS

**Wraith Step (2/Day).** Shrouded by swirling wafts of black smoke, the Necromancer teleports up to 30 feet to an unoccupied space that it can see.

## REACTIONS

**Unfavourable Exchange.** If a creature within 30 ft. of the Necromancer regains hit points through a spell, magical effect or the use of a magic item, the Necromancer can use its reaction to negate the healing and instead deal necrotic damage equal to half of the amount that would have been healed.

**Costly Unbinding.** If a creature within 40 ft. of the Necromancer casts a spell, the Necromancer can use its reaction to unbind the spell, causing it to fail. To do so, the Necromancer must succeed on an Intelligence check. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect and the casting creature takes necrotic damage equal to the spell's level. Whether the spell fails or not, the Necromancer takes necrotic damage equal to thrice the spell's level. This damage can't be reduced in any way.

**Unholy Transference.** If the Necromancer takes damage, it can transfer the damage to its Lieutenant instead, as long as the Lieutenant is within 50 ft. of the Necromancer. The Lieutenant suffers the full damage, while the Necromancer suffers no damage.



# HOW TO RUN A NECROMANCER

## 1. OFFENSIVELY.

- Unmake and Ritual of Desecration are the big hitters and should be used to the maximum effect. Ritual of Desecration is a great way to start the encounter off, once you've positioned your undead minions to get the most of it, while Unmake serves as a scalpel to decisively weaken or even kill choice targets.
- The Necromancer *should* not be in melee combat, that's what his servants and Lieutenant are for. If it is forced to fend for itself in close quarters, two **Black Touch** attacks per turn should ensure its survival for a bit.
- **Necrotic Drain** is a great way to keep the Necromancer busy if you do not want to bring out the big guns yet, as it both deals damage and heals embattled undead allies.
- **Unfavourable Exchange** is the Necromancer's ace in the hole, the ability to both negate healing and deal damage instead. This is *lethal* tool, easily able to kill a player if you wish. This ability should be established quite early, bot to terrify your players and give them the additional challenge (and opportunity) to plan and play around it.
- **Necromantic Nexus** is plays very well into a horde of zombies, skeletons or equivalents, as they have ways to fall to 1 hit point instead of dying outright.

## 2. DEFENSIVELY.

- The Necromancer should always be shadowed by its chosen Lieutenant, serving as a last line of defense before its master is forced to retreat via **Wraith Step**.
- **Costly Unbinding** grants you a counterspell each turn, at the price of some hit points - feel free transfer this damage over to your Lieutenant, though.

- Be careful not to cast **Ritual of Desecration** on yourself, as the Necromancer is not (yet) undead. a da

## 3. GENERAL NOTES

- The Undead Lieutenant ability is a great way to introduce a second in command to the primary villain of the encounter. Elevate a simple Skeleton, a Vampire Spawn or a mighty Death Knight.
- The Necromancer foregoes an **Innate Spellcasting** feature in favour of a more streamlined profile. Feel free to add some choice spells of your personal preference to personalize your Necromancer.
- The Necromancer is best accompanied by a number of undead creatures to both shield it and profit from the Ritual of Desecration to become an unending undead nightmare.

