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LVL

NOTES:

(1/day, after a short rest) Recover combined level of spells slots = 1/2 your wizard level (rounded up). Up to 5th level spell slots.

Ability Score Improvement LVL 4, 8, 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Necromancy Savant

LVL 2

The gold and time you must spend to copy a necromancy spell into your spellbook is halved.

Grim Harvest

LVL 2

(1/turn)

When you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.

Undead Thralls

LVL (

You add the animate dead spell to your spellbook if it is not there already. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever you create an undead using a necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
- The creature adds your proficiency bonus to its weapon damage rolls.

Inured to Undeath

LVL 10

You have resistance to necrotic damage, and your hit point maximum can't be reduced.

Command Undead

LVL 14

As an action.

One undead you can see within 60 feet of you makes a CHA saving throw against your wizard spell save DC. Makes save with advantage if INT = 8 or higher.

If it saves: You can't use this feature on it again.

If it fails: It becomes friendly to you and obeys your commands until you use this feature again. If INT = 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Spell Mastery

LVL 18

Choose a LVL 1 and a LVL 2 spell that is in your spellbook:

When you have them prepared, you can cast them at their lowest level without expending a spell slot. You can change these spells after 8 hours of study.

Signature Spells

LVL 20

Choose two LVL 3 spell that are in your spellbook:

(1/rest) You can cast each of them once at 3rd level without expending a spell slot.

You always have these spells prepared and they don't count against the number of spells you have prepared.