

ALPHA BONE GUARDIAN

Bones get lonely, and when that happens they need someone to give them a sense of belonging and a place to call home, and that alpha is the bone guardian. A necromantic alpha, the bone guardian gives another way in your games to play a necromancer. Adding undead creatures to your repertoire of pack members, the bone guardian gains the ability to add an undead pack to the adventuring party, giving you access to necrotic damage and reliable ranged attacks very early on in the game. And, if push comes to shove and you need vast amounts of bodies, a zombie or skeleton horde can be at your disposal (if you are cool with losing a lot of pack members).

The bone guardian's pack sacrifices mobility for staying power and opportunities for damage. With creatures like the zombie moving at only 20 feet per turn, the standard bonuses to pack members from the class will help you to get them into a fight a little sooner, but not nearly as quickly as an alpha running with living creatures. In exchange, however, you gain far greater access to ranged attacks without suffering access to decent "meat shields" to absorb damage for the party.

Definitely talk over using this character with your party, because let's be real: having a necromancer in the party can be unnerving for some people. But if you're looking for a literal summoner to join the group and give actions out to helpful undead friends, this is the subclass for you.

MAKING FRIENDS

Starting at 3rd level, you may tame undead monsters in addition to beasts. In addition, you may touch a beast with necrosis to turn it into an undead beast of the same type, increasing its hit points by 10 and reducing all of its stated move speeds by 10 (to a minimum of 5).

ENDURING PACK

Starting at 6th level, you and your pack members gain the *Undead Fortitude* special rule: if damage reduces you or a pack member to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the target drops to 1 hit point instead.

PACK POTENCY

Starting at 11th level, your damage as a pack increases as you delve deeper into necromancy. You and your pack members may add 1d6 necrotic damage to all damage rolls you make that do not already have necrotic damage, or 2d6 necrotic damage if the attack already deals necrotic damage.

STRENGTHEN BONE

Starting at 14th level, your use of necromancy enhances the structure of you and your pack. You and your pack members gain resistance to non-magical piercing damage, and you gain advantage on your Constitution saving throws (including the saving throw for *Undead Fortitude*).