

The Undying

Some beings have transcended the boundary between life and death through sheer force of will and arcane mastery- hoarding the secrets of immortality for centuries, sharing them with no one. These ancient, territorial powers do not form bonds out of generosity. They form them out of necessity. Your patron has chosen you as an instrument. In exchange for your service, they grant you a fragment of their deathless power and the forbidden knowledge to begin your own journey toward immortality.

Level 3: Undying Spells

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Undying Spells table, you thereafter always have the listed spells prepared.

Undying Spells

Warlock Level	Spell
3	Inflict Wounds, Ray of Sickness, Blindness/Deafness, Gentle Repose
5	Summon Undead, Speak with Dead
7	Blight, Death Ward
9	Antilife Shell, Cloudkill

Level 3: Undying Transformation

As a Bonus Action, you can enter a state of Undying Transformation, which lasts for 1 minute or until you end it (no action required). While transformed, once per turn when you hit a creature with an attack, the attack deals an extra 1d8 Necrotic damage, and you regain Hit Points equal to half the result of that roll (rounded down). Once you use this feature, you cannot do so again until you finish a short or long rest. You also regain your use of this Undying Transformation when you use your Magical Cunning feature.

Level 3: Phylactery of the Undying

Your patron gifts you the knowledge to craft a phylactery—a vessel that will one day serve as the anchor to your immortality. You choose a Small or Tiny object of personal significance to bind with your soul. If it is destroyed, you can spend 1 hour to recreate it in a new object of your choice. While your phylactery exists on the same plane as you, you gain the following benefits:

Deathless Sustenance. You no longer need to eat or drink.

Cold Embrace. You can change the damage type of any attack or spell you cast to Cold damage.

Level 6: Deathly Servitude

While your Undying Transformation is active, when you kill a creature that is not an Undead or Construct, or when such a creature dies within 30 feet of you, you can use your Reaction to cast *Summon Undead* without requiring a Material component or Concentration. The spell's level equals your Proficiency Bonus. Once you

cast *Summon Undead* this way, you can't do so again until you activate a new Undying Transformation. You can have only one undead summoned this way at a time; summoning another causes the previous one to crumble to ash.

Level 10: Phylactery Bond

While your phylactery exists on the same plane as you, you gain the following benefits:

Deathless Resilience. You no longer need to sleep, and you can finish a Long Rest in 4 hours. You have Resistance to Necrotic and Poison damage and Immunity to the Poisoned condition.

Soul Tether. Once per day, you can use a Magic action to perceive through your phylactery as though it were the sensor created by the *Scrying* spell, with no components required. This effect lasts up to 1 minute. Additionally, once per day, you can use a Magic action to teleport to an unoccupied space within 5 feet of your phylactery.

Level 14: Deathless Apotheosis

While you are in your Undying Transformation, you have Immunity to Necrotic damage.

Lichic Revival. When you are reduced to 0 Hit Points, you can unleash a burst of deathly energy. Each creature of your choice within 60 feet of you that isn't behind Total Cover takes 3d10 Cold damage and must make a Charisma saving throw against your spell save DC. On a failed save, the creature is incapacitated until the start of its next turn.

Furthermore, if you die outright, you begin to coalesce around your phylactery, if it exists on the same plane where you died. If you are not revived by any means within 24 hours, you reappear in an unoccupied space of your choice within 120 feet of your phylactery as if you had finished a Long Rest. Once you use this feature, you can't use it again until you finish a Long Rest.

