



YORVIING'S SORCEROUS GRIMOIRE: CHILDREN OF THE OCCULT

D&D HOMEBREW

A supplementary compendium for sorcerers whose magic originates in the darker and nefarious recesses of the world for the world's greatest roleplaying game

INTRODUCTION

The powers that sorcerers wield can both originate from and manifest themselves in a variety of ways. From the raw strength of storms to the almighty power of dragons, sorcerers are some of the most unique magic wielders of the land.

This compendium is meant to provide several additional options for sorcerers in the realm of mysteriously acquired abilities, dark powers, or 'occult' themed origins. Sorcerers made from this compendium are those that have strong connections to blood, bones, ghosts, fiends, hags, and the undead, maintaining control over vile and often forbidden magic.

The options presented in this compendium are part of the third installment of a new series of sorcerous origin compendiums that will allow for more options with which to create sorcerers with. This series, called **Yorviing's Sorcerous Grimoires**, will set forth new choices to let people create sorcerers that will fill a certain niche, build, or character type that they may have had trouble with creating prior.

So please, without further ado, I hope that you find much fun, excitement, and ideas within this, the third installment of **Yorviing's Sorcerous Grimoires**, *Children of the Occult*.

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NOTES TO DM'S AND PLAYERS

The sorcerer subclasses presented in this compendium are rather niche ones, to be sure. Additionally, they are presented as being a tad stronger than base subclasses. The reason for this is to add a bit more 'umph' to the sorcerer class (because who doesn't like feeling a bit powered here and there, as well as having a few more spells and abilities at your disposal?)

However, that is not to say that these subclass options are meant to be overpowered. My two main purposes for the routes that I went with in creating these were the following:

- Allowing for an extended spell list for sorcerers. This is due to the fact that it makes more sense for a sorcerer who, say, wields lightning, to know some lightning spells by default. The same can be said for fire, earth, etc etc.
- Allowing for some additional abilities and features that make sense for the subclass, for both in and out of combat. These can be environmental adaptations, body enhancements, or tools for special interactions.

DM's, feel free to edit or modify any of these subclasses to fit your player, campaign setting, or house rules. Again, these are meant just for fun and to have additional options available. So please, have fun!

SORCEROUS ORIGIN: BLOOD SORCERY

While some sorcerers claim that their powers were granted to them through some past encounter that passed through the bloodline, sorcerers of the Blood Soul origin actually make use of their very blood themselves. Perhaps this ability originates from a terrible mating with an ancient vampire. Or, it could be that some terrible event caused your body to be exposed to terrible magic, changing the course of your blood forever. Whatever the case may be, sorcerers who use their own blood have are hardy, strong, and clever in the execution of their magical powers.

BLOOD SORCERY QUIRKS

d6 Quirk

- 1 When you cry, you cry blood instead of tears.
- 2 Your eyes always appear bloodshot.
- 3 Your body is covered in cuts and scars.
- 4 Your veins are much more noticeable than others.
- 5 You have a deep fascination with blood of a different color than your own.
- 6 Though you bleed more from wounds, the wound's affects are still the same.

BLOOD SORCERY FEATURES

Sorcerer Level Feature

1st	Strengthened Veins, Ritual Weapon
6th	Sanguine Ritual
14th	Blood Drain
18th	Crimson Fury

MAGIC OF THE BLOOD

Your connection to blood gives you the option to learn some additional spells that focus on wounds and the body. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>inflict wounds</i>
3rd	<i>cloud of daggers</i>
5th	<i>life transference</i>
7th	<i>blight</i>
9th	<i>contagion</i>
11th	<i>harm</i>

STRENGTHENED VEINS

Starting at 1st level, your magical blood has granted you a heightened constitution. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, whenever you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

RITUAL WEAPON

Beginning at 1st level, you have become acquainted with a small weapon with which you activate your blood magic with. This weapon can be any simple weapon that deals slashing or piercing damage and lacks the two handed property, and becomes known as your athame. You become proficient with this weapon, and you use this both to activate later Blood Soul features as well as using it as an arcane feature

SANGUINE RITUAL

By 6th level, your familiarity with harming yourself and others has granted you resistance to non-magical slashing and piercing damage.

Additionally, you have learned how to use ancient blood magic rituals to both heal yourself and to damage others. By spending 3 sorcery points as an action, you may cut into your arms or hands a small, simple symbol with your athame as you mutter arcane incantations. This symbol can be in any shape of your choosing. While performing this ritual, the blood from these freshly cut wounds magically moves slowly in tendrils out from the cuts.



For 1 minute, or until you are reduced to 0 hit points, or become incapacitated, you gain the following effects:

- Whenever deal damage with a spell, you regain hit points equal to your sorcerer level.
- You cannot be healed through any other means while this ritual is active, such as spells or potions.
- You deal additional damage equal to half your sorcerer level to creatures who have already taken damage and have blood in them.

Once you have used this feature, you cannot do so again until you finish a long rest.

BLOOD DRAIN

By 14th level, you have become a master of invoking your blood magic rituals, allowing you to drain blood from fallen corpses around you. While your Sanguine Ritual feature is active, at the beginning of each of your turns you are able to siphon blood from corpses within 20 feet of you. Each corpse provides 1d4 plus your Constitution modifier in hit points. Corpses that do not have blood in them are unable to provide this benefit.

CRIMSON FURY

At 18th level, you have learned to channel pain into your blood magic. While your Sanguine Ritual is active, for every quarter of hit points you lose, you deal an additional 1d8 in damage to spells that you cast. Additionally, whenever you are reduced to 1/4 of your total hit points, you have advantage on attack rolls.

SORCEROUS ORIGIN: BONE MAGIC

You are a creature of bizarre origin, the magic that flows through you affecting your very bones to be the catalyst for your magical abilities. Your powers might be traced back to your ancestors, or perhaps you were the subject of vile experiments.

While acceptance of mages and wizards wielding flame, ice, or lightning is generally greeted warmly, you might not be. The use of your very bones for magic has taken a toll on your body's outward appearance, scarring your skin. Some might see you as a tool to be used for power, while others might shy away from the very sight of you. At your option, you can pick from or roll on the Bone Sorcerer Quirks table to create a quick quirk for your character.

BONE SORCERER QUIRKS

d6 Quirks

- 1 Though you might have head hair and facial hair, you have little body hair due to scarring.
- 2 You barely bleed, even when badly injured.
- 3 Small cuts and nicks you receive often go unnoticed by you.
- 4 You are uncomfortable around those who use bones for magical purposes.
- 5 You drink water and milk more often than most.
- 6 The sound of your knuckles and joints cracking is more frightening than normal.

BONE SORCERER FEATURES

Sorcerer Level	Features
1st	Iron Bones, Skeletal Spikes
6th	Piercing Bones
14th	Vital Strike
18th	Osseous Form

MAGIC OF THE MARROW

Your affinity for the strength of bones gives you the option to learn some additional spells that focus on bones. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>bone strike</i> *
3rd	<i>skeletal pain</i> *
5th	<i>bone shield</i> *
7th	<i>bone sword dance</i> *
9th	<i>garden of bones</i> *
11th	<i>eyebite</i>

*These spells are presented at the end of this compendium

IRON BONES

Beginning at 1st level, the magic imbued in your bones has provided your body with increased vitality. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, your body has grown accustomed to your strengthened bones. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

SKELETAL SPIKES

At 1st level, you can use your bonus action to produce sharp, spiked bones from out of your body. When you make a melee weapon attack or a melee spell attack at a target within 5 feet of you, you can use a bonus action to deal 1d4 piercing damage. You use your Strength modifier for the attack and damage rolls.

PIERCING BONES

At 6th level, your body has become accustomed to pain and the endurance of your bones. You have resistance to slashing and piercing damage.

You have also learned to shoot sharp pieces of bones from your body. As a bonus action, you can spend 3 sorcery points to fire bone shards towards creatures of your choice equal to your Charisma modifier that you can see within 30 feet of you, dealing magical piercing damage equal to half your sorcerer level + your Charisma modifier. Creatures hit by these bone shards must make a Strength saving throw or be knocked prone by the bones until the beginning of their next turn.



VITAL STRIKE

Starting at 14th level, when you are hit with a melee attack, you can use your reaction to hit a vital spot on the attacker. The attacker must make a Constitution saving throw against your sorcerer spell save DC. On a failed save, at the start of each of the attackers turns, the target loses hit points equal to half your sorcerer level due to blood loss. You can only effect one creature at a time, and this effect lasts a number of rounds equal to half your Charisma modifier rounded down or until the target hits 0 hit points.

OSSEOUS FORM

At 18th level, your body has fully adjusted to the use of your bones. You have immunity to disease, and you are immune to slashing and piercing damage.

In addition, you can push the limits of what your body can accomplish. As a bonus action, you can spend 5 sorcery points transform your body into an armored form encased in bone armor. For 1 minute, you become incapacitated, or if you dismiss this effect as a bonus action., you gain the following benefits:

- Your AC increases by 4 when not wearing any armor.
- You have advantage against being pushed or knocked prone.
- When using your Skeletal Spikes feature, the reach of the spikes increases by 5 feet.

Once you use this feature, you can't use it again until you finish a long rest.

SORCEROUS ORIGIN: ETHEREAL SPIRIT

In some places in the world, the spectral forms of spirits, ghosts, and banshees reside, subject to the torment of an afterlife undeserved, or having been cursed to never truly rest. Your innate magic is tied to one of these ethereal creatures, and it is through some circumstance that it awakened within you.

Perhaps you almost died, but something in your mind or body held you back from the near brink of death. Another cause could have been the exposure to a place with angry, vengeful, or mournful spirits, whose magic rubbed off on you by choice or by proxy. Slowly, over time, you become more and more like a spirit yourself, and your sorcerous power grows from this transformation.

ETHEREAL SPIRIT QUIRKS d6 Quirks

- 1 When others look at you, they swear they can partly see through you.
- 2 You tend to appear as though you float or glide when you walk and run.
- 3 When you speak, your voice seems to echo quickly before and after you're done talking.
- 4 You are drawn to those places that are haunted, hoping to help cleanse it or help the spirits there.
- 5 The death of even those you only met once hits you hard.
- 6 You have a voice in your head of another spirit that you had met, who, while not controlling you, uses your body as a host, whether you like it or not.

ETHEREAL SPIRIT FEATURES

Sorcerer Level	Features
1st	Ghost Sight, Frightening Visage
6th	Spectral Movement
14th	Cry of the Banshee
18th	Ghostly Possession

MAGIC OF THE GHOSTS

Your affinity for the spirits and ghosts gives you the option to learn additional spells that focus on fear, movement, and souls. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>cause fear</i>
3rd	<i>blurs</i>
5th	<i>spirit guardians</i>
7th	<i>death ward</i>
9th	<i>contact other plane</i>
11th	<i>soul cage</i>

GHOST SIGHT

Beginning at 1st level, your familiarity with ghosts, spirits, and specters has allowed you to see into their world. You are able to see invisible undead creatures up to 15 feet from you. You also learn the *toll the dead* cantrip.

In addition, whenever you make a Charisma check when interacting with ghosts, banshees, specters, or spirits, your Proficiency bonus is doubled if it applies to the check.

FRIGHTENING VISAGE

At 1st level, you have learned to project a spectral form of yourself between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a frightening image of yourself to project from you before the attack hits or misses. A creature that cannot frightened is immune to this effect.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SPECTRAL MOVEMENT

By 6th level, you have learned how to move through objects and people like a spirit. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

You also have learned how to step into the Ethereal Plane in small amounts of time. As a bonus action, you can enter into the Ethereal Plane until the beginning of your next turn. While using this feature, you are visible on the Material Plane while you are in the Border Ethereal, and vice versa, however you cannot affect or be affected by anything on the other plane. You can use this feature once per long rest.

CRY OF THE BANSHEE

At 14th level, your familiarity to ghosts and spirits has enabled you become accustomed to their sight. You gain immunity to the frightened and petrified conditions.

Additionally, you can channel the wailing moans of fright towards your enemies. As an action, you can release a mournful wail, provided that you are not in sunlight. This wail has no effect on constructs and undead. All other creatures within 20 feet of you that can hear you must make a Constitution saving throw against your spell save DC. On a failure, a creature is stunned until the beginning of its next turn and takes psychic damage equal to your sorcerer level, while creatures who succeed on the saving throw are frightened until the beginning of their next turn and take psychic damage equal to half your sorcerer level. Once you have used this feature, you cannot do so again until you finish a long rest.

GHOSTLY POSSESSION

By 18th level, your body has become attuned to the Ethereal Plane, making you more ghost than mortal. You no longer require air, food, drink, or sleep.

Additionally, you are able to possess other creatures, taking control of their bodies. As an action, you can spend 5 sorcery points to possess a target. Choose one humanoid that you can see within 10 feet of you. This target must succeed on a Charisma saving throw against your spell save DC or become possessed by you; you then disappear, and the target is incapacitated and loses control of its body. You now control the body but this effect doesn't deprive the target of awareness. You can't be targeted by any attack, spell, or other effect, except ones that turn undead, and you retain your alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. You otherwise use the possessed target's statistics, however you do not gain access to the target's knowledge, class features, or proficiencies. This possession lasts until the target's body drops to 0 hit points, you end this effect as a bonus action, or you are turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, you reappear in an unoccupied space within 5 feet of the body. The target is immune to this possession for 24 hours after succeeding on the saving throw or after the possession ends.



SORCEROUS ORIGIN: FIENDISH BEING

The dark powers of the Abyss and the Nine Hells can sometimes manifest themselves into an innate magic that helps to create one of the fiercest and most destructive branch of sorcerers: the Demonic Beings. Adorned with the physical characteristics of creatures from the Abyss and the Nine Hells joined with a powerful magic to summon fiends and protect against the extremities of those realms, these sorcerers are a sight to behold.

Perhaps it is due to extended exposure to these vile realms, or perhaps you can trace your bloodline directly back to a devil or demon. Regardless of how it came to be, the magic that resides within you is a frightening and terrible one, whether or not you yourself are.

- **Note:** For this origin, the quirks, extended spell lists, and certain aspects of features differ depending on whether you choose an Abyssal Bloodline, or Infernal Bloodline.

FIENDISH BEING QUIRKS (ABYSSAL BLOODLINE) d6 Quirks

- 1 People swear that you smell slightly of sulfur.
- 2 You have an extra set of eyes, fingers, toes, or additional teeth.
- 3 You don't fear death, demons, or harm done to yourself at all.
- 4 Those who don't fear you definitely should.
- 5 Animals tend to shun you and stay away from you if they can.
- 6 You have a great respect for those who wield and command power.

FIENDISH BEING QUIRKS (INFERNAL BLOODLINE)

d6 Quirks

- 1 You respect order and a chain of command.
- 2 Those who are weak must submit to the will and commands of the strong.
- 3 It is better to have some form of ambition than none at all.
- 4 A person's temptations are the best way to manipulate them.
- 5 Your voice sounds frightening, yet eloquent.
- 6 You have sharp teeth, cat like eyes, a tail, or long claws.

FIENDISH BEING FEATURES

Sorcerer Level	Features
1st	Fiendish Bloodline, Demonic/Devilish Nature, Darkened Sight
6th	Otherworldly Attunement
14th	Vile Wings
18th	Unholy Mastery

MAGIC OF THE FIENDS

Your affinity for demons or devils gives you the option to learn additional spells that focus on summoning, fire, and commanding. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

EXTENDED SPELL LIST FOR ABYSSAL BLOODLINE

Sorcerer Level	Spell
1st	<i>hellish rebuke</i>
3rd	<i>scorching ray</i>
5th	<i>summon lesser demon</i>
7th	<i>summon greater demon</i>
9th	<i>flame strike</i>
11th	<i>planar ally</i>

EXTENDED SPELL LIST FOR INFERNAL BLOODLINE

Sorcerer Level	Spell
1st	<i>command</i>
3rd	<i>suggestion</i>
5th	<i>fireball</i>
7th	<i>banishment</i>
9th	<i>infernal calling</i>
11th	<i>arcane gate</i>

FIENDISH BLOODLINE

When you choose this origin at 1st level, you choose either the Abyssal or Infernal bloodline. Your choice determines which extended spell list you follow, aspects of features as you level up, as well as which quirks table to roll on (should you choose to use any).

DEMONIC/DEVILISH NATURE

At 1st level, the demonic or devilish magic that resides within you has altered parts of you and your nature. You have advantages on Charisma (Intimidation) checks.

Additionally, you can speak, read, and write either Abyssal or Infernal, depending on your bloodline choice. Also, whenever you make a Charisma check when interacting with demons (if you chose the Abyssal bloodline) or devils (if you chose the Infernal bloodline), your Proficiency bonus is doubled if it applies to the check.

DARKENED SIGHT

At 1st level, your vision is like that of a fiend. You gain darkvision up to 60 feet, increasing to 120 feet at 18th level.

Additionally, you can use an action to see through magical darkness up to 30 feet for 1 minute. Once you have used this feature, you cannot do so again until you finish a long rest.

OTHERWORLDLY ATTUNEMENT

By 6th level, your hellish nature has granted you further enhancements to your constitution. You have advantage on saving throws against poison. You also gain resistance to fire damage (if you chose the Abyssal bloodline) or resistance to cold damage (if you chose the Infernal bloodline).

In addition, you also are able to channel the powers of the Abyss or the Nine Hell's into fearsome weapons. As a bonus action, you can spend 3 sorcery points to summon a weapon of abyssal or infernal power, such as a balor's whip, or a horned devil's fork. This weapon assumes the stats of the weapon it most resembles in the Player's Handbook, and you are considered proficient with this weapon. This weapon also counts as magical for the purposes of overcoming resistance. This weapon stays summoned for 1 minute, you dispel it as a bonus action, or the weapon is moved more than 10 feet away from you. Additionally, this weapon can deal additional fire or cold damage (depending on your bloodline choice) equal to your Charisma modifier, and you can use your Charisma modifier for the attack and damage rolls for this weapon.

VILE WINGS

At 14th level, you have learned how to spring forth vile wings from your back, gaining a flying speed equal to your current speed. These wings can appear like those of a winged demon or devil, such as a balor or a horned devil. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.

You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

UNHOLY MASTERY

By 18th level, you have mastered powerful magics from the Abyss or the Nine Hell's. You gain immunity to fire or cold damage, depending on your bloodline choice.

You also have utter control over demons and devils that you conjure to your aid. Whenever you summon a demon or a devil, such as with the *conjure lesser demon*, *conjure greater demon*, or *infernal calling* spells, the creature you summon treats you and creatures of your choice as friendly and is not hostile towards you or creatures of your choice, and whenever the creature acts on its own turn, you have control over its actions. You also know the true name of a creature you summon with these or similar spells, and you have advantage on Charisma checks made to interact with the summoned creature.

SORCEROUS ORIGIN: HAGS-BLOOD

The power of witches and hags is a mysterious one, often met with fear and suspicion. You are a sorcerer who has obtained the power of witches and hags, giving you access to curses, rituals, and the summoning of abyssal creatures. It could have been that you had a witch or even a hag in your family tree, and that power descended through the line to you. Or, perhaps you were a child who was stolen by a hag, and was intended to become one, but something inside of you stopped that process, yet maintained the raw magic.

However you obtained your magical powers, you are a sorcerer who has learned some of the dark powers that are often practiced by those apostates and hedge witches of the lands.

HAGS-BLOOD QUIRKS

d6 Quirks

- 1 You believe that casting a spell requires saying one word three times, whether the spell actually requires it or not.
- 2 Your clothing or hair is adorned with small bones or other macabre looking items.
- 3 What is ugly to others might be beautiful to you, and vice versa.
- 4 A good bargain is always hard to pass up.
- 5 You enjoy gossip and rumors about other people or creatures of the wild.
- 6 Your body carries with it some kind of birthmark: a multitude of freckles, a natural strip of differently colored hair, moles, or two different colored eyes.

HAGS-BLOOD FEATURES

Sorcerer Level

Features

1st	Path of Witchcraft, Beings of Magic, Silver Tongued
6th	The Hag's Pouch
14th	Binding Coven
18th	Mounts of the Witch



MAGIC OF THE WITCHES

Your familiarity of witches and hags gives you the option to learn additional spells that focus on spells related to a specific paths of death, nature, or prophecy. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

PATH OF DEATH EXTENDED SPELL LIST

Sorcerer Level	Spell
1st	<i>inflict wounds</i>
3rd	<i>ray of enfeeblement</i>
5th	<i>animate dead</i>
7th	<i>death ward</i>
9th	<i>contagion</i>
11th	<i>eyebite</i>

PATH OF NATURE EXTENDED SPELL LIST

Sorcerer Level	Spell
1st	<i>entangle</i>
3rd	<i>moonbeam</i>
5th	<i>plant growth</i>
7th	<i>dominate beast</i>
9th	<i>tree stride</i>
11th	<i>wall of thorns</i>

PATH OF PROPHECY EXTENDED SPELL LIST

Sorcerer Level	Spell
1st	<i>bane</i>
3rd	<i>augury</i>
5th	<i>clairvoyance</i>
7th	<i>arcane eye</i>
9th	<i>scrying</i>
11th	<i>true seeing</i>

PATH OF WITCHCRAFT

Beginning at 1st level, you align yourself to a particular path of witchcraft, granting you access to certain additional spells. Choose from one of the following: Death, Nature, or Prophecy. You then gain access to an extended spell list that corresponds with your choice. You can only choose one of these paths, and cannot change paths once you have chosen one.

BEINGS OF MAGIC

By 1st level, you have become knowledgeable in a variety of magics, much like the witches and hags of old. You can learn one cantrip of your choice from either the bard, cleric, druid, warlock, or wizard spell list, and it does not count towards the total number of cantrips you know. You also gain proficiency in either the Herbalism Kit or Alchemist's Supplies.

Additionally, you have become accustomed to having a companion that aids you. You learn the spell *find familiar*, and your familiar has additional hit points equal to your twice your Sorcerer level.

SILVER TONGUED

At 1st level, you have learned to bargain for the things that you desire or need, knowing you can always try to get something for yourself or your companions out of almost any situation. You have advantages on Charisma (Persuasion or Deception) checks that involve bargains, deals, or contracts.

Additionally, your knowledge of hags allows you to speak, read, and write one exotic language of your choice.

THE HAG'S POUCH

Beginning at 6th level, you can spend 8 hours creating a hag's pouch that stores six different organic material components of your choice that are then used in special magical effects. As an action, you can spend 2 sorcery points to reach into the hag's pouch and procure from it one of these material components, using it in some way to produce one of the following magical effects of your choosing from the table below:

HAG'S POUCH TABLE

Name	Ability
Beast Speech:	Eating the material component, you can talk to beasts as if you are under the effects of the <i>speaking with animals</i> spell. This effect lasts for 1 hour.
Spider Breath:	Chewing the material component, you can cast the spell <i>web</i> as a bonus action, and it becomes a 30-foot cube.
Impervious Walk:	Smashing the material component under your feet, for 1 minute, you can ignore difficult terrain, and you can move as if under the effects of the spell <i>spider climb</i> .
Water Life:	Smelling the material component, for up to 1 minute, you can breathe underwater and gain a swim speed equal to your movement speed.
Blackened Smog:	Tossing the material component onto the ground within 30 feet of you, the component suddenly emits a thick cloud of black smog in a 10 foot radius around the component. This smog blocks vision, including darkvision, and lasts for 1 minute.
Restraining Curse:	Crushing the material component in your hand, you can cast the spell <i>hex</i> , but the range increases to 120 feet.

Any expended material components of the hag's pouch replenish over the course of a long rest.

If you need to create a new hag's pouch, such as in the event that your pouch is taken from you or lost, the previous one ceases to function.

BINDING COVEN

By 14th level, you have learned to work together with those who share similar goals as you, doing long as you are both treated and seen as equals.

Choose up to two willing creatures that can each cast at least one spell. You and the willing creatures perform a ritual that lasts for 1 hour, resulting in the those who participate entering into a 'coven', allowing the three of you to share a certain spell slots. As an action on either your turn or one of the willing creature's turn, you may request a spell slot from one of the others, the level of which both you must be able to cast. The one who gives the spell slot removes it as if it was used to cast a spell, while the one who recovers it regains an expended spell slot of the appropriate level. Each member of this coven can request and give one spell slot per long rest.

This coven lasts until you choose to dispel it, or you die. Additionally, any time you want to switch a member of the coven, all of its members must be present for the ritual to create the coven again.

MOUNTS OF THE WITCH

At 18th level, you have learned how to summon a mount or vehicle befitting that of a great hag or witch. By spending 5 sorcery points, you perform a ritual over the course of 1 hour, wherein you cast the spell *find greater steed*, selecting one of the mount options from that spell. Once the mount has been summoned, you begin creating a tiny effigy that resembles either an animal or inanimate object of your choice. The appearance of the summoned mount changes to resemble that of the effigy, though the stats of the mount remain unchanged otherwise. Additionally, you can change the mount's size to be either Small, Medium, or Large.

You then are able to call upon this steed as a bonus action and interacting with the effigy in some manner, (such as blowing air onto it, rubbing it, or throwing it), and as long as there is space for the mount's size.

SORCEROUS ORIGIN: UNDEAD SOUL

You are a creature of death, a being whose magical powers hold sway over the undead and other necromantic abilities. Your lineage might be intertwined with some vile curse, shaping the living slowly over towards the dead. Perhaps you were the servant to a powerful lich, whose power shaped you forever. Or, you may have had an experience with death, whether it was your own or that of another, and the experience changed your very being.

Whatever the case may be, you are a sorcerer who maintains magical skills over death, the undead, and the necromantic energies that empower them.

UNDEAD SOUL QUIRKS

d6 Quirks

- 1 When you are sleeping, you appear as if you are dead.
- 2 You never seem to sweat, even when pushed to your physical limit.
- 3 You are incredibly thin, and people can see the outlines of your bones.
- 4 Your eyes are a dull, lifeless color, and may not appear to move.
- 5 Your scars never fully heal, and sometimes appear to stay exposed.
- 6 You may be missing an ear, an eye, fingers, toes, or teeth, yet remain unaffected by this.



UNDEAD SOUL FEATURES

Sorcerer Level	Features
1st	Grave Return, Dead One
6th	Undead Strength
14th	One of the Dead
18th	Death's Master

MAGIC OF THE DEAD

Your familiarity of death and the undead gives you the option to learn additional spells that focus on necromancy and death. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

PATH OF DEATH EXTENDED SPELL LIST

Sorcerer Level	Spell
1st	<i>false life</i>
3rd	<i>gentle repose</i>
5th	<i>animate dead</i>
7th	<i>blight</i>
9th	<i>dance macabre</i>
11th	<i>create undead</i>

GRAVE RETURN

Starting at 1st level, you learn either the *chill touch* or *toll the dead* cantrip, and it does not count towards the total number of cantrips you know. In addition, your connection to the dead has granted you the ability to come back from the grave. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After you succeed on this saving throw, you can't use this feature again until you finish a long rest.

DEAD ONE

At 1st level, though you are a living creature, the magic flowing through you grants you many traits of an undead. You are immune to disease, and you have advantage on saving throws against poison.

In addition, whenever you make a Charisma check when interacting with undead, your Proficiency bonus is doubled if it applies to the check.

Special Note: *If your DM allows for a specific language related to the undead that can be learned and used in their game, such as Necril, your DM may grant you the ability to learn one such language, allowing you to be able to read, write, and speak it.*

UNDEAD STRENGTH

At 6th level, your connection to the dead has hardened your body. You gain resistance to necrotic damage and cold damage. You also learn the spell *speak with dead*, and it does not count towards the total number of spells you know.

In addition, whenever you create an undead using a necromancy spell, such as *animate dead*, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your sorcerer level.
- The creature adds your proficiency bonus on saving throws against any effect that would turn the undead.
- Whenever the creature reduces another creature to 0 hit points within 15 feet of you, you regain 1 sorcery point. This increases to 30 feet at 14th level.

ONE OF THE DEAD

By 14th level, your undead nature has granted you immunity to being frightened, and you also do not need to eat or drink anymore, but you can ingest food and drink if you wish.

Additionally, undead creatures sense your connection to them and the dead and become hesitant to attack you. When an undead creature attacks you, that creature must make a Wisdom saving throw against your sorcerer spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

DEATH'S MASTER

At 18th level, you have become a force of undead power. You gain immunity to necrotic damage and cold damage, and you no longer require sleep, and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading, writing, or keeping watch. You also age much slower than normal. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.

Additionally, you have learned how to command the magic of death. Choose two necromancy spells of 5th level or lower from any spell list. You learn those spells, and you can cast each of these spells once per long rest without using a spell slot.

ADDITIONAL PLAYER OPTIONS: ROLL TABLES

What are sorcerers without their unique qualities? From how the world reacts to them to how they wield their magic, sorcerers have rare and incredible features that make them who they are. Below are four d6 roll tables that are geared more towards the origins presented in this compendium, and as such will focus more on aspects related to the dark powers, frightening visages, etc.

However they can be used for anyone building a sorcerer, particularly if someone has a specific character or backstory in mind. Feel free to use any of these roll tables for your sorcerer! And DM's, perhaps these tables can help you in creating unique NPC's!

ADDITIONAL ARCANIC ORIGINS

Use this roll table for additional options for how your sorcerer discovered or gained their powers. What was the source? What does it tie to in the world?

d6 Arcane Origin

- 1 Your birth was planned by an organization with sinister intentions.
- 2 When some malevolent force left this world, some of its residual magic remained in you.
- 3 You were the intended sacrifice of a ritual gone horribly wrong.
- 4 Your unique abilities are the result of your family's dark legacy.
- 5 You were stolen away at birth and were given vile powers.
- 6 One of your parents bestowed upon you your dark gifts.

ADDITIONAL REACTIONS

Use this roll table for additional options on how the world and the people in it react to your sorcerer. Are they appalled and fearful, or are they in awe and full of praise for you and your abilities?

d6 Reaction

- 1 Many have fled at the sight of you wielding your dark powers.
- 2 Though acknowledging your skills, your family or village kept a close eye and watch on you, for fear of you going free.
- 3 Your home town or village believe you to be the bearer or bringer of a curse that torments them.
- 4 A dark entity was sealed away within you against your will, and people treated you as if you were the entity itself.
- 5 There are those who watch you, believing you to be the herald they have been waiting for.
- 6 The village you grew up in may not agree with your dark skills, but they respect you and even come to you in times of need.

ADDITIONAL SUPERNATURAL MARKS

Use this roll table for additional options for the unique qualities that your sorcerer has that sets them apart from other wielders of magic. Is it source of pride and power, or a mark of shame that should remain hidden?

d6 Supernatural Mark

- 1 Your body is adorned in strange, forbidden symbols and runes.
- 2 Your teeth are sharp, your tongue is forked, and your blood runs black.
- 3 You have an extra finger on each hand, and your nails are more akin to claws.
- 4 Your skin or fur is sickly in color.
- 5 Your eyes have strange designs to them, such as rings or odd colors.
- 6 Your lips, nails, hair, eyes, and ears appear as if stained black.

ADDITIONAL SIGNS OF SORCERY

Use this roll table for additional options for the effects that wielding your magic has on either you or the surrounding environment. Is your magic a telltale signal of who you are, like a trademark? Or is it something that reveals more about who you are and where your magic originates?

d6 Sign of Sorcery

- 1 You speak the verbal components of spells in an exotic language, such as Infernal or Abyssal.
- 2 Chilling winds briefly surround you before and after you cast a spell.
- 3 You often bleed from your eyes when you cast a spell.
- 4 Your eyes go hollow or revert back into your head when you whisper the verbal components of spells.
- 5 You often mix one strange, additional object into the material components of spells, such as snake tongues, the wings of a bat, or bones from a recent corpse.
- 6 Your performance of the somatic components of spells makes you appear as if you are dancing to some forbidden tune.

ADDITIONAL SPELLS

Below are a handful of spells that can add some extra flavor and power to your sorcerer, or even another class that the spell is available to. These spells are presented in alphabetical order by name, and will list the class availability of the spell underneath the name of the spell itself.

Feel free to have fun in building your character with these new spells!

SPELL LIST

1. Arcane Disturbance
2. Bleeding
3. Bone Shield
4. Bone Strike
5. Corrupt Food and Drink
6. Crimson Expulsion
7. Garden of Bones
8. Grave's Embrace
9. Minor Curse
10. Skeletal Pain
11. Skeletal Sword Dance

ARCANE DISTURBANCE

(Available for bard, cleric, sorcerer, wizard)

3rd-level abjuration(ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

-

You cause an area to be filled with energy that causes magic to become hindered. A 30-foot cube of rippling, translucent energy forms from a point you choose within range. Spells cast within this area are made at disadvantage, and creatures within the area that would be effected by some magical property, such as from a trap, a spell, or other magical source, have advantage on saving throws against such effects. Constructs made from spells (such as *animate objects*) or who are animated (such as animated armor) must make a Constitution saving throw against your spell save DC when entering the affected area, or become inactive until the beginning of their next turn on a failed save.

BLEEDING

(Available for sorcerer, warlock, wizard)

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a vial of blood)

Duration: Concentration, up to 1 minute

-

You cause a creature to begin bleeding at a higher rate. Make a ranged melee attack against a creature within range. The creature must make a Constitution saving throw against your spell save DC. On a failed save, the creature takes an additional 1d6 necrotic damage whenever it is hit with another attack.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

BONE SHIELD

(Available for sorcerer, warlock)

3rd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

-

You create a shield formed out of solid, durable bone. This magical shield lasts until the spell ends. It counts as a normal shield with which you are proficient. While you have possession of this shield, you gain resistance to non magical slashing, piercing, and bludgeoning damage. If you drop the shield or lose your grip on it, it falls and shatters. Thereafter, while the spell persists, you can use a bonus action to cause the shield to reappear strapped to your arm.

BONE STRIKE

(Available for sorcerer, warlock)

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

-

Yours bones grow thick and sharp, protruding through your skin at the knuckles, elbows, shoulders, spine, and knees. For the duration, you can use your spellcasting ability instead of Strength for unarmed attacks, and your unarmed attacks damage die becomes a d8, and they become magical. The spell ends if you cast it again or you end it.

CORRUPT FOOD AND DRINK

(Available for sorcerer, warlock)

1st-level transmutation(ritual)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

-

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is spoiled and becomes inedible. Water and drinks turn black and thick, and food becomes covered in mold or blackened sludge.

CRIMSON EXPULSION

(Available for sorcerer, warlock, wizard)

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

-
You cause a creature to lose a dramatic amount of blood. Choose a creature within range to make a Constitution saving throw against your spell save DC. The creature takes 6d8 necrotic damage on a failed save, and half as much on a success as a wound suddenly opens, causing blood to spray out 10 feet. Creatures who fail this saving throw also have disadvantage on Constitution saving throws until the end of their next turn. Creatures who have 10 hit points or lower make this saving throw at disadvantage, and creatures who do not have blood, such as constructs, are immune to this spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

GARDEN OF BONES

(Available for sorcerer, warlock)

5th-level transmutation

Casting Time: 1 action

Range: Self (40 feet)

Components: V, S, M (a handful of small animal bones, a pinch of salt)

Duration: Instantaneous

-
You slam a hand holding the material components onto the ground. The ground in a 30-foot radius centered on you shakes as sharpened bones emerge, shooting upward. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d6 piercing damage for every 5 feet it travels.

As a bonus action on your turn, you can quickly extend sharp bones to pierce a creature within the affected area. The creature must make a Dexterity saving throw or be pinned by the bones, becoming restrained.

Until the spell ends, you can direct the sharpened bones towards another creature in the area to attempt to restrain them as a bonus action on each of your turns. You can affect only one creature like this at a time.

GRAVE'S EMBRACE

(Available for sorcerer, warlock, wizard)

5th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a skull or rib bone, a pinch of salt, and a drop of oil)

Duration: Concentration, up to 1 minute

-
You summon forth a large, spectral form of a humanoid skeleton that includes the ribs, spine, arms, and head. This spectral skeleton is encased in translucent, writhing flames or energy (the color of which is of your choice). Choose a target within range to make a Dexterity saving throw against your spell save DC. On a failed save, the target becomes trapped by the spectral skeleton, either by being held in the skeleton's hands or being trapped within its rib cage.

While trapped by the skeleton, the target's movement speed is reduced to 0, and it is immune to attacks made against it from outside of the spectral skeleton. At the beginning of each of its turns, the target takes 4d10 necrotic damage, and its maximum hit points are reduced by an amount equal to one fourth of the damage taken.

At the end of each of its turns, the target can make a Strength saving throw against your spell save DC to try to escape. On a success, it frees itself from the grasp of the spectral skeleton, though the spectral skeleton still remains if the spell is still up. On a failed save, the creature takes an additional 1d10 necrotic damage.

MINOR CURSE

(Available for sorcerer, warlock)

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You curse a creature to suffer from a minor, harmful effect. Choose a creature within range. The creature must make a Wisdom saving throw against your spell save DC, and creatures who cannot be charmed are immune to this spell. On a failed save, the creature suffers from one of the following effects for 1 minute:

This Really Itches: The creature suffers from an insatiable itch that covers their entire body. While under this curse, the affected creature must spend its bonus action to scratch at its body. Constructs and undead are immune to this curse.

Um, Say What?: The creature loses the ability to speak clearly, with their words becoming jumbled or out of order. While under this curse, the affected creature has disadvantage on Charisma (Intimidation) and Charisma (Persuasion) checks, and cannot be understood by others, and becomes visibly frustrated when it cannot be understood. Creatures who cannot speak are immune to this curse.

Please Shut Up: The creature loses the ability to be quiet, and cannot speak in anything other than a loud voice or scream. While under this curse, the affected creature has disadvantage on Dexterity (Stealth) checks, is incapable of whispering, and must announce its actions as it is performing them, as if narrating their own life. Creatures who cannot speak are immune to this curse.

Arggh, My Eye! The creature swears that something is in its eye, and whatever it is causes an irritating feeling. While under this curse, the affected creature has disadvantage on Wisdom (Perception) checks that rely on sight, their vision becomes blurry, and they must use a free action to rub at their eye. Creatures without organic eyes or without eyes are immune to this curse.

Who Hurt You?: The creature becomes compelled to tell others about their life and feelings in a either a sad, angry, or melancholy manner (the choice of which is up to the DM). While under this curse, the affected creature must roll 1d6 at the beginning of its turn. On an odd number, the creature begins telling others that can hear it about terrible events that have happened to it throughout its life. On an even number, the creature begins telling others about how it is currently feeling, or how its feelings towards another creature or place. Other creatures have advantage on Wisdom (Insight) checks made against the creature. Creatures who cannot speak are immune to this curse.

Please Love Me: The creature falls maddeningly in love with one creature that it can see within 30 feet of it. While under this curse, the affected creature can not target the creature that it loves with an attack or spell, and must instead choose one other creature that it can see within range of the attack or spell, insisting that this second creature is trying to steal the first creature's love away from them. Constructs and undead are immune to this curse.

A creature under one of these curses can attempt to break free from it by repeating the Wisdom saving throw against your spell save DC at the end of each of its turns.

SKELETAL PAIN

(Available for sorcerer, warlock)

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a small bag of powdered bones)

Duration: Instantaneous

You send a blast of gaseous energy hurling towards one creature within range that has a skeleton. A target without a skeleton is immune to this spell. Make a ranged spell attack against the target. On a hit, the target is wracked with pain as their bones shake, taking 3d6 necrotic damage.

If the target is an undead with a skeleton, the undead takes no damage. Instead, you can take control of the undead. The undead target must make a Wisdom saving throw against your spell save DC. On a fail, the energy wraps around the creature, allowing you to force it to move up to its full movement or make a single attack against a creature of your choice within its reach. This effect lasts only for this turn.

SKELETAL SWORD DANCE

(Available for sorcerer, warlock)

4th-level transmutation

Casting Time: 1 action

Range: Self (90 feet)

Components: V, S

Duration: Instantaneous

Long, sharp protruding bones emerge from out of your elbows and palms as you begin to quickly spin around. You hurl yourself into a spinning dance, quickly moving in a straight line to an unoccupied space you can see within range. Each creature within 5 feet of the line you travel must make a Dexterity saving throw, taking 4d10 slashing damage on a failed save, or half as much damage on a successful one.

REFLAVORING SPELLS

Players, should you decide to create a sorcerer using any of the options presented here, particularly with spells, feel free to talk to your DM about reflavoring any of these spells or existing spells to give them a more crystal, desert, earthen, metal, or volcanic feel to them. Your DM and you can work out the appearance, flavor, and mechanics of such a change should this be an option you proceed with.

CONCLUSION

ART CREDITS

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- The blood mage by sagasketchbook:
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