

Necronomicon: Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. This is an option written by Odvaskar for that feature: The Vampiric Blood.

Vampiric Blood

You are a half living creature, your innate magic comes from vampiric blood coursing through your veins. An incurable blood curse has given you a hunger and dependency for blood. Will you succumb to the blood thirst and become a creature of death, or will you turn it into a gift to help other?

As a Vampiric Blood sorcerer, you decide how you acquired your powers. Consult the Vampiric Origins table for a possible origin of your power.

Vampiric Origins

1d6 Origin

- 1 Your father was a vampire and you have inherited some of his vampiric powers.
- 2 You were charmed by a vampire that allowed you to drink its blood.
- 3 You were bitten by a vampire and almost died. When you recovered, you realized you had strange powers and a blood curse.
- 4 You were exposed to the life draining influence of a plane of death. The exposure has begun to turn you into a half undead creature.
- 5 Once you were a vampire spawn to a powerful vampire, but you found a way to come back to life. Remnants of the creature you were before having manifested into a blood curse.
- 6 You were sacrificed to an entity of death in a dark ritual, but you didn't die. Instead, you woke up covered in the blood of the cultist that sacrificed you.

Blood Curse

1st-level Vampiric Blood feature

You have a blood curse that shows the vampiric nature in you. You must feed on fresh blood at least once per 1 day, failing to do so will give you 1 level of exhaustion per day you go without feeding. Roll a 1d6 to determine the physical manifestation of the curse.

Curse Manifestation

1d6 Manifestation

- 1 You have vampire fangs and your heart beats once every minute.
- 2 You have no reflection or shadow.
- 3 Your eyes are always bloodshot, and your tears are blood.
- 4 Your skin is tight on your body making you look skeletal.
- 5 Your skin is pale white, and sunlight is uncomfortable to you.
- 6 Your body is ice cold and you must sleep in the ground or a coffin.

Origin Spells

1st-level Vampiric Blood feature

Your vampiric blood gives you spells that you innately know. Origin spells don't count against the number of spells you know.

Origin Spells

Sorcerer Level Spells

1st	<i>Fog Cloud, Inflict Wounds</i>
3rd	<i>Misty Step, Pass Without Trace</i>
5th	<i>Animate Dead, Vampiric Touch</i>
7th	<i>Blight, Death Ward</i>
9th	<i>Antilife Shell, Cloudkill</i>

Cloak of Blood

1st-level Vampiric Blood feature

At 1st level, you can use your bonus action to surround yourself with a magical aura of blood mist. The aura extends 10 feet from you in every direction, but not through total cover. It lasts for 1 minute, until you're incapacitated, or you dismiss it as a bonus action.

Any other creature that starts its turn in the aura takes necrotic damage equal to your Charisma modifier and you heal for half the damage (rounded down). Once you use this feature, you can't use it again till you finish a short or long rest.

Hemomancer

6th-level Vampiric Blood feature

Starting at 6th level, the vampiric blood within you allows you to empower spells. Twinned spells consume double the amount of hit die.

Corruption. You can expend 1 sorcerer hit die to temporarily change the damage of a sorcerer spell to necrotic, the spell must be of 1st level or higher. Additionally, you can add the hit die to the damage.

Enfeeblement. You can expend 2 sorcerer hit die to give one target of a spell disadvantage on its saving throw. The spell must be of 1st level or higher. You can roll the hit dice to gain temporary hit points as you absorb the target's life force.

Entrallment. You can expend 3 sorcerer hit die to create more powerful undead. When you cast a spell creates or summons undead creatures, they gain an extra 24 hit points, the Undead Fortitude feature, and all their melee attacks deal necrotic damage.

Pure Blood

14th-level Vampiric Blood feature

The stagnant blood within you purifies allowing you to take on a powerful form. As a bonus action, you can spend 1 or more sorcery points to transform your body for 10 minutes. For each sorcery point

you spend, you can gain an additional benefit, the effects last until the transformation ends:

- **1 Sorcery point.** You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability checks. You gain a special melee attack, that has the finesse quality and deals 1d6 magical slashing damage. Your hand and feet grow long black talons.
- **2 Sorcery points.** When damage reduces you to 0 hit points, you can make a Constitution saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this benefit if you are reduced to 0 hit points by radiant damage or by a critical hit. Your body become bony and your skin becomes gray.
- **3 Sorcery points.** You gain a flying speed equal to your walking speed, and you can hover. You grow bat like wings from your back.
- **4 Sorcery points.** You gain a 60 ft. blindsight while not deafened. You grow long bat ears.

Blood of Elders

18th-level Vampiric Blood feature

Beginning at 18th level, you don't require food, water, or sleep, although you still need to rest. Your body also ages at a slow rate. For every 10 years that pass, you body ages only 1 year, and you are immune to being magically aged.

Additionally, as a reaction when you drop to 0 hit points, you can spend 7 sorcery points gain 1 hit point and cast the *Gaseous Form* spell. While in this form you regain 20 hit points per round until you have restored half of your hit point maximum.