

SORCERER ORIGIN

FIENDISH BLOODLINE

Your innate magic comes from a bloodline tainted by fiendish influence of the lower planes. How directly this blood is inherited varies widely, perhaps your lineage includes a Warlock that has made some infernal pact, or you may even have fiend in your family tree somewhere. Such blood lines can express themselves more strongly throughout generations in unpredictable ways. Sometimes it is merely the product of some sort of corruption, perhaps before you were even born.

Most often seen in races that have obvious fiendish heritage, such as tieflings, but is not inherently tied to them.

FIEND ORIGIN SPELLS

You learn additional spells when you reach certain levels in this class, as shown on the Fiend Origin Spells table. For each level of spells, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known.

Sorcerer Level	Spell
1st	<i>burning hands, hellish rebuke</i>
3rd	<i>darkness, infernal shackles^K</i>
5th	<i>fireball, stinking cloud</i>
7th	<i>dispater's garden^K, wall of fire</i>
9th	<i>infernal calling, insect plague</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for illusion or enchantment spells from the Bard, Sorcerer or Wizard spell lists.

OPTIONAL: FIENDISH TRAIT

You can optionally select to have a physical fiendish trait. Roll or select an option from the table below:

d4	Fiendish Trait
1	You have small horns.
2	You have a fiendish tail.
3	Your eyes are red or orange.
4	You have cloven hooves for feet.

FIENDISH LEGACY

At 1st level, you learn one of Infernal or Abyssal. This is most often tied to the origin of your fiendish powers. Additionally, when your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the warlock spell list.

You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

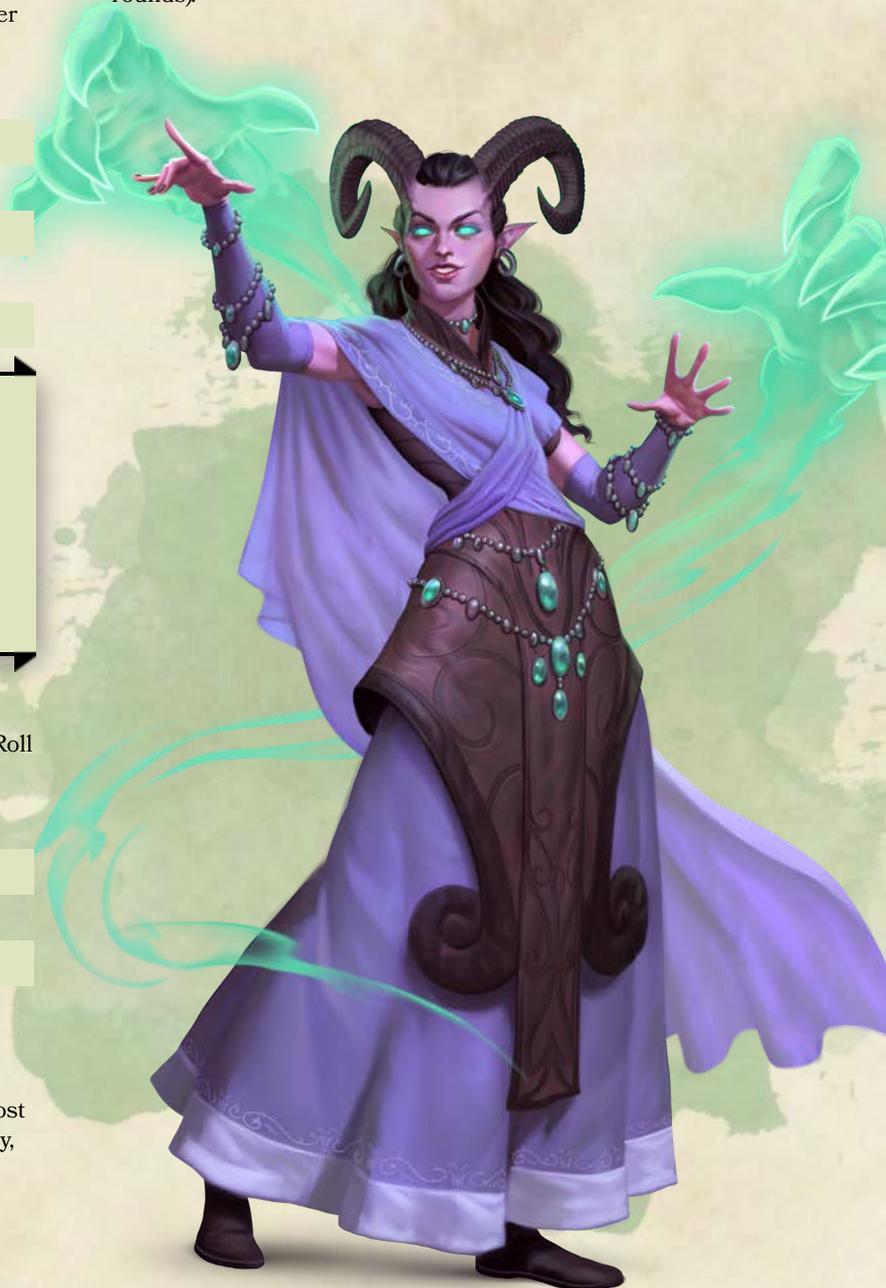
TOUCH OF DAMNATION

Starting at 1st level, your power carries a corrupting influence you can focus to weaken those that stand against you. As a reaction to a creature you can see within 30 feet making an attack roll or saving throw, you can bestow misfortune on them, rolling 1d6 and subtracting it from the total, possibly changing the outcome.

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

EMBRACED HERITAGE

Starting at 6th level, when draw upon the power of your blood, you can embrace the dark power the courses through it, briefly enhancing your fiendish traits. Once per turn on your turn when you spend spend one or more sorcerer points, you can gain one of the following benefits for a number of rounds equal to 1 + the number of sorcery points spent (ending at the start of your turn after the number of rounds).



- **Blood of the Fiend** The power in your blood courses, granting you advantage on saving throws against spells and other magical effects.
- **Eyes of the Fiend** Your eyes glow with an infernal gleam, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.
- **Skin of the Fiend** Your skin takes on an exotic hue, and you gain resistance to your choice of poison, fire, lightning, or cold damage.

Alternatively, you can spend 1 or more sorcery points to activate one of these effects as a bonus action, lasting a number of rounds equal to 1 + the number of sorcery points spent.

SOUL SIPHON

Starting at 14th level, when you cast a spell on your turn that targets one or more creatures, if a target creature fails a saving throw against one of your spells, you regain temporary hit points equal to the level of the spell.

EYE OF DESTRUCTION

Additionally at 14th level, you can choose automatically pass saving throws against your own spells. When you do so, if you would take half damage on a successful saving throw, you can take no damage instead.

UNLEASHED HERITAGE

Starting at 18th level, when you gain a feature through Embraced Heritage, you can expend an additional sorcery point to ascend that aspect. It lasts for 1 minute per sorcery point instead, and gains an additional effect:

- **Blood of the Fiend** You additionally are immune to spells of 2nd level or below.
- **Eyes of the Fiend** You additionally gain truesight of 120 feet.
- **Skin of the Fiend** You gain resistance to poison, fire, lightning, and cold damage.

INFERNAL SPELLS

DISPATER'S GARDEN

4nd-level transmutation

Classes: Warlock, Wizard

Casting Time: 1 action

Range: Self (20-ft. radius)

Components: V, S

Duration: Concentration, up to 1 minute

Iron spikes lance upwards from the ground in all directions around you, impaling creatures within 20 feet of you. Creatures in the target area must succeed a Dexterity saving throw, or take 6d8 piercing damage, and their movement speed drops to zero until the end of their next turn. On a success, they take half as much damage, and their movement speed is not reduced to zero. When a creature moves into or within the area, it takes 1d10 piercing damage for every 5 feet it travels.

HELLFIRE PIT

7th-level transmutation

Classes: Warlock, Wizard

Casting Time: 1 action

Range: Self (20-ft. radius)

Components: V, S

Duration: Concentration, up to 1 minute

You open a pit to hell beneath the feet of your foes. A supernatural void opens in a 10-foot radius, 10-foot deep pit opens around that point. Creatures in the area must make a Dexterity saving throw. On success, they can move 5 feet outside the radius of the spell. If they cannot move 5 feet out of the radius of the spell (such as having no path or insufficient movement speed), they automatically fail the saving throw. Creatures that fail their saving throw fall to the bottom of the bit (taking 1d6 bludgeoning damage and falling prone). The floor of the pit is a blazing inferno of hell. Creatures that start their turn in the pit take 6d6 fire damage, and half as much necrotic damage.

The sides of the pit are rough and difficult to climb. A creature can use their action to make a Strength (Athletics) check against your spell save DC. On success, they can expend 20 feet of movement (or 10 feet if they have a climbing speed) to escape the pit. On failure, they fall back in the pit and their movement speed becomes zero until the start of their next turn.

When the spell ends, the supernatural void to hell closes, and all creatures in the pit are deposited on the ground where the pit opened prone.

INFERNAL SHACKLES

2nd-level conjuration

Classes: Warlock, Wizard

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a link from a chain burned in a fire that killed at least one creature)

Duration: Concentration, up to 1 minute

Chains of burning black iron spring from the ground and bind a creature you can see within range to a point within 10 feet of it. At the start of a creature's turn, it takes 1d6 fire as the shackles sear its flesh. If the creature attempts to move more than 10 feet from the point it is shackled to it takes 1d6 fire damage and must make a Strength saving throw. On success, the chains are broken and the spell ends for that creature. On a failure, and cannot move away, and cannot attempt to move away again until the start of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. All target creatures are shackled to the same point, and must be within 10 feet of the shackling point.

CREDITS

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