

SORCERER - PLAGUEBORN

Stepping through the foul marshlands, a human conjures a mote of crackling green energy and sends it forward. Inciting a wave of disease in the hordes that approach her.

A dwarf stands over his deathly ill companion. He mutters some words as pink sparkles float around their head, their eyes flare open and the disease leaves the body.

As the poison smoke dissipates a single gnome remains the only one standing in the village square. Enraged, she starts flinging spells towards the mad alchemist, letting him have a taste of his own medicine.

BORN FROM DISEASE

As a Plagueborn sorcerer your innate magic comes from a disease in your bloodline or a disease you encountered during your lifetime. Where others have perished from it, you instead draw power from the disease running through your veins. Perhaps a great plague left no one in your city alive but you or you were experimented on by a mad scientist. Whatever happened to you, it enabled you to unlock and develop magical powers. When creating a Plagueborn sorcerer, consider what kind of disease affects or has affected you and how your survival has shaped your life.

VIGOR OF THE BLOOD

Your blood causes you to be impervious to any sickness. Starting at 1st level you are immune to disease.

BLIGHT BRINGER

Starting at 1st level you gain access to an expanded spell list. These spells are considered Sorcerer spells for you. You gain access to additional Plagueborn spells on different levels. You can choose one of these spells whenever you learn new sorcerer spells.

PLAGUEBORN EXPANDED SPELL LIST

Sorcerer Level	Spells
1st	Detect Poison and Disease, Inflict wounds, Ray of Sickness.
3rd	Lesser Restoration, Protection from Poison
5th	Feign Death, Life Transference, Vampiric Touch
7th	Aura of Purity, Vitriolic Sphere
9th	Contagion, Greater Restoration
11th	Contingency, Flesh to Stone, Harm

AEGIS MIASMA

Your innate magic causes you to be affected less by harmful substances. At 6th level you gain resistance to Poison and Acid damage.

INFECTIOUS MAGIC

Starting at 14th level when you cast a spell, you may change the damage type to Acid or Poison. You can change damage types up to 3 times. You regain all uses when you finish a long rest. Additionally when you cast a spell that deals Acid or Poison damage you may re-roll all damage dice you rolled a 2 or lower on. You must take the second roll.

VIRULENT MUTATION

Starting at 18th level you have gained mastery over your disease or ailment. As a bonus action you can strengthen yourself for a short amount of time by utilizing the disease in your system. When you do this your eyes turn toxic green and your blood turns black. You become immune to Poison and Acid damage

Every spell you cast that deals Poison or Acid damage bypasses all resistance and immunity. When a creature is hit by any ranged or melee spell attack you make, they have to make a Constitution saving throw against your spell save DC, on a failed save they become Poisoned. They can repeat the saving throw at the end of their turn.

This effect lasts for 10 minutes. Once you use this feature, you can't use it again until you finish a long rest.

