



# SORCERER

## Plaguebearer

Those who are touched by the essence of the Forgotten God, Faensaurot, are blissfully cursed with a painful, incurable disease from which they draw their horrific power.

Due to the immense power stemming from Faensaurot's touch, the curse a Plaguebearer blessed with, is unable to be cured with any kind of magic, and Plaguebearer is unable to be harmed by any lesser illnesses.

### Plague Magic

You learn additional spells when you reach certain levels in this class, as shown on the Plague Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

### Plague Spells

Sorcerer Level	Spells
1st	Detect Poison and Disease, Ray of Sickness
3rd	Blindness/Deafness, Melf's Acid Arrow
5th	Bestow Curse, Stinking Cloud
7th	Sickenening Radiance, Vitriolic Sphere
9th	Contagion, Danse Macabre

### Corrupted Body

Starting when you choose this origin at level 1, your body becomes imbued with a powerful disease. You are immune to disease.

Additionally, you can call upon the disease that ravages your body to empower your magic. When you cast a spell that deals damage, you can expend and roll a Hit Die and add the number rolled to one damage roll of that spell.

### Defiling Miasma

Starting at 6th level, your ability to infect others becomes more potent. Spells you cast ignore resistance to Poison and Acid damage.

### Morbus Esuritt

Your symbiotic relationship with the plague deepens, allowing you to exchange magical energy for physical

strength. From level 6, as an action, you can spend 3 sorcery points to regain 1 expended Hit Die. You may choose to immediately spend the Hit Die to regain hit points.

### Virulent Disease

Starting at 14th level, your control over the disease that ravages your body allows you to further reinforce your spells at the cost of your health. As a bonus action, you can expend Hit Die up to your Charisma modifier to increase the spell DC of the next spell you cast this turn, by 1 for each Hit Die expended.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

### Harbinger of Pestilence

At 17th level, you have become a walking disease whose mere presence can infect others.

At the beginning of your turn, you can cause one creature within 30 feet of you to make a Constitution saving throw against your spell DC. On a failure, the creature suffers a level of exhaustion.

