

DARK HARVEST ORIGIN

Origins of the dark harvest push sorcerers to a fanatical focus on the boundaries between life and death, harnessing the life-force that flows through all creatures and manipulating it to their benefit. Where life is missing, Dark Harvest Sorcerers *fabricate* it...

EXPANDED SPELL LIST

You learn additional spells when you reach certain levels in this class, as shown on Dark Harvest Expanded 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.

DARK HARVEST EXPANDED SPELLS

Spell Level	Spells
1st	<i>Bane, Ray of sickness</i>
2nd	<i>Blindness/Deafness. Wither and bloom</i>
3rd	<i>Fear, Summon undead</i>
4th	<i>Blight, Shadow of moil</i>
5th	<i>Antilife shell, Raise dead</i>

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a necromancy or an enchantment spell from the sorcerer, warlock, or wizard spell list.

POOL OF PESTILENCE

At 1st level you begin to secure control over the essence of life, allowing you to give or take it from friend and foe alike. You internalise a necromantic Pool of Pestilence using the magic of your own vitality. The pool's maximum value is equal to your Sorcerer level \times 5.

Whenever you deal necrotic damage to a hostile creature, you can instead choose to deal only half the damage with the other half restoring an equal of pestilence points, up to your pool's maximum value.

Life Siphon As an action, you can siphon your own hit points to a willing creature you touch, up to the maximum amount remaining in your Pool of Pestilence. You can also siphon a number of hit points **from** a willing creature, applying the healing to yourself. Either method then reduces you pool by an equal amount of hitpoints transferred.

The pool resets to is maximum points after a long rest.

Hit points transferred this way can not cause a creature go beyond their maximum amount of hit points. The damage taken from the transfer cannot be reduced in any way.

You can use this feature a number of times equal to your charisma modifier. When you finish a long rest, you regain all expended uses.

Art by [Anna Krasova](#)



RAISE HELL

Starting at 6th level your necrotic powers blossom. You gain resistance to necrotic damage, and you have advantage on saving throws against being frightened.

You now have the power to siphon your life force into more than just the living. You can rearrange the bones and flesh (if any remains) of a corpse you touch, reconstructing its form as a horrific homunculus, which remains under your control until it dies, or the next dawn. The raised creature must be a beast that adheres to the limitations listed in the table below, and can be flavoured how you see fit, while keeping within the beasts mechanics.

You focus for 1 minute (as though concentrating on a spell) and spend 3 sorcery points to magically summon an Undead Minion, during which time you must be in physical contact with the corpse. Upon creation the creature's current and maximum health becomes equal to your Sorcerer level + proficiency bonus, doubled.

Though the creature retains the proficiencies and any abilities it had in life, is now Undead, and gains immunity to poison damage.

Sorcerer Level	Thrall Summoned
6th	CR1/2, Large
10th	CR1, Large
14th	CR2, Huge
18th	CR3, Huge

While the Undead Minion is within 1 mile of you, you can communicate with it telepathically. At will, you can command any Undead Minion under your control to return to you, even if it is further than 1 mile away from you. Your Undead Minion acts independently of you, but it always obeys your commands. In Combat, it rolls its own Initiative and acts on its own turn.

If you summon a new Undead Minion, the old one is reduced to 0 hit points. An Undead Minion that drops to 0 hit points instantly crumbles to dust, otherwise it lasts until the next dawn at which point it loses its infused life and falls into a pile of melted flesh and scorched bone.

UNCONSECRATED GROUND

At 14th level, you slice through the veil that hangs between you and the realm of death, awakening new necromantic powers. In the process of this harrowing transformation one hand (of your choice) loses its flesh and muscle, leaving nothing but bone. Your corrupted hand can now be used as an arcane focus. Additionally, a 15ft necrotic aura seeps from your feet at all times while conscious, it softly scorches raw earth as you walk on it and smells faintly of brimstone. Any hostile creature within the aura that has immunity to necrotic damage now has resistance, and any creature with resistance to necrotic loses it.

When you are hit with an attack by a creature within the aura you can use your reaction to force a constitution saving throw against your spell DC. On a failed save the creature cannot take any reactions until the start of its next turn, and you can expend up to 10 points from your Pool of Pestilence to rip health from the creature and transfer it to your own hitpoint total. Using this feature cannot take you above your hit point maximum.

Furthermore, if an ally is within range of the aura you can use your Life Siphon feature on them without physically touching them.

DEATHLESS MASTER

At 18th level, the pure negative energy flowing through you gives you the power to animate more thralls. Through the same process used in the Raise Hell feature, Dark Harvest Sorcerer can expend an additional 6 sorcery points to summon a second thrall, and a further 9 for a third. When you do so, your hit point maximum is reduced by 20 points per thrall for the duration, as part of your essence is transferred to fortify the new minions, providing 20 additional hit points to the base calculations.

Art by [Ellie Enliso](#)

