

Sorcerous Origin: Deathtouched

Your innate magic comes from some place of dark energy. Your parents may have been cursed by a powerful undead spellcaster. You could have visited a plane of negative energy. Perhaps you were even once an undead creature yourself. The reason you attuned to necromantic magic may never be clear, but what is obvious is that you can wield this power as easily as any lich.

Withering Magic

When you choose this origin at 1st level, you gain the *chill touch* cantrip if you don't already know it. In addition, when you cast and deal damage with *chill touch*, add your Charisma modifier to the damage roll of the spell.

You learn additional spells when you reach certain levels in this class, as shown on the Withering 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. 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 transmutation spell from the sorcerer, warlock, or wizard spell list.

Withering Spells

Sorcerer Level	Spell
1st	<i>false life, inflict wounds</i>
3rd	<i>ray of enfeeblement, wither and bloom</i>
5th	<i>summon undead, vampiric touch</i>
7th	<i>blight, shadow of moil</i>
9th	<i>danse macabre, enervation</i>

Flesh of Undead

Starting at 1st level, your flesh takes on a dull gray or stark white appearance. You no longer require food or drink and are resistant to necrotic damage. You have advantage on saving throws against effects that reduce your hit point maximum.

Undeath Conduit

Starting at 6th level, your connection to undeath has a profound effect on your body and magic. You don't need to breathe, and you no longer require sleep. To gain the benefits of a long rest, you can spend 8 hours doing light activity. When a creature you can see dies, you can use your reaction to tap into the energy of that death and regain 2 sorcery points. You can use this feature twice, and you regain any expended uses when you finish a long rest.

Blood of Undead

Starting at 14th level, you are immune to disease and poison. In addition, whenever you deal necrotic damage to a creature with a spell, that creature cannot regain hit points until the start of your next turn.

Unlife Conduit

Beginning at 18th level, you can channel necrotic energy to become ghostly. As an action, you spend 5 sorcery points to draw on this power. For 1 minute, or until you lose your concentration (as if you were casting a concentration spell), you exude an aura of fear to a distance of 60 feet. Each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be **frightened** until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. You gain a fly speed equal to your walking speed and you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. While in this form, you are resistant to bludgeoning, piercing, and slashing damage from nonmagical weapons as well as acid, fire, lightning, and thunder damage.