

VESSEL MAGIC

SORCEROUS ORIGIN



THE BIG WOLF

Host an otherworldly being in your body with this Sorcerer subclass for the world's greatest roleplaying game

VESSEL MAGIC

Few can claim to have seen a being as powerful as an Archfey or an Angel be defeated, but those who did might have witnessed the birth of a Vessel Sorcerer, a mortal imbued with the soul of such a being tied to their own.

When grasping at what's left of their existence on the material plane, some beings can attempt to bind their souls with that of a mortal, ensuring their survival in an almost symbiotic fashion. If done incorrectly, it can cause the destruction of the mortal soul involved.

If successful, the Vessel (the mortal body now hosting the Entity) receives a great deal of power, which grows stronger alongside the connection between them and the Entity. In turn, the Entity gains a physical body to remain tethered to until it's ready to recreate its old form, if it so wishes.

When creating a Vessel Sorcerer, think about how the merge happened, and what the relationship between the Vessel and the Entity is like. Choose the Entity's creature type, or determine it randomly using the Entity Type table.

Entity Type

d6	Type	Example Creatures
1	Aberration	Aboleth
2	Celestial	Planetar
3	Elemental	Efreedi
4	Fey	Bheur Hag
5	Fiend	Demon Lord
6	Undead	Lich

Vessel Magic Features

Sorcerer Level	Feature
1st	Vessel Magic, Survival Instinct
6th	Conduit of Magic
14th	Crossplanar Leap
18th	Avatar of Power

VESSEL MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Vessel Spells table. The spells you learn are determined by your Entity's Type. Each of these spells counts as a sorcerer spell for you, but don't count against the number of sorcerer spells you know.

Vessel Spells

Sorcerer Level	Aberration Spells
1st	<i>arms of hadar, magnify gravity</i>
3rd	<i>detect thoughts, silence</i>
5th	<i>hunger of hadar, pulse wave</i>
7th	<i>psychic lance, summon aberration</i>
9th	<i>dominate person, telekinesis</i>

Sorcerer Level

Sorcerer Level	Celestial Spells
1st	<i>cure wounds, guiding bolt</i>
3rd	<i>lesser restoration, zone of truth</i>
5th	<i>daylight, revivify</i>
7th	<i>aura of life, guardian of faith</i>
9th	<i>flame strike, summon celestial</i>

Sorcerer Level

Sorcerer Level	Elemental Spells
1st	<i>fog cloud, chromatic orb</i>
3rd	<i>flaming sphere, binding ice</i>
5th	<i>call lightning, protection from energy</i>
7th	<i>elemental bane, summon elemental</i>
9th	<i>cone of cold, wall of stone</i>

Sorcerer Level

Sorcerer Level	Fey Spells
1st	<i>charm person, faerie fire</i>
3rd	<i>enthral, misty step</i>
5th	<i>hypnotic pattern, summon fey</i>
7th	<i>compulsion, hallucinatory terrain</i>
9th	<i>seeming, tree stride</i>

Sorcerer Level

Sorcerer Level	Fiend Spells
1st	<i>command, hellish rebuke</i>
3rd	<i>crown of madness, scorching ray</i>
5th	<i>bestow curse, fireball</i>
7th	<i>banishment, summon greater demon</i>
9th	<i>infernal calling, immolation</i>

Sorcerer Level

Sorcerer Level	Undead Spells
1st	<i>cause fear, inflict wounds</i>
3rd	<i>blindness/deafness, silence</i>
5th	<i>speak with dead, summon undead</i>
7th	<i>blight, death ward</i>
9th	<i>danse macabre, enervation</i>

In addition, consult the Entity Manifestations table and choose or randomly determine how the Entity's magic manifests itself while you cast any of your sorcerer spells.

Entity Manifestation

d6 Manifestation

1	If the spell has a verbal component, the Entity's voice comes out instead of your own.
2	The appearance of your eyes changes to reflect those of the Entity.
3	The spell's effect, if visible, comes from a momentary portal to the Entity's home plane.
4	The Entity's presence is felt around you through illusory effects, sounds or smells.
5	Your spellcasting focus takes the form of the Entity's favored weapon.
6	Creatures affected by the spell can briefly see the Entity's visage instead of yours when looking at you.



SURVIVAL INSTINCT

By channeling the Entity's power, you ensure not only its safety, but your own as well. Starting at 1st level, whenever you cast a spell gained through your Vessel Magic feature, roll a number of d4s equal to half your sorcerer level (rounded up). You get an amount of temporary hit points equal to the number rolled.

CONDUIT OF MAGIC

Hosting the Entity has strengthened your physical form to better accommodate its growing presence. Starting at 6th level, you have advantage on saving throws made against spells and other magical effects.

Additionally, you are considered to be of the same creature type as the Entity, as well as humanoid, and can be both affected and detected by any spell or magic effect that targets or senses creatures of that type.

CROSSPLANAR LEAP

Starting at 14th level, you can use your Entity's protection to briefly travel through its home plane. Whenever you have temporary hit points gained from your Survival Instinct feature, you can use a bonus action to forgo all of your temporary hit points and immediately teleport to an unoccupied space you can see. The distance you teleport equals to 5 times the amount of temporary hit points you had, in feet.

AVATAR OF POWER

At 18th level, your enduring bond to the Entity has granted you the ability to manifest its full power, albeit for a short time. As a bonus action, you undergo a transformation in which the Entity's visage is revealed to all who can see you. While transformed, you gain the following benefits:

- As an action, you can cast one of the spells gained through your Vessel Magic feature once without expending a spell slot.
- You have resistance to damage from spells and other magical effects.
- You are immune to the charmed and frightened conditions.
- You have a flying speed of 60 feet and can hover.
- If you are smaller than Large, you become Large, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- When gaining temporary hit points from your Survival Instinct feature, you treat any dice rolled as having rolled their maximum value.

The transformation lasts for 1 minute, but can be ended early if you are incapacitated, drop to 0 hit points, or decide to end it as a bonus action. Once you use this action, you can't use it again until you finish a long rest, or until you spend 10 sorcery points to use it again.

Credits (v1.3)

- Vessel Magic by The Big Wolf ([u/jvslobao](#));
- Art (in order of appearance): *Dae'lora - The Ascended Nephil of Dreams* by [Wisper Art](#), *Master Of Magic - Tauron* by [Iwo Widuliński](#);
- Balance guided by [Matthew Gravelyn's](#) "Create-A" series;
- Feedback from the folks at [r/unearthedarcana](#) and the Discord of Many Things;
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