

Daemonomicon:

Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. This is an option written by Odvaskar for that feature: Abyssal Soul.

Abyssal Soul

The Abyss was created when the shard of pure evil was flung into the plane of elemental chaos. When this happened the shard used the primordial elemental energies to create the infinite layers of the abyss. Sorcerers with an abyssal soul were infused with abyssal corruption either through a deal with a demon or being an offspring of a demon. Regardless of the origin these sorcerers bare the mark of the abyss. This corruption does not affect the soul and thus a sorcerer of this origin is not evil by nature but can use the powers of demons and the abyss. The harnessing of elemental chaos, summoning of demons, and traveling to the abyss are all within grasp of these sorcerers.

Abyssal Spells

1st-level Abyssal Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Abyssal 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.

Abyssal Spells

Spell Level	Spells
1st	<i>Absorb Elements, Armor of Agathys</i>
2nd	<i>Scorching Ray, Shadow Blade</i>
3rd	<i>Fireball, Summon Lesser Demons</i>
4th	<i>Summon Greater Demons, Wall of Fire</i>
5th	<i>Cone of Cold, Negative Energy Flood</i>

Abyssal Corruption

1st-level Abyssal Soul feature

Your physical form has been mutated by the taint of the abyss. You have a natural weapon that takes a shape of your choice (Horns, a tail, a maw, spikes, or a clawed mutated hand). It counts as a simple weapon for you that deals a d6 + your Charisma modifier, and you can use your Charisma modifier for the attack rolls. When you deal damage you can choose the damage type from bludgeoning, piercing, or slashing damage.

In addition, you can speak, read, and write Abyssal.

Conduit Elemental Chaos

6th-level Abyssal Soul feature

Starting at 6th level, you can funnel and control the destructive energies of the elemental chaos. When you cast a spell or cantrip that deals Cold, Fire, or lightning damage can you change the damage type of that spell for any of the aforementioned damage types. Additionally, you can add your Charisma modifier to one damage roll of any spell or cantrip that deals Cold, Fire, and Lightning damage.

Demonic Scion

14th-level Abyssal Soul feature

At 14th level, your connection to the abyss allows you to open rifts to any of its infinite layers. Once per long rest you can cast the *Plane Shift* spell without expending a spell slot to travel to any layer of the abyss, as long as you have detailed knowledge of the layer. Additionally, when you cast a spell that summons a demon you can expend a number of Sorcery Points equal to the spell level to have the demon always be under your command for the duration of the spell.

Aspects of Dark Power

18th-level Abyssal Soul feature

Beginning at 18th level, you can channel the malice of multiple layers of the abyss that have been shaped by the presence of the most powerful demon lords. As a bonus action, you can spend 2 Sorcery points or more to magically mutate your body for 10 minutes. For each 2 Sorcery points you spend, you gain one of the following benefits of your choice, the effects of which last until the abyssal mutation ends.

Baphomet. You take on a bestial appearance and reflexes. Your walking speed and jumping distance is double and you proficiency in Dexterity saving throws.

Demogorgon. You grow a second demonic head. You gain advantage on concentration, Intelligence, Wisdom, and Charisma saving throws

Fraz-Urb'luu. You become a master of lies and deception. You can cast the *Disguise Self* spell at will without expending a spell slot, and you gain proficiency and expertise in Deception (Charisma) Checks.

Graz'zt. You channel pleasure from pain. When you or an ally takes damage you can use your reaction to give that creature temporary hit points equal to your Proficiency Bonus + Charisma modifier.

Juiblex. Your form becomes slime-like and amorphous. Bludgeoning and impact damage deal no damage to you. You and anything you are wearing can slip through spaces that otherwise accommodate a creature of Tiny size.

Kostchtchie. You become a hulking berserker. You are under the effects of an *Enlarge* spell and you can make an additional melee attack with your Abyssal Corruption weapon when you take the attack action on each of your turns.

Malcanthet. You take on an otherworldly beautiful appearance. You can add your Charisma modifier to your AC as long as you are not wearing armor.

Orcus. You are infused with necrotic energy. You are immune to necrotic damage, and as an action you can target an undead within 30 feet of you to succeed on a Wisdom saving throw. On a failed save, the undead must obey your commands for the duration of this feature. On a successful save the undead is immune to this effect for 24 hours.