



SORCEROUS ORIGIN

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. At 1st level, a sorcerer gains the Sorcerous Origin feature. The following Witchborn option is available to a sorcerer in addition to those normally offered.

WITCHBORN

You can trace your bloodline and ancestry to the fey, usually those of the Unseelie Court. In fact, there may even be hags and other dark spellcasters in your ancestry. This connection to dark magic empowers you with the ability to naturally cast spells. In addition, when you are around others who share similar ancestry, you can combine your spell crafting ability to create more potent effects known as incantations.

Witchborn have varied appearances. Some are staggeringly beautiful, the perfect representation of their parent race. Others have hag-like features such as long, pointed noses, green skin, and even warts; they draw attention to themselves through sheer presence alone.

WITCHBORN FEATURES

Sorcerer Level Feature

1st	Hexcraft, Witch Nature
6th	Binding of the Coven, Coven Magic
14th	Witch Travel
18th	Soulmonger

HEXCRAFT

Starting at 1st level, when you choose this sorcerous origin, you can create simple curses. As a bonus action, you can target one creature that you can see within 60 feet of you.

The target must make a Wisdom saving throw against your spell save DC. On a failed saving throw, the target has disadvantage on its next ability check, attack roll, or saving throw.

You can use this feature up to three times, and you regain all expended uses of it when you finish a long rest.

WITCH NATURE

Also at 1st level, your fey blood grants you one of the following features of your choice.

Camouflage. As an action, you can change your appearance to match your surroundings. Until you move or use your action to attack or cast a spell, you have advantage on Dexterity (Stealth) checks made to hide.

Hag's Cackle. You learn the *vicious mockery* cantrip.

Illusory Appearance. You can cast *disguise self*. Once you use this benefit to cast this spell, you can't do so again until you finish a short or long rest.

BINDING OF THE COVEN

At 6th level, you and two other creatures that possess the Font of Magic class feature that have at least 6 character levels can form a coven.

To form a coven, you and the two creatures conduct an 8-hour long ritual together and spend 250 gp which represents the cost of material components used in the ritual. The creation of the coven is completed at the end of the 8 hours, giving you and any other members of the coven that have the Binding of the Coven trait access to the Coven Magic feature detailed below.

If one member of the coven leaves or dies, the coven is automatically disbanded and you and the other members of the coven no longer have access to Coven Magic. You can form a new coven by spending another 8 hours and 250 gp with creatures that meet the requirements.

COVEN MAGIC

An individual witch is powerful but a coven of witches can be downright unstoppable. At 6th level, you can perform Coven Incantations, detailed below. Coven incantations require you and the members of your coven to spend sorcery points each time you perform the incantation.

Shared Incantations. While you and the other two members of your witch coven are within 30 feet of one another, you and the others can combine your sorcerer points to perform a coven incantation. You use your action to declare that you are performing an incantation. The incantation must be one that you know; however, it need not be known by the other two members of your coven. Before the end of your current turn, the other two members of your coven must use their reaction to contribute one or more sorcery points to the incantation's sorcery point cost. Once the cost is reached, the incantation is successfully performed. If the incantation's cost is not reached or one or more of the other members of your coven can't or won't contribute sorcery points, the incantation attempt fails and your action is wasted.

Once you use your action to perform an incantation, you cannot perform another incantation until you complete a short or long rest. However, you may still participate in the performance of another member of your coven's incantations.

Coven Incantations Known. At 6th level, you learn two incantations of your choice, which are detailed in the "Coven Incantations" section below. You learn one additional incantation of your choice at 14th and 18th level.

Whenever you learn a new incantation you can also replace one incantation that you already know with a different incantation.

Spellcasting Ability. Many of your incantations allow you to cast spells. To cast one of these spells as part of an incantation, you use its casting time, range, duration, and components as normal unless stated otherwise in the incantation's description. The spellcasting ability for these spells is the same as your sorcerer spellcasting ability. Even if the spellcasting ability of a member of your coven that contributed spell points to the incantation is better than your own, you must use your spellcasting ability. Any spells with a range of self only affect you unless the incantation states otherwise.

Spells cast this way are always cast at the lowest possible level; additional sorcerer points cannot be spent to increase the spell's level. You may not use metamagic to alter spells created through your coven incantations.

COVEN INCANTATIONS

The incantations are presented in alphabetical order. If an incantation requires a level, you must be that level in this class to learn the incantation.

Baleful Change (18th Level Required). Your coven can spend 13 sorcery points to cast *true polymorph*.

Blessing of Melonia (14th Level Required). Your coven can spend 7 sorcery points to cast *awaken*.

The Change. Your coven can spend 6 sorcery points to cast *polymorph*.

Curse of Lementhor (18th Level Required). You and your coven can spend 13 sorcery points to cast *bestow curse*; the duration of the curse is permanent until dispelled.

Dark Bidding (18th Level Required). You and your coven can spend 11 sorcery points to cast *dominate monster*.

Darkest Fears. Your coven can spend 6 sorcery points to cast *phantasmal killer*.

Death's Cold Grasp. Your coven can spend 9 sorcery points to cast *circle of death*.

Deathless Servants (14th Level Required). Your coven can spend 11 sorcery points to cast the *animate dead* spell. You can create up to 10 undead when you cast the spell using this incantation.

Dimensional Whisper. Your coven can spend 9 sorcery points to cast *contact other plane*.

Distant Eyes. Your coven can spend 9 sorcery points to cast *scrying*.

Finder's Keepers. Your coven can spend 3 sorcery points to cast *locate object*.

Gluthar's Hex. Your coven can spend 7 sorcery points to cast the *hex* spell, except that the target can be any creature that is familiar to you that is on the same plane of existence as you.

Lightning Arc. Your coven can spend 7 sorcery points to create three bolts of lightning that fire from your own hands or the hands of either of the members of your coven, targeting creatures within 60 feet of you. Each creature you target must make a Dexterity saving throw against your spell save DC, taking 8d8 lightning damage on a failed saving throw, or half as much damage on a successful one. You can direct the bolts at the same target or at different ones. If a creature is targeted by more than one bolt, it must make a separate saving throw for each bolt.

Lost One (18th Level Required). Your coven can spend 13 sorcery points to cast *imprisonment*.

Lullaby. Your coven can spend 3 sorcery points to target one creature that you can see within 60 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC or fall unconscious for 1 minute. It wakes up if it takes any damage or if another creature uses its action to shake it awake. The frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Mass Destruction (18th Level Required). Your coven can spend 11 sorcery points to cast one of the following spells: *earthquake*, *firestorm*, or *tsunami*.

Path of the Beyonder (18th Level Required). Your coven can spend 13 sorcery points to cast *astral projection*. However, only you and the members of your coven can be targeted by this spell.

Nature Whisper. Your coven can spend 7 sorcery points to cast *commune with nature*.

Trap (14th Level Required). Your coven can spend 10 sorcery points to cast *forcecage*.

The Return (18th Level Required). Your coven can spend 13 sorcery points to cast *true resurrection*, except each member of the coven must make a DC 17 Constitution saving throw at the end of the spell's 1 hour casting time. If any member of the coven fails its saving throw, the casting fails and all sorcery points and material components are wasted.

Sicken. Your coven can spend 3 sorcery points to target one creature that you can see within 60 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC or it believes it is sick. A creature immune to charm automatically passes its saving throw. While it believes it is sick, the creature has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Storm Caller (14th Level Required). Your coven can spend 11 sorcery points to cast control weather.

Terrify. Your coven can spend 3 sorcery points to target one creature that you can see within 60 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC or become frightened of you for 1 minute. One each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends. The frightened creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Toil and Trouble. Your coven can spend 5 sorcery points to cast *bestow curse*.

Wave of Paralysis. Your coven can spend 6 sorcery points to target up to three humanoid creatures that you can see within 60 feet of you. A target must succeed on a Wisdom saving throw or be magically paralyzed as long as you maintain concentration (as if concentrating on a spell), up to 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends for the target.

Weal or Woe. Your coven can spend 3 sorcery points to cast *augury*.

Witch's Domain. Your coven can spend 10 sorcery points to cast *mirage arcane*.

WITCH TRAVEL

At 14th level, you gain one of the following benefits. You can use the benefit three times, and regain all expended uses when you complete a long rest.

One Between Worlds. You can magically enter the Ethereal Plane from the Material Plane, or vice versa.

Invisible Passage. You can use your action to magically turn invisible until you attack or cast a spell, or until your concentration ends (as if concentrating on a spell). While invisible, you leave no physical evidence of your passage, so you can be tracked only by magic. Any equipment you wear or carry is invisible with you.

Witch Flight. As a bonus action, you touch one Small, Medium, or Large non-living object such as a broom, carpet, or cauldron. As long as you are touching the object, you and the object gain a flying speed of 60 feet until you release the object. Any creature that touches the object while you are flying travels with you.

SOULMONGER

Starting at 18th level, you can pull the life energy from dying creatures to fuel your magic. When an enemy you can see dies within 60 feet of you, you or a member of your coven of your choice that is within 60 feet of you regain 2 sorcery points. You can use this feature three times and regain all expended uses when you complete a long rest.

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