

Archive of Forgotten Lore:

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: The Rakshasa Bloodline.

Rakshasa Bloodline

Your power is drawn from the infernal blood of a Rakshasa that flows through your veins. A pact was struck generations ago between your ancestors and a Rakshasa that infused their bloodline with its fiendish essence. This power manifests in the way you speak and act. You are cunning, deceptive, persuasive, and a schemer.

Those born from the ancestry of a Rakshasa usually become leaders of thieves' guilds, politicians, merchants, entertainers, spies or even sovereigns. Will the dark essence of a rakshasa define you or will you use the power bestowed upon you for good?

You were born with a birthmark that shows the infernal blood within you. You can choose or roll a 1d6 to determine the nature of this birthmark.

Bloodline Birthmark

1d6	Birthmark
1	Your left hand's palm is where the back should be.
2	You have two left hands
3	You have feline eyes
4	Your skin has tiger like patterning
5	You have a tiger's tail
6	Your hands and feet have feline claws

Origin Spells

1st-level Rakshasa Bloodline feature

Your rakshasa bloodline gives you spells that you instinctually know. Origin spells don't count against the number of spells you know.

Origin Spells

Sorcerer Level	Spells
1st	<i>Disguise Self, Charm Person</i>
3rd	<i>Invisibility, Suggestion</i>
5th	<i>Bestow Curse, Major Image</i>
7th	<i>Greater Invisibility, Phantasmal Killer</i>
9th	<i>Dominate Person, Dream</i>

Beguiler's Ancestry

1st-level Rakshasa Bloodline feature

At 1st level, fiendish magic from the Nine Hells flows through your body. You gain the following benefits:

- You learn to speak, read, and write Infernal.
- When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- You gain proficiency with either the Charisma (Deception) or Charisma (Persuasion) skill, your proficiency bonus is doubled for any ability check made with that skill.

Enfeebling Curse

6th-level Rakshasa Bloodline feature

At 6th level, you gain the power to invade a creature's mind and embody their worst nightmares. As an action, you force a creature within 30 feet of you to make a Wisdom saving, on a failed save, the creature becomes frightened of you for 1 minute and it suffers one level of exhaustion. The creature makes another Wisdom saving throw at the end of each of its turns, on a

failed save it takes another level of exhaustion. On a successful save, the creature is no longer frightened, and any levels of exhaustion caused by this feature go away.

Once you use this feature, you can't use it again until you finish a short or long rest.

Masquerading Form

14th-level Rakshasa Bloodline feature

Starting at 14th level, your deceitful nature fully manifests. You gain the following benefits:

- You can cast *Disguise Self* at will, without expending a spell slot.
- You become immune to being charmed.
- Once you have successfully deceived or persuaded a creature, it has disadvantage on its next saving throw against the next charm spell you cast on it.

Rakshasa Resilience

18th-level Rakshasa Bloodline feature

Beginning at 18th level, the power in your bloodline protects you from lesser magic. As an action, you can spend 6 sorcery points to draw this protection. For 1 minute or until you lose concentration, you can't be affected or detected by spells of 6th level or lower unless you wish to be. You also gain advantage on all saving throws against all other spells and magical effects.