

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.

WITCH

Others are gifted by magic; you are cursed by it. Regardless of the origin of this insidious magic, it has twisted your appearance and imprinted upon your very soul. You can channel this hateful arcana into spells, inflicting the same torture which plagues you upon others.

WITCH EXPANDED SPELL LIST

You learn additional spells at the levels specified below. These spells don't count against your total number of spells known.

Sorcerer Level	Spells
3rd	<i>bane, hex</i>
5th	<i>blindness/deadness, ray of enfeeblement</i>
9th	<i>bestow curse, fear</i>
13th	<i>confusion, phantasmal killer</i>
17th	<i>dominate person, mislead</i>

HIDEOUS APPEARANCE

When you select this origin at 1st level, you are afflicted with a curse that makes your appearance hideous to behold. Your proficiency bonus is doubled for Intimidation checks, but you have disadvantage on Persuasion checks.

EVIL EYE

At 6th level, you can cast a horrific gaze upon your enemies. As an action, you can select 1 target that you can see and that can see you within 30 feet. This target must make a Wisdom saving throw. On a failed save, the target becomes frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see you, ending the effect early on a success. A target that succeeds a saving throw against this effect is immune to it for 24 hours.

Additionally, you have advantage on saving throws against being frightened.

PARALYZING TOUCH

Starting at 14th level, your touch causes creatures to become paralyzed with fear. You may make a melee spell attack against a single creature within your reach. On a hit, the target becomes paralyzed for a number of rounds equal to your Charisma modifier. Once you use this feature, you must complete a long rest before you may use it again.

HEXMASTER

At 18th level, you command the terrors that each creature holds in its heart. You may expend 4 sorcery points to attempt to frighten all creatures of your choice within a 30 foot radius. Each creature must make a Wisdom saving throw. On a failed save, the creature becomes frightened for 1 minute. For each creature frightened, you can select a source of fear other than yourself.

