

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.

PALE MASTER

Pale Masters are terrible to behold. Your powers are necromantic in origin, your flesh is petrified and corrupted. Perhaps you were born under a bad star or in a field of blooming nightshade, or perhaps you were cursed with undeath, but failed to turn completely. Regardless, you are now caught in a horrific limbo; you are a living, sentient mind, trapped inside a rotting corpse.

Because you are like the dead, they heed your beck and call. Your might grows as the dark curse rises within you, and an undead horde gathers at your side.

DEATHSIGN

Starting at 1st level, you are marked with death. When you would normally take necrotic damage from a spell of 1st level or higher, you instead regain hit points equal to half the necrotic damage dealt (rounded down.)

Your deathsign also imbues you with necromantic magic. You learn necromancy spells at the sorcerer levels listed. These spells don't count against your total number of spells known.

PALE MASTER SPELLS

Sorcerer Level	Type
1st	<i>inflict wounds</i>
3rd	<i>ray of enfeeblement</i>
5th	<i>animate dead</i>
7th	<i>blight</i>
9th	<i>contagion</i>
11th	<i>create undead</i>

UNDEAD COHORT

At 1st level, you have an Undead Cohort, the very beginning of your own undead horde. You can choose a Skeleton Cohort or a Zombie Cohort.

Your cohort rolls its own initiative and acts on its own turn. Add your proficiency bonus to your cohort's AC, attack rolls, and damage rolls. Its hit point maximum equals half its normal maximum or four times your sorcerer level, whichever is higher.

On each of your turns, you can use a bonus action to mentally command your cohort and any other undead creatures under your control, as per the spell *animate dead*.

You can surgically repair your cohort when you take a long rest, reanimating the remains if it has died, and restoring it to maximum hit points.

EMISSARY OF DEATH

Starting at 6th level, whenever you deal damage with a necromancy spell, you can add your Charisma modifier to the damage roll. When you do so, you can spend 1 sorcery point to gain 1d10 temporary hit points.

SPELLSTITCHED COHORT

You have improved your cohort by 14th level using a technique called spellstitching. Your cohort learns one necromancy cantrip that it can cast on its turn using your sorcerer level.

Additionally, your Deathsign extends to your cohort: when your cohort would normally take necrotic damage from a source other than a cantrip, it instead regains hit points equal to the amount of necrotic damage.

OVERLORD

At 18th level, when you cast the spell *animate dead* to reassert control over undead, you can expend a number of sorcery points to cast it as if using a spell slot higher one level higher for each point expended.

Cohorts

Though a cohort might have a unique appearance, such as being stitched together with glowing thread, they use normal statistics. A Skeleton Cohort uses the statistics of a skeleton, and a Zombie Cohort uses the statistics of a zombie, each with the changes detailed in the Undead Cohort feature.

