

SORCEROUS ORIGIN: FIENDISH BLOODLINE

What gives fiends purpose is meddling in the affairs of mortals, and sowing corruption among their ranks. They bring out the worst in those they touch, their curse lingering like a festering wound down the bloodline.

Those in whose veins runs this accursed blood are doomed, or blessed, with powers most mortals can only dream of. Many struggle with this force of evil inside of them, and equally as many embrace it, and are molded by it.

DARK ORIGINS

1st-level Fiendish Bloodline feature

At level 1, choose a fiendish heritage: Diabolic or Demonic.

Diabolic. You gain proficiency with the Deception and Persuasion skills. You can speak, read, and write Infernal, and you are resistant to fire damage.

Demonic. You gain proficiency with the Deception and Intimidation skills. You can speak, read, and write Abyssal, and you are resistant to cold damage.

Regardless of your heritage, you gain darkvision out to 60 feet.

FIENDISH BLOODLINE SPELLS

You learn additional spells when you reach certain levels in this class, as shown in the table below. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Sorcerer Level	Spells
1st	<i>dissonant whispers, bane</i>
3rd	<i>enthrall, Icingdeath's frost</i> (Demonic) <i>scorching ray</i> (Diabolic)
5th	<i>fear, vampiric touch</i>
7th	<i>confusion, summon greater demon</i> (Demonic), <i>wall of fire</i> (Diabolic)
9th	<i>dominate person, insect plague</i> (Demonic), <i>infernal calling</i> (Diabolic)

FIENDISH RESTORATION

6th-level Fiendish Bloodline feature

Whenever you reduce a creature to 0 hit points, you absorb part of the creature's soul, gaining temporary hit points equal to your Charisma modifier.

Moreover, you can spend sorcery points to gain temporary hit points as a bonus action. You gain 2 temporary hit points per sorcery point spent.

FIENDISH REBUKE

14th-level Fiendish Bloodline feature

Whenever you deal damage with a spell, you can spend 1 sorcery point to transform all your current temporary hit points into additional damage. The spell deals extra damage equal to the number of temporary hit points transformed, and the damage type is fire (Diabolic) or cold (Demonic).

AVATAR OF CHAOS AND TORMENT

18th-level Fiendish Bloodline feature

Once per long rest as an action, you can unleash the fiendish essence within yourself, transforming you into an avatar of your demonic or diabolic heritage. Your transformation lasts for 1 minute, until you fall to 0 hit points, or until you end it early (no action required).

- Upon your transformation, each creature of your choice that is within 30 feet of you must make a Charisma saving throw against your spell save DC or be frightened of you until your transformation ends. An affected creature can repeat the saving throw at the end of each of its turns.
- You immediately gain 20 temporary hit points upon your transformation.
- While you are transformed, you emanate an aura of dread and torment. You and each creature within 15 feet of you takes damage equal to half your level (rounded up) at the end of your turn. The damage type is fire (Diabolic) or cold (Demonic).
- You absorb all light within 15 feet of you, making the area heavily obscured. You can see through this darkness as normal.

