

SORCERER CLASS

By James Mishler with Jodi Moran-Mishler



Labyrinth Lord
Compatible Product

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SORCERER CLASS

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SORCERERS

Sorcerers are humans who possess innate magical spell-casting powers due to ancient, inhuman family bloodlines, such as through having an angel, demon, dragon, fairy, genie, vampire, or other magically-powerful creature in their family line.

Requirements: None

Prime Requisites: CHA

Hit Dice: 1d4 (1d4 Advanced Option)

Maximum Level: Human U (Others perhaps based on campaign)

Fight As: Magic-user; **Save As:** Magic-user.

Armor & Weapons: Sorcerers may not wear armor nor use shields. They are limited to the use of daggers, darts, quarterstaves, slings, and two one-handed weapons of choice (may include short bow or light crossbow).

Magic Items: Sorcerers may use magic items that are limited to use by magic-users; however, as they do not have the proper training, proper use requires a successful Evoke Magic check.

Alignment: Sorcerers may be of any alignment.

Sorcerer Level Progression Table

Spell Casting Slot Level

EXP	Class Level	Hit Dice (d4)	Spell Casting Slot Level									
			1	2	3	4	5	6	7	8	9	
0	1	1	2	-	-	-	-	-	-	-	-	-
2,501	2	2	3	-	-	-	-	-	-	-	-	-
5,001	3	3	3	-	-	-	-	-	-	-	-	-
10,001	4	4	3	2	-	-	-	-	-	-	-	-
20,001	5	5	3	3	-	-	-	-	-	-	-	-
40,001	6	6	4	3	2	-	-	-	-	-	-	-
80,001	7	7	4	3	3	-	-	-	-	-	-	-
160,001	8	8	4	4	3	2	-	-	-	-	-	-
320,001	9	9	4	4	4	3	-	-	-	-	-	-
480,001	10	+1 hp*	5	4	4	4	2	-	-	-	-	-
640,001	11	+2 hp*	5	4	4	4	3	-	-	-	-	-
800,001	12	+3 hp*	5	5	4	4	4	2	-	-	-	-
960,001	13	+4 hp*	5	5	5	4	4	3	-	-	-	-
1,120,001	14	+5 hp*	6	5	5	5	4	4	2	-	-	-
1,280,001	15	+6 hp*	6	5	5	5	5	4	3	-	-	-
1,440,001	16	+7 hp*	6	6	5	5	5	5	4	2	-	-
1,600,001	17	+8 hp*	6	6	6	5	5	5	5	3	-	-
1,760,001	18	+9 hp*	7	6	6	6	5	5	5	4	2	-
1,920,001	19	+10 hp*	7	6	6	6	6	5	5	5	3	-
2,080,001	20	+11 hp*	7	7	6	6	6	6	6	5	4	-

* Hit point modifier modifiers from Constitution are ignored

SPELLCASTING: Sorcerers possess the ability to cast magic-user spells, but in a very different way than magic-users gain and cast spells. A sorcerer does not learn spells, scribe them in spell books, and then memorize the spells desired. Instead, a sorcerer *innately* knows a number of spells equal to her level plus her Charisma bonus. She then use her spell slots to cast the spells she knows in any combination desired, within her combination of known spells and available spell casting slots. *For example*, at 1st level Tiana the Sorceress (CHA 16, +2) knows three 1st level spells (plus one from her Sorcerous Origin), which she can cast in any combination of two spells per day using her two 1st-level spell-casting slots.

At each level, when a sorcerer gains a new spell, she may choose a spell of a spell level that she can cast (including any newly-gained spell level from that character level) from the magic-user spell list. *For example*, Tiana the Sorceress advances from 3rd to 4th level; she may choose one new spell of 1st or 2nd level, as she can now cast 2nd level spells.

SORCEROUS ORIGIN: All sorcerers gained their power through one of several different sorcerous origins; at 1st level the sorcerer must choose their origin, and it never changes thereafter. The sorcerer's origin provides them with several innate abilities and list of specific spells available to them that are associated with their sorcerous origin. Sorcerous origins include: Angel-Blood, Demon-Blood, Djinn-Blood, Dragon-Blood, Efreet-Blood, Fairy-Blood, and Vampire-Blood.

Bonus spells provided by the sorcerer's origin may only be cast when they attain a level where they gain spell slots for that spell level. At that point they may cast the spells gained by their origin as though they were normal spells known, plus, they may cast each such spell once per day as a bonus spell. *For example*, Tiana the Fairy-Blooded Sorceress may, at 4th level, cast *charm person* and *invisibility* each once per day as bonus spells, and may also cast them using 1st and 2nd level spell slots, respectively.

EVOKE MAGIC: Sorcerers do not have any *proper* training in the use of magic items that are normally limited to use by magic-users, however, their natural affinity with magic allows them to *try* to use such items that require activation. In order to do so, they must make a saving throw versus Wands (if using a wand) or Spells or Spell-Like Devices (if using any other item other than scrolls) each time they wish to use an item that requires active use. No roll is needed to use passive items that work without activation.

To cast a scroll, the sorcerer must make a Charisma-based Spell Learning Probability Check (Intelligence Table II), with a penalty of 5% per level of the spell; even sorcerers who cannot read can *try* to use scrolls, as they can feel the magic in the scroll and simply evoke it out of the magical writing.

However, there is *danger* in trying to evoke magic out of a magic item or scroll. If the saving throw fails with a Natural 1, or if the sorcerer rolls 96-00 when trying to use a scroll, *Something Bad* happens, the nature of which is at the whim of the Labyrinth Lord.

ANGEL-BLOOD ORIGIN

Angel-blooded sorcerers are descended from extra-planar beings of Lawful and/or Good sort, such as angels, devas, planetars, solars, titans, and even deities. They can appear to be of the normal sort for their race, or they can have features that call back to their extra-planar origin, including wings (that function only with their special ability), silver or gold skin, solid-colored eyes, archetypal deific features, etc., at the player's option. Perhaps a halo forms above their head when they cast their angel-blood bonus spells, and remains for 1d6 rounds thereafter.

Inner Light: An angel-blooded sorcerer may cause their skin, hair, and eyes to glow with the light of a candle, providing light within a 5' radius.

Holy Smite: An angel-blooded sorcerer may transform a spell slot into a special magical attack that may be best used against creatures of Evil alignment. The target must be within 30 feet; a ray of bright, holy light shoots forth from the sorcerer's eyes or hand at the target, the ray dealing 1d8 points of damage per level of the expended spell slot. The target must make a saving throw versus Spells; success indicates it suffers only half damage.

The target suffers half or no damage if it is Good or Neutral-aligned.

Speak with Angels: An angel-blooded sorcerer can speak with any Good-aligned extra-planar being (however, this ability conveys no ability to read extra-planar writing). The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Angel Wings: At 3rd level an angel-blooded sorcerer may manifest angelic wings. The wings enable flight speed of 180' (60'), provided the sorcerer is unencumbered; flight speed is 120' (40') if lightly encumbered; and 90' (30') if moderately encumbered. The sorcerer cannot fly with these wings if they are heavily encumbered. The sorcerer can fly for six turns, plus one turn per level, before the ability fades away. At 3rd level the sorcerer may manifest wings once per day; at 7th twice per day; and at 11th three times per day.

Angel-Blood Bonus Spell List

1st: *Light*

2nd: *Cure Light Wounds* (C1)

3rd: *Bless* (C2)

4th: *Remove Curse*

5th: *Commune* (C5)

6th: *True Seeing* (C5)

7th: *Heal* (C6)

8th: *Holy Word*(C7)

9th: *Gate*

DEMON-BLOOD ORIGIN

Demon-blooded sorcerers are descended from extra-planar beings of Chaotic and/or Evil sort, such as demons, devils, creatures of the Outer Dark, titans, and even deities. They can appear to be of the normal sort for their race, or they can have features that call back to their extra-planar origin, including wings (that function only with their special ability), solid-colored eyes, archetypal demonic features, etc., at the player's option. Perhaps horns sprout from their head or torches burn blue when they cast their demon-blood bonus spells, and remain for 1d6 rounds thereafter.

Fiendish Allure: Once per day per level a demon-blooded sorcerer may use the *allure* spell (the gain in Charisma provides no bonus spell knowledge).

Unholy Smite: A demon-blooded sorcerer may transform a spell slot into a special magical attack that may be best used against creatures of Good alignment. The target must be within 30 feet; a ray of unholy power shoots forth from the sorcerer's eyes or hand at the target, the ray dealing 1d8 points of damage per level of the expended spell slot. The target must make a saving throw versus Spells; success indicates it suffers only half damage. The target suffers half or no damage if it is Evil or Neutral-aligned.

Speak with Demons: An angel-blooded sorcerer can speak with any Evil-aligned extra-planar being (however, this ability conveys no ability to read extra-planar writing). The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Demon Wings: At 3rd level a demon-blooded sorcerer may manifest demonic wings. The wings enable flight speed of 180' (60'), provided the sorcerer is unencumbered; flight speed is 120' (40') if lightly encumbered; and 90' (30') if moderately encumbered. The sorcerer cannot fly with these wings if they are heavily encumbered. The sorcerer can fly for six turns, plus one turn per level, before the ability fades away. At 3rd level the sorcerer may manifest wings once per day; at 7th twice per day; and at 11th three times per day.

Demon-Blood Bonus Spell List

1st: *Darkness Globe* (11)

2nd: *Cause Light Wounds* (C1)

3rd: *Cause Disease* (C3)

4th: *Curse*

5th: *Contact Other Plane*

6th: *Death Spell*

7th: *Summon Demon*

8th: *Symbol*

9th: *Gate*

DJINN-BLOOD ORIGIN

Djinn-blooded sorcerers are descended from djinnis, the genies of air and wind. They can appear to be of the normal sort for their race, or they can have features that call back to their genie origin, including blue skin, smoldering blue eyes, zephyrs always wafting about them, etc., at the player's option. Perhaps whenever they cast a djinn-blooded bonus spell the head and torso of a genie appears above them and laughs in a booming voice or yells in the genie language; or maybe the light zephyrs grow into wild (but non-damaging) winds.

Lightning Strike: A djinn-blooded sorcerer may expend a spell slot to cast a lesser bolt of lightning. The lightning extends from the sorcerer's eyes or fingertips, and shoots out at a single target up to 30 feet away. The lesser bolt of lightning deals 1d6 points of damage per level of the expended spell slot; the target may save versus Breath Attack for half damage.

Elemental Speech: A djinn-blooded sorcerer can speak with any genie or elemental creature (however, this ability conveys no ability to read elemental writing). The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Whirlwind Form: At 3rd level a djinn-blooded sorcerer may transform into the form of a whirlwind, the transformation requiring three rounds. The whirlwind has a 10' diameter at its base, is 40' high, and 20' in diameter at the top. In whirlwind form the sorcerer moves and flies at 120' (40'), regardless of encumbrance. Any being caught in the whirlwind suffers 1d6 points of damage per round. Creatures of 1 HD or less must make a saving throw versus Death or are thrown 10 feet away in a random direction. The sorcerer may remain in whirlwind form for one turn per level. At 3rd level the sorcerer may transform into a whirlwind once per day; at 7th twice per day; and at 11th three times per day.

Djinn-Blooded Bonus Spell List

1st: *Phantasmal Force* (11)

2nd: *Invisibility*

3rd: *Fly*

4th: *Call Lightning* (D3)

5th: *Conjure Elemental* (Air)

6th: *Control Winds* (D5)

7th: *Grasping Hand*

8th: *Clenched Fist*

9th: *Crushing Hand*

DRAGON-BLOOD ORIGIN

Dragon-blooded sorcerers are descended from dragons, either chromatic dragons – white, black, green, blue, or red – or metallic dragons – brass, copper, bronze, silver, or gold. They can appear to be of the normal sort for their race, or they can have features that call back to their draconic origin, including wings (that function only with their special ability), tail, claws, skin color with or without scales, dragon eyes, etc., at the player's option. Perhaps a roaring dragon head appears above their head when they cast their dragon-blood bonus spells, and remains for 1d6 rounds thereafter.

Dragon Breath: At 1st level a dragon-blooded sorcerer must choose one dragon type – white (cold), black (acid), green (gas), blue (lightning), red (fire), brass (gas), copper (acid), bronze (lightning), silver (cold), or gold (fire) – as their ancestral type. A dragon-blooded sorcerer may expend a spell slot to use the dragon breath type of their ancestor as an attack against a single target up to 30 feet away. The breath attack takes the form of a burst of the dragon energy type and deals 1d6 points of damage per level of the expended spell slot; the target may save versus Breath Attack for half damage.

Dragon-Tongue: A dragon-blooded sorcerer can speak with any dragon or draconic creature (however, this ability conveys no ability to read Draconic writing). The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Dragon Wings: At 3rd level a dragon-blooded sorcerer may manifest dragon wings. The wings enable flight speed of 180' (60'), provided the sorcerer is unencumbered; flight speed is 120' (40') if lightly encumbered; and 90' (30') if moderately encumbered. The sorcerer cannot fly with these wings if they are heavily encumbered. The sorcerer can fly for six turns, plus one turn per level, before the wings fade away. At 3rd level the sorcerer may manifest wings once per day; at 7th twice per day; and at 11th three times per day.

Dragon-Blood Bonus Spell List

1st: *Dragon Claw & Fang* (New)

2nd: *Dragon Scales* (New)

3rd: *Dragon Resistance* (New)

4th: *Dragon Breath* (New)

5th: *Dragon Wings* (New)

6th: *Charm Dragons* (New)

7th: *Dragon Might* (New)

8th: *Conjure Dragon Spirits* (New)

9th: *Summon Dragon* (New)

NEW DRAGON-BLOOD SPELLS

Charm Dragons

Level: 6th level Dragon-Blood Sorcerer

Duration: Special

Range: 240'

Charm dragons is identical to the spell *charm person*, except the dragon-blood sorcerer can charm one or more dragons. At 12th level one dragon can be affected, at 14th two, at 16th three and 18th four. The dragons get their usual save versus Spells to negate the effect, and if *charmed* further saves based on Intelligence at set increments.

Conjure Dragon Spirits

Level: 8th level Dragon-Blood Sorcerer

Duration: Concentration

Range: 240'

With this spell, the caster may summon a number of dragon spirits – the souls of the draconic ancestors of the sorcerer's line, with a total number of hit dice equal to twice the level of the caster. Ancestral dragon spirits operate exactly as normal dragons, though those summoned by this spell can only speak dragon and do not cast spells, nor can they be subdued.

For the duration of the spell, the caster can move at ½ movement but may take no other actions, because the spell requires full concentration to command the dragon spirits. The caster can give the dragon spirits orders for the duration of the spell, and the caster can order the dragon spirits to return to their home plane at any time.

The dragon spirits are forced to their home plane if a *dispel evil* or *dispel magic* spell is directed at them. If the caster loses concentration at any point during the duration of the spell, the dragon spirits return to their home plane immediately.

Dragon Breath

Level: 4th level Dragon-Blood Sorcerer

Duration: Instant

Range: Self

The sorcerer may use the breath weapon of her dragon ancestor. The breath attack takes the size and shape of the normal dragon breath attack and deals 1d8 points of damage per caster level. Targets may save versus Breath Attack for half damage.

Dragon Claw & Fang

Level: 1st level Dragon-Blood Sorcerer

Duration: 1 turn per level

Range: Self

The sorcerer transforms her hands into dragon claws sharp as daggers, and her head into that of a dragon, complete with sharp fangs. The sorcerer may attack each round with a claw/claw/bite routine, dealing the following damage: 1st to 3rd level 1d4/1d4/2d4, 4th to 6th level 1d4+1/1d4+1/2d6, 7th to 9th level 1d6/1d6/2d8, 10th to 12th level 1d6+1/1d6+1/2d10, 13th to 15th level 1d8/1d8/3d8, and 16th level and above 2d4/2d4/3d10. Attacks made with the claw and bite attacks are rolled on the Monster Attack Table rather than on the Magic-user Attack Table.

The sorcerer can cast spells normally while her hands are claws, but other more detailed work might be troublesome.

Dragon Might

Level: 7th level Dragon-Blood Sorcerer

Duration: 6 turns + 1 turn per level

Range: 0

The sorcerer transforms into a dragon of the shape and size of her primary dragon ancestor, and during the duration of the spell has all the attacks and abilities of a dragon of that type. The sorcerer may use the dragon type's breath weapon as though it were her own, being limited to three breath weapon attacks per day.

Note that the sorcerer does not gain any additional hit points, though her attacks are determined as though she were a monster with hit dice equal to her level. Also, she does not gain any additional spells.

Whenever this spell is used, the sorcerer always has the exact same appearance, and those familiar with the sorcerer in dragon form can recognize her dragon form.

Dragon Resistance

Level: 3rd level Dragon-Blood Sorcerer

Duration: 1 turn per level + 1d6 turns

Range: Self

This spell grants the dragon ancestry resistance of the sorcerer such that the sorcerer is immune to all damage and effects from the natural type of that energy, and suffers only half damage on a failed save or no damage on a successful save.

Dragon Scales

Level: 2nd level Dragon-Blood Sorcerer

Duration: 1 turn per level

Range: Self

This spell grants the sorcerer thick, solid, strong dragon scales. The sorcerer has a base Armor Class of 3 for the duration of the spell. Dexterity modifiers still apply.

Dragon Wings

Level: 5th level Dragon-Blood Sorcerer

Duration: 1 turn per level + 1d6 turns

Range: Self

This spell causes dragon wings to sprout forth from the caster's back, enabling the caster to fly at the full speed of a dragon – 240' (80'), regardless of encumbrance. Clothing is unharmed, magically mended when the wings fade away. Flying does not exhaust the sorcerer, as the power of flight is provided through magic. The flying speed halves when less than one turn remains, and if the sorcerer is stuck in midair when the spell ends, she falls, suffering appropriate damage from the height at which the spell ended.

Summon Dragon

Level: 9th level Dragon-Blood Sorcerer

Duration: 1 turn per level + 1d6 turns

Range: 120'

This spell summons an adult dragon of the sorcerer's ancestral type, a standard adult dragon (base hit dice); the dragon can speak and use dragon magic. The dragon arrives in 1d4 rounds at the exact spot desired by the caster within range. The dragon serves the sorcerer as per the *summon monster* spell, up to and including serving unto death or until the spell ends.

If the summoned dragon dies, the sorcerer cannot cast this spell again for one day per hit die of the dragon.

EFREET-BLOOD ORIGIN

Efreet-blooded sorcerers are descended from efreet, the genies of fire and heat. They can appear to be of the normal sort for their race, or they can have features that call back to their genie origin, including red skin, smoldering red eyes, light flames always writhing about them, etc., at the player's option. Perhaps whenever they cast an efreet-blooded bonus spell the head and torso of an efreet appears above them and laughs in a booming voice or yells in the genie language; or maybe the light flames grow into a wild (but non-damaging) conflagration.

Fire Resistant: Efreet-blooded sorcerers are resistant to fire, as per the *resist fire* spell.

Flame Bolt: An efreet-blooded sorcerer may expend a spell slot to cast a bolt of fire. The sorcerer breathes or throws the bolt of fire at a single target up to 30 feet away. The bolt of fire deals 1d6 points of damage per level of the expended spell slot; the target may save versus Breath Attack for half damage.

Elemental Speech: An efreet-blooded sorcerer can speak with any genie or elemental creature (however, this ability conveys no ability to read elemental writing). The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Immolation Aura: At 3rd level an efreet-blooded sorcerer may surround themselves with an aura of fire and flame. Any being within 5 feet suffers 1d6 points of fire damage. Any being struck by the sorcerer by a melee, thrown, or ranged attack suffers an additional 1d6 points of fire damage. The sorcerer may maintain the immolation aura for one turn per level. At 3rd level the sorcerer may immolate once per day; at 7th twice per day; and at 11th three times per day.

Efreet-Blooded Bonus Spell List

1st: *Burning Hands*

2nd: *Produce Flame* (D2)

3rd: *Fireball*

4th: *Wall of Fire*

5th: *Conjure Elemental* (Fire)

6th: *Flame Strike* (C5)

7th: *Fire Storm* (D7)

8th: *Incendiary Cloud*

9th: *Meteor Storm*

FAIRY-BLOOD ORIGIN

Fairy-blooded sorcerers are descended from fairy and sylvan creatures – including brownies, dryads, leprechauns, nixies, nymphs, pixies, satyrs, and sprites. They can appear to be of the normal sort for their race, or they can have features that call back to their fey origin, including wings (that function only with their special ability), antennae, unusual skin coloration, hooves, fur, etc., at the player's option. Perhaps they glow or shed pixie dust or some other fey effect whenever they cast a fairy-blood bonus spell and/or invoke the otherworldly.

Elf-Shot: A fairy-blood sorcerer may expend a spell slot to cast a glittering magical dart or burst of pixie dust at a target within 30 feet. The target gets a saving throw versus Spells. If the save fails, they suffer 1d4 points of damage per level of the expended spell slot and suffer a -3 penalty to save against the next spell the sorcerer casts at them within the next turn. If the save succeeds, the target either suffers damage or suffers the penalty to their saving throw, whichever the sorcerer prefers.

Invoke the Otherworldly: A fairy-blooded sorcerer may call upon the chaotic, untamed power of the Fairy Folk to cause strange and unexpected events to occur. Once per day per level the sorcerer may call into being the effect of a *wand of wonder*.

Also, whenever the sorcerer is the target of or in the area effect of a spell against which they may make a saving throw, if they save with a Natural 20, the spell *fails entirely*, and a random effect as per a *wand of wonder* occurs instead (a second saving throw might be necessary).

Finally, fairy-blooded sorcerers also have a stronger affinity to magic items of magic-user sort, and so gain a +2 bonus when trying to evoke magic items. However, if they fail by rolling a Natural 1, the magic item accidentally creates the effect of a *wand of wonder*.

Gift of Gab: A fairy-blooded sorcerer can speak with any fairy or sylvan creature. The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Fairy Wings: At 3rd level a fairy-blooded sorcerer may manifest fairy wings. The wings enable flight speed of 180' (60'), provided the sorcerer is unencumbered; flight speed is 120' (40') if lightly encumbered; and 90' (30') if moderately encumbered. The sorcerer cannot fly with these wings if they are heavily encumbered. The sorcerer can fly for six turns, plus one turn per level, before the wings fade away. At 3rd level the sorcerer may manifest wings once per day; at 7th twice per day; and at 11th three times per day.

Fairy-Blood Bonus Spell List

1st: *Charm Person*

2nd: *Invisibility*

3rd: *Suggestion*

4th: *Confusion*

5th: *Summon Sylvan Beings* (D4)

6th: *Geas*

7th: *Mass Invisibility*

8th: *Mass Charm*

9th: *Shape Change*

VAMPIRE-BLOOD ORIGIN

Vampire-blooded sorcerers are descended from vampires, as well as other entropic and/or undeath-related monstrous beings of Chaotic and/or Evil sort, such as demons, creatures of the Outer Dark, and deities of blood and undeath. They also result from rare instances when a pregnant woman is *energy drained* and survives. They can appear to be of the normal sort for their race, or they can have features that call back to their inhuman, entropic origin, such as pale, cadaverous skin; clawed hands; a bestial aspect, etc., perhaps visible only when casting vampire-blood bonus spells.

Eldritch Horror: A vampire-blood sorcerer may expend a spell slot to cause a wave of horror and dread to fall upon a target within 30 feet. The target gets a saving throw versus Death. If the save fails, they suffer 1d4 points of damage per level of the expended spell slot and suffer a -1 penalty to hit, to saving throws, and to morale for one turn. If the save succeeds, the target either suffers damage or suffers the morale penalty, whichever the sorcerer prefers.

Blood Drain: For the vampire-blooded sorcerer, blood is life and power. Whatever their origin and whatever their Strength, the sorcerer has a strong unarmed grapple attack; if they hit with this attack, they can grasp a small or medium-sized human, demi-human, or humanoid, pull them close, and bite them on the neck, initially dealing 1d4 points of damage. Each round thereafter, they automatically drain the victim of blood, dealing 1d4 points of damage. Every point drained can cure 1 point of damage suffered by the sorcerer, though the sorcerer cannot gain more hit points in this way than their normal maximum.

Drained hit points can also be used to regain expended spell casting slots, at a cost of 5 hit points per spell level; 5 for a 1st level slot, 10 for a 2nd level slot, and so forth. Again, the sorcerer cannot gain more spell slots than their normal maximum in this fashion.

Speak with Undead: A vampire-blooded sorcerer can speak with any undead creature. The sorcerer has a -1 bonus to Reaction rolls when interacting with such creatures.

Command Undead: At 3rd level a vampire-blood sorcerer gains the ability to *command undead* as per a cleric of two levels lower. They may have at any one time no more hit dice of undead under their control than double their level; if they gain a new undead minion that causes them to exceed this limit they must let enough hit dice of undead go to meet the requirement. Undead animated via spells do not count toward this limit.

Vampire-Blood Bonus Spell List

1st: *Detect Undead* (New)

2nd: *Ghoul Touch* (New)

3rd: *Animate Dead* (C3)

4th: *Polymorph Self* (giant vermin, insect swarm, bat, rat, or wolf only)

5th: *Energy Drain* (New)

6th: *Death Spell*

7th: *Animate Greater Dead* (New)

8th: *Necrosis* (C7)

9th: *Animate Superior Dead* (New)

NEW VAMPIRE-BLOOD SPELLS

Animate Greater Dead

Level: 7th level Vampire-Blood Sorcerer

Duration: Permanent

Range: 60'

As per the *animate dead* spell, however the sorcerer may create skeletons (cost 1 HD), zombies (cost 2 HD), ghouls (cost 3 HD), ghosts (cost 4 HD), and wights (cost 4 HD), a total number of hit dice of undead equal to the caster's level. A body must be relatively complete to be animated as a ghoul, ghost, or wight; a wraith can be created if even so much as a skull or ashes remain, but there must be some remains from which to call forth a spirit of the damned. As with the *animate dead* spell, these creatures are completely under the control of their maker.

This spell can also be used to animate skeletons and zombies of larger than man-sized creatures, such as gnolls, bugbears, dragons, and giants. A skeleton of such creatures has the same hit dice as the creature; a zombie has one more hit die than the normal creature. Costs for these are as per the hit dice for skeletons or hit dice plus 1 for zombies. Thus, a bugbear (3 HD) would cost 3 HD as a 3 HD skeleton or 4 HD as a 4 HD zombie. The skeletons and zombies of such creatures do not have any special abilities of the original creature (a zombie dragon would not have any breath weapon, etc.), having only the base attack types of the skeleton or zombie, but do more damage based on the original type, if applicable (e.g. an 8 HD hill giant skeleton would do 2d8 points of damage rather than 1d6).

Animate Superior Dead

Level: 9th-level Vampire-Blood Sorcerer

Duration: Permanent

Range: 60'

As per the *animate dead* spell, however the sorcerer creates a single mummy (must be mummified), spectre (requires at least the skull of the being to be animated), or vampire (body must be complete; the vampire has a number of hit dice equal to the level it possessed in life, though no less than 7 D and no more hit dice than the level of the spell caster).

This spell can also be used to restore a mummy or vampire to un-life if even so much as a drop of the dried blood or the ashes of the creature is possessed and a sacrificial living victim for the soul of the damned to inhabit is available at the time of casting.

Detect Undead

Level: 1st-level Vampire-Blood Sorcerer

Duration: 6 turns

Range: 240'

When this spell is cast, the sorcerer can sense the number and type of undead creatures within 240', even through walls and doors (though not through a *protection from evil* barrier or similar protection). In addition, by concentrating for a full round on an undead creature that the sorcerer can physically see, the sorcerer can gauge the relative strength of the undead creature, including hit dice, current hit points, and special abilities.

Energy Drain

Level: 5th-level Vampire-Blood Sorcerer

Duration: 1 round per level

Range: 0 (Self)

This spell grants a terrible power to the sorcerer, for when she succeeds with a successful touch or melee hit from bare hand, foot, or melee weapon (or perhaps a kiss) she drains two energy levels from the victim. The target may save versus Death; if successful, he loses only one level. The energy drain works as per the energy drain of an undead creature such as a wight, wraith, or vampire.

The sorcerer permanently gains one hit point per level thus drained. At no time may a sorcerer's permanent hit points exceed the maximum allowed based upon her level, hit dice, and Constitution bonus.

If a victim of this spell is drained of all levels it rises again the next night as an undead creature under the sorcerer's control. The sorcerer can choose what type of undead creature arises, depending on the number of levels drained from the victim. Up to two levels, as a skeleton or zombie; three, it can rise as a ghoul; four, as a ghost or wight; five, as a mummy or wraith; seven, as a spectre; eight or more, as a vampire.

Ghoul Touch

Level: 2nd-level Vampire-Blood Sorcerer

Duration: 1 turn

Range: 0 (Self) or touch

This spell transforms the hands of the recipient (or the sorcerer) into those of a ghoul; green, ragged, and clawed. The recipient may make two claw attacks per round instead of a normal attack. If successful each attack does 1d3 damage plus strength bonus (if any), and may paralyze the victim, as per *ghoul paralysis*. A simple touch does not cause the paralysis to take effect, it only works on a successful attack. The recipient may cast spells and otherwise use her hands as normal during the duration of the spell.

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