



Ghul Lord (Sorcerous Origin)

Enigma of Death

Starting when you choose this origin at 1st level, you add all necromancy spells to the Sorcerer spell list and your flesh becomes enervated by the necromantic energy you have incurred. Each necromancy spell you know adds 1 to your maximum hit point total. Additionally, you gain proficiency with the short sword, longsword, and scimitar weapons.

When you cast a spell, there is often a subtle sensory effect that reveals your spells are not normal (tears of blood, flickering or sickly pale light, whispers or moans of the dead, a slight transformation of your visage, etc.).

Tides of Blood

Starting at 1st level, your spellcasting releases entropic energy from the Negative Plane that rends the life-force from your foes. All of your spells which do not normally deal necrotic damage can deal half their damage as necrotic (your choice).

This can manifest as a cackling dark purple, red, or black energy to the appearance of your spells which leaves a foul, stagnant, or metallic smell in the air.

Entropic Manipulation

At 6th level, you gain the ability to draw from your own life-force to magnify your spellcasting abilities. As a bonus action on your turn, you can spend one or more Hit Die from your pool to regain lost sorcery points. For each Hit Die spent in this way, you roll the die then *subtract* the result from your hit point total. You then regain a number of sorcery points equal to the number of Hit Die expended in this way.

Additionally, you gain one of the following Metamagic options of your choice. You gain another Metamagic option from this list at 11th and 18th levels.

- **Disruptive Spell**

When you become the target of a spell or spell effect from a source that you can see, you can spend 3 sorcery points and your reaction to try and cancel the spell's effect. Make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell fails and has no effect.

When you cast a spell that dispels a magical effect or dismisses a spell being cast, you can spend 3 sorcery points to gain advantage on any ability check involved.

- **Vicious Spell**

When you cast a spell that deals damage, before you roll damage for that spell, you can spend 2 sorcery points to double the result. You take necrotic damage equal to half of the total damage dealt in this way. The damage dealt to you ignores resistance and immunity.

- **Motile Spell**

When you cast a spell, you can spend 1 sorcery point to teleport up to 30 feet to an unoccupied space. You can choose to have the point of origin of that spell be from your new location.



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- **Informative Spell**

When you cast a divination or necromancy spell, you can spend 1 sorcery point to gain one of the following benefits, which lasts for 1 minute or ends early if you are incapacitated or you use this Metamagic option again.

Spirit Whisperer. You can speak with and understand undead and sprits regardless of what languages they speak.

Third Eye. You grow an additional eye in a location of your choosing on your body. You have advantage on Wisdom (perception) checks made to discern the location of secret doors, hidden objects, or traps within 60 ft.

Ghoul Sight. As an action while this benefit lasts, you can see and hear through the senses of one undead creature you have under your control, gaining the benefits of any special senses that the creature has. During this time, you are deaf and blind with regard to your own senses.

Unnatural Precognition. You have advantage on the next Dexterity saving throw you make while this benefit lasts.

- **Defensive Spell**

When you cast an abjuration or necromancy spell, you can spend 1 sorcery point to gain temporary hit points equal to your Sorcerer level plus your spellcasting modifier. Temporary hit points gained through the use of this Metamagic option have the duration of 1 minute.

Negative Planar Affinity

At 14th level, constant exposure to the forces of the Negative Plane that power your spells has begun to charge your body with raw negative energy, altering your physiology. You gain immunity to necrotic damage and necrotic damage dealt by your spells ignores resistance to necrotic damage.

Additionally, whenever you are subjected to necrotic damage, you can use your reaction to take no damage and regain a number of hit points equal to the necrotic damage dealt.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Improved Entropic Manipulation

At 17th level, you are able obtain tremendous magical power through the energies inherent in the blood of others. When expending Hit Die to regain sorcery points (as per the *Entropic Manipulation* feature), you may subtract the result of your Hit Die roll from the hit point total of an incapacitated or willing target within 5 ft. instead of your own.

Undead and creatures without blood are immune to this feature.