

THE OBLIVION SOUL

A SORCERER SUBCLASS FOR THOSE WHO TOUCH THE BEYOND AND FIND IT WANTING

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BOTTOMLESS CORE

The Oblivion Soul sorcerer is one who has touched the beyond itself, who has seen the end that awaits all things, and has found power in that truth. Whether its twisting nothingness into powerful spells, driving enemies mad with the final truth, or creating a void inside their body, the Oblivion Soul sorcerer will see their wants made material, for the only response to the call of the void is one of acceptance.

SEED OBLIVION

The nature of oblivion is to expand. Starting at 1st level, you may use an action to expend a number of sorcery points up to half your sorcerer level. For each sorcery point expended, you may place a 5ft Oblivion Seed, a cube of inky blackness, on any visible space within 60ft of you.

While sharing a space with an Oblivion Seed, your spells deal an extra 1d6 damage. Creatures other than you that share a space with an Oblivion Seed must make a Constitution saving throw with a DC equal to your spell save DC. On a failed save, they begin suffocating. They may repeat the save at the end of each of their turns. Creatures other than you within an Oblivion Seed are considered to be heavily obscured.

Oblivion Seeds count as magical darkness and can be dispelled by spells like Daylight when cast at a level that equals or exceeds your sorcerer level divided by 2.

EYES OF THE END

Starting at 1st level, you gain darkvision out for a range of 150ft. You can now see through magical darkness.

EMPOWERING DEATH

Starting at 6th level, When you kill a creature, a 15ft Oblivion Seed appears where they died. Sharing a space with an Oblivion Seed now allows you to regain a sorcery point when you roll a critical hit on a spell attack roll or when a creature critically fails a save they're forced to make due to your spells.

CONSUMPTION

At 14th level, you may use a bonus action to expend a number of sorcery points equal to half your sorcerer level and regain 1d6 hitpoints for each point expended.

You regain hit points equal to 1d4 + your Charisma modifier if you start your turn in an Oblivion Seed.

Hostile creatures that start their turn in an Oblivion Seed, or enter it for the first time must make a Constitution saving throw with a DC equal to your spell save DC. On a failed save, they take cold damage equal to your sorcerer level. On a successful save, they take half damage.

EMPTY SOUL

Starting at 18th level, you can use a bonus action to create a void within yourself. This effect lasts for a minute. While this effect is active, you have resistance to all damage types except radiant, which you are now vulnerable to. You are also immune to being charmed and frightened for the duration and no longer need to breath.

You can spend an action to expand the void outwards and create a 10ft radius sphere of it around you. A creature starting their turn in this sphere or entering it for the first time this round begins suffocating and has a number of rounds equal to half their constitution modifier of air left (minimum of one). When it runs out of air, the creature immediately drops to 0 hp. The void is left behind if you move away from it, and this ability can be used multiple times during the duration of Empty Form.

Once you use this feature, you can't use it again until you finish a long rest.