

SORCEROUS ORIGIN

PYROMANCY

Your innate magic comes from the power of elemental fire. You might have studied all your life to master the power of flames. Perhaps you were cursed as a young child. Or your attainment of such magic could have a darker origin. Whatever the cause, magical fire is infused in your very being, causing even non-fire related spells to take on aspects of fire, smoke, or heat.

Pyromancers are effective yet unpredictable adventurers. Much like fire itself, they can be useful in numerous scenarios, but can grow out of control, spreading flame and destruction to everything around them. Some pyromancers hold their natural urge in check, wielding their fire with utmost precision and control. Others embrace the freedom of their fiery nature, and are more than willing to risk devastation.

EXPANDED SPELL LIST

Your attunement to elemental fire lets you choose from an expanded list of spells when you learn a sorcerer spell. The following spells are added to the sorcerer spell list for you.

PYROMANCY EXPANDED SPELLS

Spell Level Spells

1st	Hellish Rebuke, Searing Smite
2nd	Flame Blade, Flaming Sphere
3rd	Elemental Weapon, Glyph of Warding
4th	Fire Shield, Wall of Fire
5th	Conjure Elemental, Flame Strike

FLICKERING FLAME

At 1st level, the fire which burns within you gives you a mastery over small flames. You learn the *produce flame* cantrip and can cast it as a bonus action. The cantrip doesn't count against your number of cantrips known.

When you cast *produce flame* in this way, you can't attack with the spell at the same time that you cast it, though you can still attack normally as an action.

Additionally, you can pick up any flame (such as from a candle or campfire) and can hold that flame in your hand. The flame remains for 10 minutes and harms neither you nor your equipment. Any flame picked up in this way can be snuffed out by closing your hand.

You can use a flame which is held in your hand as a spellcasting focus for your sorcerer spells.

FIRE AFFINITY

Starting at 6th level, when you cast a spell that deals fire damage, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to fire damage for 1 hour.

CINDER JUMP

At 14th level, you can use your movement to teleport up to 30 feet to an unoccupied space that you can see. When you do so, you vanish from your original space in a flash of fire, leaving behind a smoldering ashen image of yourself that crumbles apart at the end of your turn.

BLAZE OF GLORY

At 18th level, your mastery of elemental fire makes you immune to fire damage, and allows you to rise from the ashes of your own death. When you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. In a searing blaze of fire, you teleport up to 60 feet to an occupied space that you can see.

Creatures within 5 feet of your original location must succeed on a Dexterity saving throw or take 2d6 fire damage. You may spend 5 sorcery points to increase this damage to 6d6 fire damage. At the same time, you may also spend any number of sorcery points to heal yourself. For each sorcery point spent this way, roll one Hit Die and add your Constitution modifier to it. You regain hit points equal to the total. Hit Dice rolled in this way are considered spent.

Once you use this feature, you cannot use it again until you finish a long rest.