

PYROBLOOD SORCERY

Ignite the Fire Within You

Pyrobloods are marked by an aura of heat and intensity, often with physical manifestations like eyes that flicker like embers or hair that glows like molten lava. Their magic allows them to incinerate enemies with bursts of flame, create blazing barriers, and even ignite the very air around them. As masters of fire, they embody the raw, consuming energy of their element, using their powers to scorch the battlefield and leave nothing but ash in their wake.

LEVEL 3: PYRO SPELLS

When you reach a Sorcerer level specified in the Pyro Spells table, you thereafter always have the listed spells prepared.

PYRO SPELLS

Sorcerer Level Spells

3	<i>Burning Hands, Faerie Fire, Flame Blade, Scorching Ray</i>
5	<i>Fireball, Fly</i>
7	<i>Fire Shield, Wall of Fire</i>
9	<i>Flame Strike, Greater Restoration</i>

LEVEL 3: BORN OF FLAME

You have Resistance to Fire damage. In addition, you learn one cantrip of your choice from any class' spell list that deals Fire damage.

LEVEL 6: CLEANSING FLAME

You can manifest a cleansing flame to aid yourself or an ally. As a Magic action, choose a creature you can see within 30 feet of yourself (this creature can be you). The creature regains 2d8 plus your Charisma modifier Hit Points and ends the Blinded, Deafened, Incapacitated, or Poisoned condition on themselves.

Once you use this feature, you can't do so again until you finish a Long Rest unless you spend 3 Sorcery Points (no action required) to restore your use of it.

LEVEL 14: FIERY REBUKE

Whenever you are hit by a melee attack, you can use your Reaction to deal Fire damage to the attacker equal to your Sorcerer level. In addition, Fire damage you deal ignores Resistance to Fire damage.

LEVEL 18: SOUL OF THE ETERNAL FLAME

Your soul is connected entirely to the primordial fires of the elemental planes. You have

Immunity to Fire damage. In addition, whenever you deal Fire damage to a creature, they begin Burning. When a creature takes damage from Burning from this effect, they take additional Fire damage equal to your Charisma modifier.

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