



SEARING SORCERER

NEW SORCEROUS ORIGIN

Some mages draw on their magic like a fountain from within. This wellspring of power can come from a unique origin, mysterious birthright, or simple chance of fate. Whatever your story may be, you are steeped in magic, and it is yours to control.

SEARING SOUL

Your magic stems from an arcane fire within you that can't be quenched. This fire burns within you, sometimes with such an intensity that magic radiates from you like heat. Many tiefling sorcerers have this infernal spark thanks to their fiendish ancestry, whereas others forge such an arcane connection through contact with an elemental or phoenix.

Regardless of your origins, your sorcery is unwavering and intense. Fire magic, in particular, comes as naturally to you as breathing and can be easily made to burn hotter, faster, and more explosively..

SEARING MAGIC

Starting at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Searing Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

SEARING SPELLS

Sorcerer Level	Spells
1st	<i>faerie fire, fire bolt, hellish rebuke</i>
3rd	<i>continual flame, heat metal</i>
5th	<i>fireball, hypnotic pattern</i>
7th	<i>fire shield, hallucinatory terrain</i>
9th	<i>flame strike, hallow</i>

FLAME SPEAKER

The arcane magic you command is infused with elemental fire. You can speak, read, and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

IGNITION

Starting at 1st level, the flames you create with magic are pulled from within you. Whenever you cast a spell that deals fire damage, your skin crackles with embers, and until the start of your next turn, your speed increases by 10 feet and opportunity attacks against you are made with disadvantage.

BURNING BLOOD

By 6th level, you gain resistance to fire damage, and whenever you deal fire damage to a creature, you can choose to ignore any resistance it has to fire damage.

In addition, you gain one of the following options (typically based on your sorcerous origin). Once you've used this option, it can't be used again until you finish a long rest unless you spend 3 sorcery points (no action required) to restore your use of it.

Phoenix Rise. When you're subjected to fire damage, you can use your reaction to take no fire damage and instead regain a number of hit points equal to half the fire damage dealt, before reducing it in any way. When this happens, you can immediately fly up to 30 feet, without provoking opportunity attacks.

Summon Hell Hound. You can use a bonus action to summon a hell hound in an unoccupied space that you can see within 10 feet of you. The hound remains for 1 minute, until you end the effect (no action required), or until it drops to 0 hit points. For the duration, the hound is friendly to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. You can verbally command the hound as part of summoning it, and then again on each of your turns using a bonus action. If you don't issue the hound a command, it moves toward the nearest hostile creature and then uses its action to Bite the target. You can only have one hell hound at a time; summoning a second one causes the first to end and disappear.

Volcanic Eruption. You can use an action to choose a point on the ground that you can see within 60 feet of you. Lava erupts from that point, causing the ground in a 20-foot radius to buckle upwards. Each creature within the area must succeed on a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 3d6 bludgeoning damage and 3d6 fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The ground then returns to normal, unless you decide to concentrate on the effect (as if it were a spell), to a maximum of 1 minute. For the duration, the area is considered difficult terrain, and when a creature moves into or within the area, it takes 1 fire damage for every foot it travels, unless it has resistance or immunity to fire damage. A creature within the area that doesn't move on its turn takes 10 fire damage instead.

EXPLOSIVE SPEED

Starting at 14th level, whenever you gain the benefits of your Ignition feature, you can take the Dash or Dodge action using a bonus action, and until the start of your next turn, any creature within 5 feet of you that hits you with a melee attack for the first time on a turn also takes fire damage equal to half your sorcerer level.

HEART OF FIRE

By 18th level, you gain immunity to fire damage, and your chosen Burning Blood option improves in the following ways.

Phoenix Rise. You also gain a flying speed of 60 feet for 10 minutes.

Summon Hell Hound. The hound is summoned with a number of temporary hit points equal to half your sorcerer level, and it remains for 1 hour, instead of 1 minute. It uses your proficiency bonus instead of its own. In combat, the hound uses your Charisma modifier for its attack and damage rolls, instead of its Strength, and the save DC for its Fire Breath is equal to your spell save DC.

Volcanic Eruption. Both damage types increase by 1d6 (to a total of 4d6 bludgeoning damage and 4d6 fire damage), and you don't need to concentrate on the effect for it to remain for the full duration.

THE SEARING SOUL SORCERER IS MADE POSSIBLE BY HEROES LIKE YOU

This monthly content takes multiple artists, designers, writers, and editors to make each month. Your extraordinary pledge helps sustain this monthly effort, and earns you a special place here in this document. Thank you so much for your continued enthusiasm and support: it truly makes a difference to not only me, but to the creators who help produce this content and to everyone around the world who gets to enjoy it. You are truly the legendary heroes among us.

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