

Daemonomicon: Sorcerer

This is Supplemental Material

Sorcerous Origins

At 1st level, a sorcerer gains the Sorcerous Origin feature. This is an option written by Odvaskar for that feature: Hellfire Soul.

Hellfire Soul

In a secret vault within the infernal plane of Cania Mephistopheles created Hellfire, a white flame that could burn through anything regardless of its fireproofing or immunity to fire. After its creation Mephistopheles allowed other devils to create it and even created the research facility to keep experimenting with its destructive capabilities. In this facility, the School of Hellfire, your soul was infused with hellfire. Either by your willing choice or by forceful experimentation your soul and eyes now burn with hellish white flames. Rare is a test subject that survives this process but those that do are said to have the volatility and devastating power of an active volcano.

Hellfire Spells

1st-level Hellfire Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Hellfire 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.

Additionally, when you cast a hellfire spell you can add your Charisma modifier to the damage each time you deal damage with that spell.

Hellfire Spells

Spell Level	Spells
1st	<i>Burning Hands, Hellish Rebuke, Produce Flame</i>
2nd	<i>Flaming Sphere, Scorching Ray</i>
3rd	<i>Fireball, Gaseous Form</i>
4th	<i>Fire Shield, Wall of Fire</i>
5th	<i>Conjure Elemental (Fire Only), Flame Strike</i>

Hellfire Soul

1st-level Hellfire Soul feature

Hellfire has fully engulfed your soul, fortifying it against fire and imbuing you with hellish magic. You gain resistance to fire damage, and you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

In addition, you can speak, read, and write Infernal.

Pyromancer

6th-level Hellfire Soul feature

Starting at 6th level, your searing soul gives you unmatched control over fire. You gain the following abilities:

Blazing Inferno. When you cast a spell that deals fire damage you expend 2 sorcery points to have any creature damaged by the spell be set on fire. The creature is on fire until it takes an action to douse the fire, the target takes fire damage equal to your Proficiency bonus at the start of each of its turns.

Dancing Flames. When you cast a spell that deals fire damage that affects other creatures, you can expend 2 sorcery points and choose a number of creatures of creatures equal to your Proficiency Bonus. The chosen creatures automatically succeed their saving throws against the spell and take no damage from the spell as the flames dance around them.

Soul Seeking Flames. When you cast a spell that deals fire damage and has a spell attack roll, you expend 1 sorcery point to have the flames seek the soul of the target. A spell empowered in this way ignores half cover and three-quarters cover.

Perpetual Flames

14th-level Hellfire Soul feature

At 14th level, you can evoke the hellfire of your soul when you cast spells. Whenever you cast a spell that deals fire damage you can spend 1 sorcery points to ignore resistance and immunity to fire damage. Any humanoid killed by a spell empowered with hellfire from this feature has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil.

Hellfire Storm

18th-level Hellfire Soul feature

Beginning at 18th level, hellfire has touched all parts of your being granting you immunity to fire damage. Additionally, you can unleash a violent torrent of hellfire from your soul. As an action, you can cast the *Fire Storm* spell without expending a spell slot and empower it with hellfire without expending a sorcery point from your Perpetual Flames feature. For every creature killed by a *Fire Storm* spell cast in this way you regain 1 sorcery point to a maximum of half your sorcery point maximum (rounded down). Once you use this feature you can use it again until you finish a long rest.