

Pyromancy Tome





Spell Slots and Features

Level	Proficiency Bonus	Features	Dragon Breath	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+2	Dragon Breath	1d6	2	-	-	-	-	-	-	-	-
2	+2	Draconic Resilience	1d6	3	-	-	-	-	-	-	-	-
3	+2	-	1d6	3	1	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	2d6	3	2	-	-	-	-	-	-	-
5	+3	-	2d6	4	2	-	-	-	-	-	-	-
6	+3	Elemental Affinity	3d6	4	2	1	-	-	-	-	-	-
7	+3	-	3d6	4	3	1	-	-	-	-	-	-
8	+3	Ability Score Improvement	3d6	4	3	2	-	-	-	-	-	-
9	+4	-	4d6	4	3	2	1	-	-	-	-	-
10	+4	Draconic Authority	4d6	4	3	2	1	-	-	-	-	-
11	+4	-	4d6	4	3	3	2	-	-	-	-	-
12	+4	Ability Score Improvement	4d6	4	3	3	2	1	-	-	-	-
13	+5	-	5d6	4	3	3	3	2	-	-	-	-
14	+5	Dragon Wings	5d6	4	3	3	3	2	1	-	-	-
15	+5	-	5d6	4	3	3	3	2	2	-	-	-
16	+5	Ability Score Improvement	5d6	4	3	3	3	3	2	1	-	-
17	+6	-	6d6	4	3	3	3	3	2	2	-	-
18	+6	Elemental Empowerment	6d6	4	4	3	3	3	2	2	1	-
19	+6	Ability Score Improvement	6d6	4	4	3	3	3	2	2	1	1
20	+6	Dragon Transformation	6d6	5	4	3	3	3	3	2	2	1



Dragon Breath

Your kinship with dragons allows you to perform the Dragon Breath ability a number of times equal to half your level. This attack action deals fire damage based on the table above + your charisma modifier in a 30 ft cone, dealing half damage on a successful dexterity saving throw against your spell save DC.



Draconic Resilience

Your body slowly starts to develop draconic features such as tough hide and scales. Every time you level up you gain an additional 2 hit points.



Elemental Affinity

Whenever you are damaged by fire, cold, lightning, poison, or acid, you gain resistance to that element until the beginning of your next turn. This ability can only grant you 1 additional resistance at a time.



Draconic Authority

Twice per short rest, you can unleash your primal dominance over any creature no larger than 1 size category above you. All hostile creatures that start their turn within a 60 ft radius sphere around you must succeed on a wisdom saving throw against your spell save DC or become frightened of you. This aura lasts for 1 minute. On a successful save, the target is immune to this effect for 24 hours.



Dragon Wings

You can spend a bonus action to release or retract draconic wings from your back. You cannot wear armor and use this effect at the same time. You gain a flying speed equal to your current movement speed.



Elemental Empowerment

All sources of fire damage now set opponents on fire if the targets fail a dexterity saving throw against your spell save DC.



Dragon Transformation

Once per day you can transform into an adult red dragon for 1 hour (refer to the monster manual for dragon statistics).

Boulder Heave

Components: Verbal, Material (1 pebble)

Effects: Make a ranged spell attack. On a successful hit the target takes $1D8 + Str$ bludgeoning damage and must succeed on a strength saving throw against your spell save DC or get knocked prone. Damage increases by an additional die upon reaching 5th, 11th, and 17th level.

Range: 5 ft

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: Instant



Cantrip

Carthus Flame Arc

Components: Somatic

Effects: Each of your melee weapons are enhanced with flame, dealing $1d4 + Cha$ additional fire damage. Damage increases by an additional die upon reaching 5th, 11th, and 17th level.

Range: Self

Target/Area: Melee Weapons

Casting Time: 1 Action

Spell Duration: 1 minute



Cantrip

Combustion

Components: Somatic

Effects: 1 target creature must succeed on a dexterity saving throw against your spell save DC or take $2D4 + \text{Cha}$ fire damage. Damage increases by an additional die upon reaching 5th, 11th, and 17th level.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: Instant



Cantrip

Control Flame

Components: Verbal, Somatic

Effects: You can produce, ignite, or quench a small flame anywhere within range instantly.

Range: 30 ft

Target/Area: 1 object

Casting Time: 1 Action

Spell Duration: Instant



Cantrip

Flash Sweat*

Components: Verbal, Somatic

Effects: You or 1 willing creature you touch starts to sweat intensely, granting fire resistance for the duration.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: 5 Minutes



Cantrip

Poison Mist

Components: Verbal, Material (1 purple moss clump)

Effects: Any creature that starts its turn within the area must succeed on a constitution saving throw against your spell save DC or become poisoned. The poison cloud acts as partial cover.

Range: 30 ft

Target/Area: 20 ft Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



Cantrip

Bursting Fireball

Components: Somatic

Effects: Targets caught in the blast must make a dexterity saving throw against your spell save DC. Failed saves take $3D4 + \text{Cha}$ fire damage, and half as much on a success.

Range: 30 ft Cone

Target/Area: 30° Cone

Casting Time: 1 Action

Spell Duration: Instant



Fireball

Components: Somatic

Effects: Make a ranged spell attack to deal $2D6 + \text{Cha}$ fire damage.

Range: 30 ft

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: Instant



Fire Surge*

1st Level

Components: Somatic

Effects: Targets within the area must make a dexterity saving throw against your spell save DC. Failed saves take $1D4 + Cha$ fire damage, and half as much on a success. You can repeat this on your bonus action until the duration ends or you break concentration.

Range: 10 ft Cone

Target/Area: 30° Cone

Casting Time: 1 Bonus Action

Spell Duration: 1 Minute



Great Combustion

1st Level

Components: Somatic

Effects: All creatures must succeed on a dexterity saving throw against your spell save DC or take $2D8 + Cha$ fire damage.

Range: 5 ft

Target/Area: 5 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant



Acid Surge

Components: Somatic, Material (1 vial of acid)

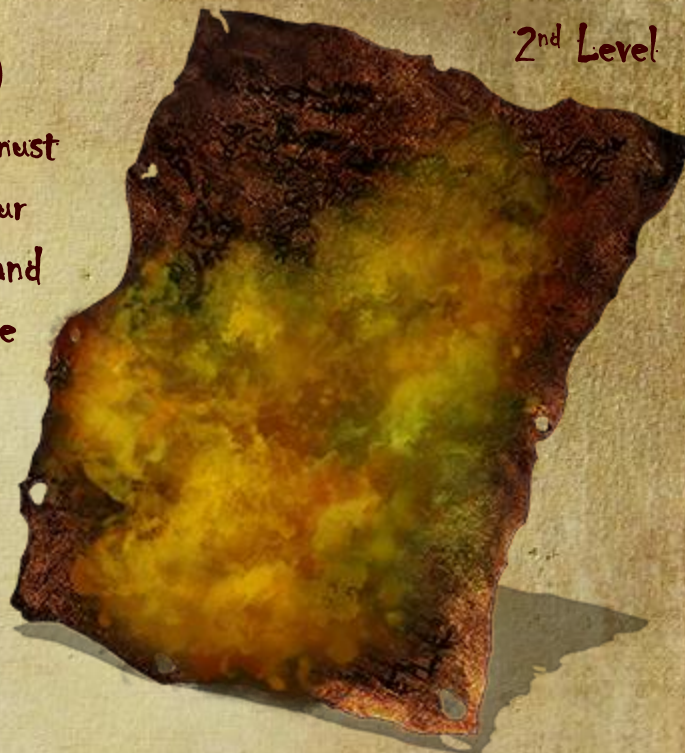
Effects: Any creature caught within the area must succeed on a dexterity saving throw against your spell save DC or take $2D6 + Cha$ acid damage and their AC is lowered by 2. Successful saves take half damage and their AC is not lowered.

Range: 30 ft

Target/Area: 20 ft Sphere

Casting Time: 1 Action

Spell Duration: Instant



Fire Orb

Components: Somatic

Effects: Make a ranged spell attack to deal $2D8 + Cha$ fire damage.

Range: 30 ft

Target/Area: 5 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant



Power Within*

Components: Verbal, Somatic

Effects: Your size increases by 1 size category and your weight quadruples, granting you advantage on strength checks and strength saving throws. Your melee attacks also gain 1D4 to hit and deal 1D4 additional damage.

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute



2nd Level

Profuse Sweat*

Components: Verbal, Somatic

Effects: You or 1 willing creature you touch starts to sweat intensely, granting resistance to fire, cold, poison, and acid damage for the duration.

Range: Touch

Target/Area: 1 creature

Casting Time: 1 Action

Spell Duration: 5 Minutes



2nd Level

Rapport*

Components: Verbal, Somatic

Effects: The target must succeed on a wisdom saving throw against your spell save DC (with advantage if it is currently engaged in combat) or become charmed by you for the duration or until you or your companions harm the target.

Range: 30 ft

Target/Area: 1 Target Creature

Casting Time: 1 Action

Spell Duration: 1 Hour

2nd Level



Carthus Beacon*

Components: Verbal, Somatic

Effects: You are hasted for the duration. While hasted your speed is doubled, you gain +2 bonus to your AC, you have advantage on dexterity saving throws, and gain an additional action on each of your turns. Once the haste ends you are exhausted and cannot move or take any actions until the beginning of your next turn.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute

3rd Level



Iron Flesh*

Components: Somatic, Material (1s iron dust)

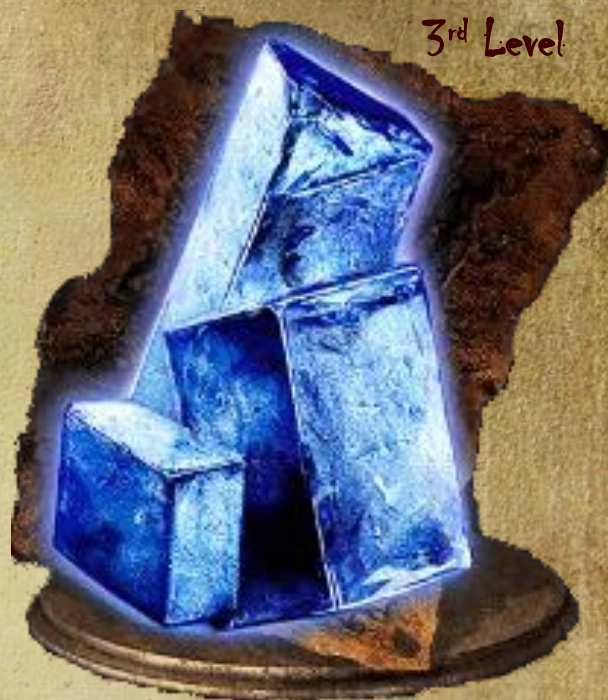
Effects: For the duration you are resistant to bludgeoning, piercing, thrust, fire, and frost damage. You are immune to poison, petrification, and paralysis. Your weight is quadrupled, and you cannot be knocked prone. However, your speed is halved, and you are vulnerable to lightning damage.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute



Warmth*

Components: Somatic

Effects: Place a low-burning, floating orb of fire that emits dim light in the area and heals 1D6+Cha to anyone who starts their turn within its space. Out of combat it can heal 30 hp to each member of your party over 1 minute.

Range: 5 ft

Target/Area: 5 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



Fire Whip*

Components: Somatic, Material (5 ft rope)
Effects: Summon a whip of pure flame that can make melee attacks during your bonus action at a range of 10 ft, using your spell attack bonus. Successful strikes with the whip deal $1D8 + \text{Cha}$ fire damage.

Range: Self

Target/Area: Self

Casting Time: 1 Action

Spell Duration: 1 Minute

4th Level



Floating Chaos*

Components: Somatic, Material (5g fire gem)
Effects: Summon an orb of chaotic flame that automatically attacks the closest creature within range. It makes a ranged spell attack using your spell attack bonus immediately after your turn, dealing $1D6 + \text{Cha}$ fire damage.

Range: 30 ft

Target/Area: 20 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute

4th Level



Seething Chaos

Components: Somatic, Material (10g fire gem)

Effects: Lob a glowing orb of lava that lays dormant until the end of your next turn. After that it erupts, dealing $8D6 + Cha$ fire damage to all creatures within range.

Range: 30 ft

Target/Area: 20 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



5th Level

Toxic Mist

Components: Verbal, Material (1 blooming purple moss)

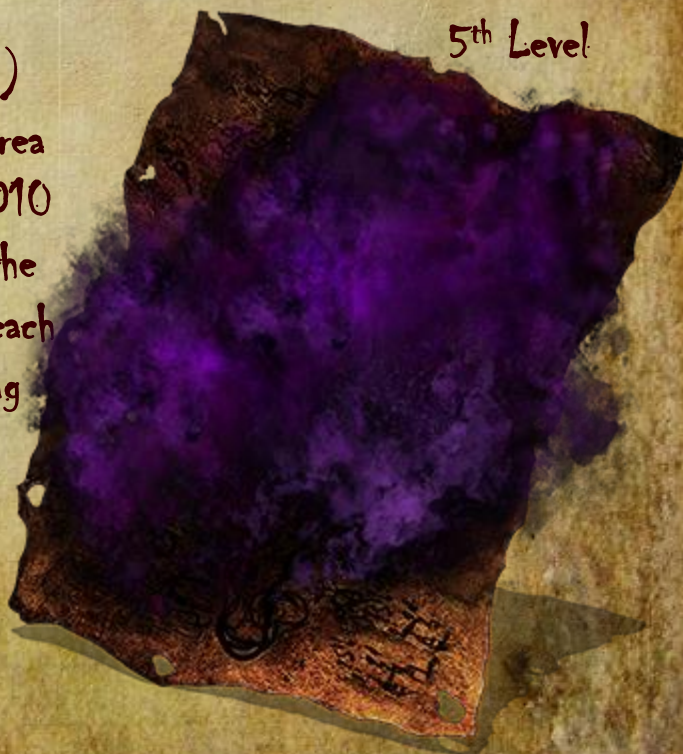
Effects: Any creature that starts its turn within the area must succeed on a constitution saving throw or take $3D10$ poison damage and become poisoned. While poisoned, the targets take $1D10$ poison damage at the beginning of each of their turn until they succeed on a constitution saving throw to resist the residual effects.

Range: 30 ft

Target/Area: 20 ft Sphere

Casting Time: 1 Action

Spell Duration: 1 Minute



5th Level

Fire Spin

Components: Verbal, Somatic, Material (20g ruby)

Effects: Targets caught in the area must make a dexterity saving throw against your spell save DC to receive half damage, or else suffer $6D10 + Cha$ fire damage.

Range: 15 ft

Target/Area: 10 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant



6th Level

Forbidden Sun

Components: Somatic, Material (50g boltstone)

Effects: Targets who fail on a dexterity saving throw against your spell save DC take $8D12 + Cha$ radiant damage and are blinded for 1 minute or until they succeed on a constitution saving throw at the end of each subsequent turn.

Range: 60 ft

Target/Area: 20 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant



7th Level

Great Chaos Fire Orb

Components: Somatic, Material (50g ruby)

Effects: Make a ranged spell attack to deal $6D12 + (Cha \times 2)$ fire damage. It also leaves a puddle of lava where it lands until the beginning of your next turn, and any creature starting its turn in its space or steps on it immediately takes $6D10$ fire Damage.

Range: 30 ft

Target/Area: 5 ft Radius Sphere

Casting Time: 1 Action

Spell Duration: Instant

7th Level



Fire Storm

Components: Verbal, Somatic, Material (200g ruby)

Effects: 10 pillars of fire (10 ft x 10 ft x 30 ft) erupt from the ground in places of your choosing. Targets caught in the pillars must succeed on a dexterity saving throw against your spell save DC to receive half damage, or else suffer a full $12D10 + Cha$ fire damage.

Range: Self

Target/Area: 60 ft Radius Circle

Casting Time: 1 Action

Spell Duration: Instant

8th Level



Chaos Fire Storm

Components: Verbal, Somatic, Material (300g ruby)

Effects: 10 pillars of lava (10 ft x 10 ft x 30 ft) erupt from the ground in places of your choosing. Targets caught in the pillars must succeed on a dexterity saving throw against your spell save DC to receive half damage, or else suffer a full $20D10 + (Cha \times 2)$ fire damage. It also leaves puddles of lava where it lands until the beginning of your next turn, and any creature starting its turn in its space or steps on it immediately takes $6D10$ fire Damage.

Range: Self

Target/Area: 60 ft Radius Circle

Casting Time: 1 Action

Spell Duration: Instant



Sacred Flame

Components: Somatic

Effects: Make a melee spell attack to burrow your fist into the chest cavity of a single target (which cannot be a larger size class than you), dealing an un-resistible $40D8 + (Cha \times 2)$ fire damage. The target is knocked prone, if it survives.

Range: Touch

Target/Area: 1 Creature

Casting Time: 1 Action

Spell Duration: Instant

