



SORCERER

PHOENIX BLOOD

Your blood is infused with the primordial energy of the elder elemental known as the phoenix. Maybe your power was bestowed upon an ancestor of yours and has been lying dormant, maybe you yourself were bestowed these powers due to a great deed, or maybe you drank a concoction that suffused you with fiery vigor. No matter the origin, you wield blazing strength in flames.

Phoenix Magic

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

Phoenix Spells

Sorcerer Level Spells

1st	<i>faerie fire, hellish rebuke</i>
3rd	<i>continual flame, heat metal</i>
5th	<i>elemental weapon, feign death</i>
7th	<i>freedom of movement, summon elemental^{TCOE} (fire elemental only)</i>
9th	<i>flame strike, reincarnation</i>

Primordial Heart

Your heart pumps with the fiery essence of the phoenix. Beginning at 1st level, you can speak, read, and write Primordial as well as the dialect spoken by fire elementals, Ignan. You also know the *burning hands* spell. This spell does not count against your number of spells known.

Blazing Phoenix

Also at 1st level, you can invoke the flaming claws of the phoenix. When you deal fire damage to a creature on your turn, you can use your reaction to summon a blazing phoenix and force the creature to make a Dexterity saving throw against your spell save DC. On a failed save, the creature takes fire damage equal to 1d8 + your sorcerer level and is restrained until the end of your next turn. On a successful save, the creature takes half as much damage and suffers no further effects. You can use this ability a number of times equal to your proficiency bonus and regain all expended uses after finishing a short or long rest.

Ensnaring Flames

Starting at 6th level, your smoldering fury burns brighter. On your turn when you have a creature restrained by your Blazing Phoenix you can expend a number of sorcery points to pull the restrained creature 5 feet directly towards you and deal 1d4 fire damage for each point spent.



Soaring Pyre

At 14th level, the blood of the phoenix that courses through your veins truly comes to light. As a bonus action, you can ignite the spirit of the phoenix to gain the following benefits for 1 minute:

- Your body engulfs in harmless flames and you shed bright light out to a range of 15 feet and dim light 15 feet beyond that.
- You sprout flaming wings and gain a flying speed equal to your walking speed.
- At the start of your turn, all hostile creatures within 10 feet of you take 1d8 fire damage.

Once you use this action, you can't use it again until you finish a long rest or spend 5 sorcery points to use it again.

Rise from the Ashes

At 18th level, you fully embody the elemental power of the phoenix. When you are dropped to 0 hit points, you can use your reaction to instead be rejuvenated in flaming glory as you regain 6d8 hit points and force all hostile creatures within 30 feet of you to make a Dexterity saving throw against your spell save DC. On a failed save, the creature takes 3d8 fire damage and is blinded until the end of your next turn. On a successful save, the creature takes half as much damage and suffers no further effects.

Once you use this feature, you can't use it again until you finish a long rest, unless you spend 8 sorcery points to use it again.