



SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: A mystical bloodline and the influence of wild magic.

PHOENIX SORCERY

Your power draws from the immortal flame that fuels the legendary phoenix. You or your ancestors perhaps rendered a phoenix a great service, or you were born in its presence. Whatever the cause, a shard of the phoenix's power dwells within you.

That power is a mixed blessing. Like the mythical creature, you can invoke fiery energy and gain the ability to cheat death itself. This power comes at a cost. The fire within you seethes, demanding to be unleashed. You sometimes find yourself absentmindedly feeding fires. You can't bear to allow a fire to sputter out. You feel most comfortable while holding a lit torch or sitting in front of a campfire.

More importantly, this gift comes with no special protection from fire. You are as vulnerable as any other creature to fire damage, including your own. Phoenix sorcerers can use their powers to pull themselves back from death, and far too often their own rash nature and reliance on destructive magic is what put them there in the first place.

Such sorcerers are wanderers by necessity. The volatile nature of their magic makes other folk nervous. If a fire breaks out in town, a phoenix sorcerer best flee, whether guilty or not. Fire is a dangerous force, and phoenix sorcerers have a reputation (deserved or not) for reckless behavior, confident that the essence of the phoenix can save them from even the most foolhardy actions.

Phoenix Sorcery Quirks

d6	Quirk
1	You absentmindedly ignite small fires that quickly sputter out.
2	You cackle like a fiend when you unleash your fire spells.
3	You admire fire, even if it burns your friends.
4	You are covered in burns from the first time your power manifested.
5	You like your food charred.
6	You are brave to the point of recklessness.

HEART OF FIRE

Beginning when you choose this Origin at 1st level, you learn the produce flame cantrip if you do not already know it.

MANTLE OF FLAME

Starting at 1st level, you can unleash the phoenix fire that blazes within you.

As a bonus action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits.

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
- Any creature takes fire damage equal to your charisma modifier if it hits you with a melee attack within 5 feet of you or touches you.
- Whenever you roll fire damage on your turn, the roll gains a bonus equal to your charisma modifier.

You can use this feature a number of times equal to your charisma modifier, regaining expended uses when you finish a long rest.

PHOENIX SPARK

Starting at 6th level, the fiery energy within you grows restless and vengeful. In the face of defeat, it surges outward to preserve you in a fiery roar.

If you are reduced to 0 hit points, you can use your reaction to draw on the spark of the phoenix. You are instead reduced to 1 hit points and all creatures within 10 feet of you must make a dexterity saving throw against your spell save dc, taking fire damage equal to your sorcerer level + your charisma modifier on a failed save, and half as much on a success.

If you use this feature while under the effects of your Mantle of Flame feature, the Phoenix Spark instead deals fire damage equal to your sorcerer level + double your Charisma modifier, and your Mantle immediately ends.

Once you use this feature, you can't use it again until you finish a long rest.

NOURISHING FIRE

Starting at 14th level, your fire spells soothe and restore you. When you expend a spell slot to cast a spell that deals fire damage, you regain hit points equal to slot's level + your charisma modifier.

Additionally, when you regain hit points through the use of this feature you can spend a number of Metamagic points up to your maximum to regain 2 additional hit points for each Metamagic point spent.

FORM OF THE PHOENIX

At 18th level, you finally master the spark of fire that dances within you. While under the effect of your Mantle of Flame feature, you gain additional benefits:

- Fiery wings spread from your back. You have flying speed of 40 feet and can hover.
- You have resistance to all damage.
- If you use your Phoenix Spark, that feature deals an extra 20 fire damage to each creature, whether they fail there save or not.

Credits

Background provided on /r/unearthedarcana

Art: Chandra by ainoko999 on deviantart

Based on the Phoenix Sorcerer playtest in Wizards of the Coast "Unearthed Arcana: Sorcerer"

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