

Sorcerous Origins: Fire Sorcery

Your innate magic comes from the power of elemental fire. Those who are blessed or cursed with this power can trace it back to a near fatal disaster featuring fire, such as surviving a fire in a burning building, having escaped from a lava flow, or finding a cave or stream that allowed survival of a forest fire. Whatever the details, fire magic seems to be part of the fabric of your body and soul.

Fire sorcerers typically have a difficult time growing up because, once their nature is known, they are unwelcome in a city or village where the outburst of fires is not only dangerous but also deadly. Similarly, druids and rangers tend to shun them and keep them away from forests for similar reasons. In open plains, desert scrub, and barren hills and mountains they are less hazardous to others, so fire sorcerers tend to be outlanders living in caves or from another kind of isolated community where their presence was less dangerous.

Fire Sorcery Features

Sorcerer Level	Feature
1 st	Fire Speaker, Warding Flare
6 th	Improved Flare, Fire Being, Sculpt Fire
14 th	Fire's Fury
18 th	Fire Soul

Fire Speaker

The arcane magic you command is permeated with elemental fire. You can speak, read, and write Primordial (although Primordial is almost never written by fire creatures). You can understand and speak the various dialects of Primordial: Aquan, Auran, Ignan, and Terran.

Warding Flare

At 1st level, you can interpose elemental fire between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing fire to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

(This feature is almost identical to the Light Domain cleric Warding Flare feature.)

Improved Flare

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

Fire Being

At 6th level, you gain resistance to fire damage. In addition, whenever you start casting a spell of 1st level or higher that deals fire damage, fire magic erupts from you. This eruption causes

creatures of your choice within 10 feet of you to take fire damage equal to half of your sorcery level (rounded down).

Sculpt Fire Spells

Beginning at 6th level, you can create pockets of relative safety within the effects of your fire spells. When you cast a fire spell that affects other creatures that you can see, you can choose a number of them equal to 1+ the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

Fire's Fury

Starting at 14th level, when you are hit (or touched) by a melee attack from within 5 feet, you can use your reaction to deal fire damage to the attacker. The damage is equal to your sorcery level. (This is very similar to the "Hated Body" effect for a Salamander, except the damage is fixed.)

Fire Soul

At 18th level you gain immunity to fire damage.

You can also start fires of flammable material as a bonus action simply by looking at them. The range limit of this effect is 60 feet, and affects on 5'x5' area that must be within a line of sight. If there is a creature in the square, it takes 3d8 damage from fire and clothing and combustible items are fire damaged. Bowstrings burned away, for example. (Half that damage on a Dex saving throw, and only superficial fire damage to clothing and other objects exposed.)

Remarks: This is a draft of a "Fire Sorcerer" Origin developed on request for the Circe Road campaign. The original intent for the campaign was to stick to Player's handbook classes and subclasses, while disallowing some, including Warlock and the Sorcerer "Draconic Bloodline." These, as well as the Dargonborn and Tiefling races did not fit the campaign context, which has its origin in 1st Edition. The problem was, that left Sorcerers with only Wild Magic, which has good reasons to be avoided. Even considering other options from Tasha's and Xanathar's tomes left something to be desired. They all seemed so extreme. As it happened, a Player wanted to be a Sorcerer, but wondered if "fire magic" might be an option. There is in Xanathar's a "Storm Magic" Sorcerer which is reasonably close to the concept sought, except centered on lightning and thunder (elemental air) rather than fire. So, the Fire Sorcerer origin described here was developed using the Storm Sorcerer as a template and changing things as would seem appropriate for a fire rather than an air elemental association. This has not been play-tested at all yet.