

PHOENIX SPARK

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.

PHOENIX MAGIC

You learn additional spells when you reach certain levels in this class, as shown on the Phoenix Origin Spells list. For each level of spell, you can select one of the two spells to learn. You learn the selected spell and it becomes a sorcerer spell for you, but it doesn't count against the the number of sorcerer spells you know.

Sorcerer Level	Spell
1st	<i>burning hands, cure wounds</i>
3rd	<i>become fire^K, lesser restoration</i>
5th	<i>fireball, revivify</i>
7th	<i>fire shield, wall of fire</i>
9th	<i>immolation, greater restoration</i>

VARIANT VERSIONS

If you allow Sorcerers to gain two spells per level, simply let them take both spells. If you allow them to swap origin spells for spells of a school on level up, allow them to swap their origin spells for evocation spells that deal fire damage from the Cleric, Druid, Sorcerer or Wizard spell lists.

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When you choose this origin at 1st level, an ember of phoenix power burns within you. You have a number of charges of this power equal to your proficiency bonus, which you can spend in the following ways.

- When you roll fire damage with a spell, you can expend a charge to add 1d6 additional fire damage to the damage roll.
- When you restore hit points with a spell, you can expend a charge to restore 1d6 additional hit points.
- As a bonus action, you can regain hit points equal to 1d6 + your Charisma modifier.
- You can spend these charges in place of sorcery points to fuel metamagic or subclass features (you cannot restore spell slots this way).

You regain all expended charges of this feature when you complete a long rest.

REJUVENATING FLAMES

Starting at 6th level, when you cast a spell that deals fire damage to other creatures that you can see, you can expend 1 sorcery point per creature to protect allied creatures of your choice that would be affected from the flames. The chosen creatures automatically succeed any saving throws against the spell, and instead of taking fire damage regain hit points equal to half the fire damage they would have taken from the spell a failed save or hit.

Once you do so, you cannot do so again until you complete a short or long rest.

ETERNAL SPARK

Starting at 14th level, when you cast a spell of 1st level or higher, you regain hit points equal to the level of the spell cast + your Charisma modifier and regain one charge of your Phoenix Spark feature.

IN FLAMES REBORN

At 18th level, when you are reduced to 0 hit points, or as an action at any time, you can explode into fire, dealing 6d6 fire damage to all creatures within a 30 foot radius and being temporary reborn as a phoenix. You can apply Rejuvenating Flames without expending a use or sorcery points of it to this fire damage.

You assume the form of a Fire Elemental as if by the *shapechange* spell. This form has the following modification: you gain a flying speed of 60 feet, gain the Flyby feature (meaning your movement does not provoke attacks of opportunity when you fly out of an enemy's reach), you add your Charisma modifier (minimum +1) to all attack and damage rolls with your Touch attack, and can understand and speak any languages you can normally speak. It does not require concentration, and you cannot change your form as an action. You return to your normal form after 1 hour, or you can end the effect early as an action.

Once you have assumed this form, you cannot assume it again until you complete a long rest.



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