Master Pyromancies & Variants

Fist of Flame
8th-level evocation (Sorcerer, Wizard)

Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Instantaneous

You launch a blast of flame and force at one target you can see within range. Make a ranged spell attack against it. On a hit, the target takes 4d8 + 20 fire damage and 4d8 + 20 force damage. It must also succeed on a Constitution saving throw or become stunned until the start of your next turn, and if you choose so, it must succeed on a Strength saving throw or be pushed 50 feet away from you and knocked prone.

On a miss, the target takes half damage and it isn't stunned, pushed, or knocked prone.

If the target is an object, it automatically fails any saving throws for this spell. This spell ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the fire and force damage dealt both increase by 2d8.

Blood to Flame
9th-level (Blood) transmutation (Sorcerer, Warlock, Wizard)

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of blood mixed with pitch)
Duration: Concentration, up to 1 minute

You point at one creature that you can see within range and attempt to transform the blood inside their body into searing flame. That creature must make a Constitution saving throw. On a failed saving throw, the target takes 8d6 fire damage and 8d6 necrotic damage and is set internally ablaze until the spell ends. On a successful saving throw, the target takes half damage and is not set internally ablaze.

At the start of each of its turns while internally ablaze, the target takes 8d6 necrotic damage and 8d6 fire damage and becomes poisoned until the end of its next turn. While poisoned in this way, it is incapacitated.

A creature set internally ablaze by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails saves three times, it instantly takes 8d6 necrotic damage, the spell ends, and the transformation becomes permanent – a magical effect lingers inside the target's body. It will be incurably poisoned and take 8d6 fire damage at the start of each of its turns until it dies. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

A *dispel magic* spell can end the permanent effect only if it is cast as a 9th-level spell.

Creatures that do not have blood are immune to this spell. A creature who dies while affected by this spell or by the permanent magical effect burns to ash.

Spell Variants: Fist of Flame

If your DM allows, these variants are also available spells:

Astral Flare
8th-level evocation (Sorcerer, Wizard)
Changes: The spell deals radiant damage instead of fire damage, it doesn't ignite flammable objects, the distance a target is pushed is reduced to 30 feet, and the force damage dealt is reduced by 5. The spell attack is a beam of starlight.

Fulmination
8th-level evocation (Sorcerer, Wizard)
Changes: The spell deals lightning damage and thunder damage, it doesn't ignite flammable objects, and on a failed Constitution saving throw the target is also deafened for 1 minute. It repeats the saving throw at the end of each of its turns. On a success, the deafened effect ends. The spell attack is a bolt of roaring, thunderous lightning.

Geode Gauntlet
8th-level conjuration (Sorcerer, Wizard)
Changes: The spell deals nonmagical bludgeoning damage instead of fire damage, it doesn't ignite flammable objects, and it deals maximum damage to objects and structures. The spell attack is a huge fist made from solid rock and crystal which turns to dust when it hits or misses.

Lancing Icicle
8th-level conjuration (Sorcerer, Wizard)
Changes: The spell deals cold damage instead of fire damage and it doesn't ignite flammable objects. The spell attack is a jagged icicle that melts into water when it hits or misses.