

Yarogn's Revised Storm Sorcerer

The revision

This is a revised version of the storm sorcerer as seen in Xanathar's guide to everything. It changes the Storm Sorcerer's abilities in an effort to re-balance them.

Storm sorcery

Your innate magic comes from the power of elemental air. Many with this power trace their magic back to a near-death experience caused by the Great Rain, but perhaps you were born during a howling gale so powerful that folk still tell stories of it, or your lineage might include the influence of potent air creatures such as djinn. Whatever the case, the magic of the storm permeates your being.

Storm sorcerers are invaluable members of a ship's crew. Their magic allows them to exert control over wind and weather in their immediate area. Their abilities also prove useful in repelling attacks by sahuagin, pirates, and other waterborne threats.

Storm sorcery features

Sorcerer Level	Feature
1st	Wind Speaker, Tempestuous Magic
6th	Heart of the Storm, Storm guide
14th	Storm's fury
18th	Wind Soul

Wind Speaker

The arcane magic you command is infused with elemental air. You can speak, read and write Primordial. Knowing this language allows you to understand and be understood by those who speak its dialects: Aquan, Auran, Ignan and Terran.

Tempestuous Magic

Starting at 1st level, you can use a bonus action on your turn to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell or cantrip. Doing so allows you to fly up to 10 feet.

Heart of the storm

At 6th level you gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell or cantrip that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures within 15 feet of you to make a dexterity saving throw or take lightning or thunder damage (choose each time this ability activates) equal to half your sorcerer level. You can spend 1 sorcery point to choose a number of creatures up to your charisma modifier + your sorcerer level to be exempt from this damage.

Storm guide

At 6th level, you gain the ability to subtly control the weather around you.

If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action.

If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

Storm's Fury

Starting at 14th level, when you are hit by a melee attack, you can spend one sorcerer point to use your reaction to deal lightning damage to the attacker. The attacker must make a dexterity saving throw against your spell save DC or take damage equal to your sorcerer level. If they are Large or smaller, they must also make a Strength saving throw against your spell save DC or be pushed in a straight line 10 feet directly away from you. If this movement is stopped by an object or creature, both the target of your Storm's Fury and the object or creature blocking the path take an additional 1d6 bludgeoning damage.

Wind soul

At 18th level, you gain a magical flying speed of 60 feet. As an action you can choose a number of creatures within 30 feet of you equal to 3 + your charisma modifier. The chosen creatures gain a flying speed of 60 feet for 1 hour. Once you use this feature you can't do so again until you finish a long rest.