

OTHERWORLDLY PATRON

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE RAGING STORM

A nebula of arcane power and lightning, shrouded in rain and heralded by thunder, Raging Storms are ancient and powerful creatures, elemental rulers from the Plane of Air. The nature of a Raging Storm lends itself to chaos, and patrons of this type seemingly bestow their power at random. Most of these patrons are obscure and volatile, leading few warlocks to seek them out. Instead, a Raging Storm patron seeks out patrons of great strength and determination, knowing that such an individual will prove to be a powerful agent in times of tribulation.

Beings of this sort include A'ahtwaka, the Astral Storm; Gyldiir, the Lord of the Southern Sky; Thraegost, the Tempest King; Tseerylii, Queen of the Feathered Court; and Vyrleek, Lady of Thunder and Vengeance. Other creatures of this type that can grant mortals power include noble djinn, storm giants, thunderbirds, and other powerful denizens of the Elemental Plane of Air.

EXPANDED SPELL LIST

Your pact with the Raging Storm allows you to choose from an expanded list of spells when you learn a new spell. The following spells are added to the warlock spell list for you.

RAGING STORM EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>feather fall</i> , <i>thunderwave</i>
2nd	<i>gust of wind</i> , <i>volting blade</i>
3rd	<i>call lightning</i> , <i>elemental weapon</i>
4th	<i>conjure minor elementals</i> , <i>storm sphere</i>
5th	<i>cone of cold</i> , <i>control winds</i>

HEART OF THUNDER

Starting at 1st level, whenever you deal damage with the *eldritch blast* cantrip, the *hex* spell, or weapon attack, you can choose to deal cold, lightning, or thunder damage instead of the normal damage.

In addition, you learn the *shocking grasp* cantrip. This cantrip is a warlock cantrip for you, and does not count against your number of cantrips known.

ARCING REQUITAL

Starting at 6th level, when you take damage from an attack that originated within 60 feet of you, you can use your reaction to force your attacker to make a Dexterity saving throw against your warlock spell save DC. Lightning arcs from your body towards the creature, and on a failed save they take lightning damage equal to 1d10 + half your warlock level, or half as much damage on a successful save. Immediately after the attacker takes this damage, you can fly 10 feet in any direction without provoking opportunity attacks. If you do not end this movement on the ground, you fall to the ground at the start of your next turn.



Once you use this feature, you can't use it again until you finish a short or long rest. If you are in stormy conditions or concentrating on the *call lightning* spell, you can use this ability at will for as long as the storm endures, and you do not fall to the ground at the beginning of your turn.

CONDUIT OF THE TEMPEST

Starting at 10th level, channeling the power of the storm has become second nature for you. When you cast a spell that deals cold, lightning, or thunder damage, you gain resistance to that type of damage for the duration of the spell or 1 minute, whichever is longer. Additionally, you have advantage on concentration checks for spells that deal cold, lightning, or thunder damage.

VOICE OF THE RAGING STORM

Starting at 14th level, you learn to tap into the raw, untamed power of the storm. As a bonus action, you can transform yourself, channeling this power. For 1 minute, you gain the following benefits:

- Your voice is magnified, booming and echoing; audible from 300 feet away.
- Your eyes glow with electric blue energy, and lightning begins to arc across your body. When a hostile creature ends their turn within 5 feet of you, they take lightning damage equal to 1d4 + your Charisma modifier.
- You can use your action to cause lightning to arc from your hand and hit a creature within 10 feet of you. That creature must make a Dexterity saving throw against your warlock spell save DC. On a failed save they take 3d8 lightning damage and are stunned until the end of your next turn. On a successful save they take half as much damage and are not stunned.
- You gain a fly speed equal to your walking speed.

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

NEW SPELL

The following spell is available to warlocks of the Raging Storm.

VOLTING BLADE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You speak the ancient words and call forth a bolt of lightning from the heavens and fashion it into a stormy blade. This magic sword lasts until the spell ends. It counts as a simple melee weapon with which you are proficient. It deals 2d8 lightning damage on a hit and has the finesse, light, and thrown properties (range 20/60). In addition, when you are flying, or in stormy weather, you make the attack roll with advantage.

If you drop the weapon, or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the sword to reappear in your hand.

At Higher Levels. When you cast this spell using a 3rd- or 4th-level spell slot, the damage increases to 3d8. When you cast it using a 5th- or 6th-level spell slot, the damage increases to 4d8. When you cast it using a spell slot of 7th or higher, the damage increases to 5d8.

