

## PATRON: THE STORMING ONES

Storming ones are powerful beings from the elemental plane of air. They are generally Djinni, but may be any powerful air elemental. They tend to remain calm knowing that wind and water can level even the tallest mountains, but when they do anger, they can level those mountains in mere minutes. They tend to be impressed when they find a person who has both potential for calm and great anger in it. Those who work for them are marked. They have a serene appearance and a generally windswept but still fashionable look all the time.

### EXPANDED SPELL LIST

The Storming One lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### THE STORMING ONES EXPANDED SPELLS

Spell Level	Spells
1st	<i>fog cloud, thunderwave</i>
2nd	<i>dust devil, gust of wind</i>
3rd	<i>melf's minute meteors, sleet storm</i>
4th	<i>ice storm, storm sphere</i>
5th	<i>cloudkill, control winds</i>

### BONUS CANTRIP

At 1st level, you learn the gust cantrip. It counts as a warlock cantrip for you, but doesn't count towards your number of cantrips known.

### ANY WAY THE WIND BLOWS

At 1st level, you can use an action to change the direction of the wind. Creatures fly speed is increased by 5 feet in the direction of the wind or decreased by 5 feet when flying into the wind. This increases by 5 feet at 6th, 10th, and 14th level. Thus cannot increase a creature's speed past double its original fly speed nor decrease it below half.

### RISING WIND

Starting at 6th level, you gain a fly speed equal to your walking speed, but you cannot move upward with this. If you end your turn more than 5 feet above ground, you descend to ground level at a rate of 30 feet per round unless the wind is blowing upwards.

### ILL WIND

Starting at 10th levels, you can manipulate the winds as part of casting your weather based spells. When you cast a spell that deals cold or lightning damage or that has cloud or wind in the name, you can manipulate the control the wind to make it harder for opponents to resist the effects causing any affected creatures to make the save with disadvantage, once you use this, you cannot use it again until you finish a short or long rest.

## INSTANTANEOUS QUASI-NORMAL ATMOSPHERIC PHENOMENON

Starting at 14th level, you can create a massive storm centered at a point you can see within 60 feet of you as an action. Every creature within 20 feet of the point you choose must make a Dexterity saving throw against your spell save DC. If it fails it takes 5d8 cold and 5d8 lightning damage and is knocked prone.

## STORMING ONES ELDRITCH INVOCATIONS

### SKY STEED

**Prerequisite:** The Storming Ones patron, 9th level You can cast find greater steed using a warlock spell slot. You must choose a form that has a fly speed for the steed. Once you use cast this you cannot do it again until you complete a long rest.

### FLY LIKE THE WIND

**Prerequisite:** The Storming Ones patron, 18th level You can now use the fly speed from Rising Wind to move upwards and you don't sink downwards when you end your turn in the air.

### EYE OF THE STORM

**Prerequisite:** The Storming Ones patron, 7th level You are most dangerous when you appear calm, you have advantage on initiative checks.