

# Storm sorcerer 5e spells & build in dnd

## Storm sorcerer 5e spells

Your innate magic comes from the ability of elemental air. Many with this power can trace their magic back into a near-death experience caused by the Great Rain. Suppose you were born through a howling gale so strong that people still tell stories of it. Or your lineage might incorporate the effect of powerful air creatures such as vaati or Djinn. Storm Sorcerer 5e is all about invaluable members of a ship's crew. Their magic allows one to exert control over wind and weather within their immediate location. Source: Sword Coast Adventurer's Guide, Xanathar's Guide to Everything

## Wind Speaker

The Storm Sorcerer 5e immediately gains access to Primordial. You truly get access to 4 languages; Aquan, Auran, Ignan, and Terran. You can't write in these four languages. However, you can compose Primordial, which is known by people who can read these four languages. Language skills are always a bit harder. The ability to speak and write to other creatures will let you avoid conflicts or get information.

Additionally, it lets your language-based spells land easier. Therefore if you plan on multiclassing into Bard or Cleric, that can be useful. Notably, these four languages belong to Elementals.

Suppose you are going to a campaign where you must frequently communicate with elementals, for instance. In that case, if your GM wants to Plane-Hop, this is a potent ability. It will

save plenty of headaches when communicating with Djinn since they usually have one of those four languages in their pockets. So, surprisingly good, with a few exciting versatilities; 4 languages in one class feature is uncommon.



## Tempestuous Magic

Your first spell ability is a beautiful jump in this Storm sorcerer 5e spell. Beginning at 1st level, you may use a bonus activity in your turn. It is to cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st degree or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks. Ten feet of [movement](#) is pathetically small.

It will not be letting you get anyplace important on just a spell cast. You do not have a constant fly speed (unless you are an Aaracokra), which means you can't hover in the air. Suppose you're worried about ten foot gaps. In that case, you will probably have the means to get across them without spending a precious spell slot, ordinarily, in the arms of your favorite party Barbarian.

So instead, you would like to utilize this for the "without provoking opportunity attacks" clause. The 10 feet float is usually enough to let you get barely out of range of most melee combatants. And sometimes, if you're near a ledge, you'll get frustratingly out of range. And as you can do it before or later, you might also float to a range of a spell cast before you cast it.



Ever been just 5 feet from being able to throw that life-saving Hold Person? Bam, you're now right in range. Or, if you're in the mood to be creative with your strategies, you can float 10 feet back then use a charm with a tug to place your enemy between your melee party members. Ten feet of motion is generally insignificant, but you get away to invest your Bonus Actions to get some alright freedom. It's not bad, but if it could just activate on projecting a cantrip.

## Heart of the Storm

At 6th level, you obtain resistance to Lightning and thunder harm. Additionally, if you start casting a 1st degree or higher spell that deals with Lightning or thunder harm, stormy magic erupts from you. This eruption causes creatures of your choice that you can see inside 10 feet of one. It is to take Lightning or thunder damage (choose whenever this ability activates) equivalent to half of your sorcerer level. This ability is split into two categories. Resistance to Lightning and thunder is substantial. According to the fantastic review

of the default 5e Monster Manual, Lightning is a reasonably frequent damage type. You will withstand any air elementals or blue and bronze dragons. Lightning doesn't have too many charms in its damage type, but you'll effectively resist Druids.

Thunder damage: There are four creatures in the default monster manual that cope with Thunder damage. In pirate campaigns, you might have a few casts of Thunderwave thrown at you. And there are a few Thunder spells that may strike you real hard. Remember you have this, but don't anticipate that this half of your resistance to get much mileage. Another portion of the ability is the reason your Tempestuous Magic does not provoke attacks of opportunity. You do a burst of damage that scales poorly with your level. Your opponents will get lower health and become downed faster, therefore reducing harm to your party.

However, this harm is genuinely pitiful. And the range of the damage comes from you, meaning you need to cast this spell with 10 feet of yourself. You have 11 spells that cost a spell slot and could potentially deal with Lightning or Thunder. Of these choices, only 9 of these are ensured. Both are arbitrary. The options you've got are solid spells. Still, none of them shout, "I wanna be 10 ft away from enemies." Adding a tiny guaranteed area of effect to any charm will be nice, but be sure that you don't develop into a bloodstain on the wall due to being close. I would recommend doing this strategy if your ally is still trying a Sentinel build because that'll work wonders for keeping you safe.

## **Storm Guide**

5e Storm Sorcerer Guide is your flavorful feature of this class, along with your next level 6 skill. That's super unique amongst Sorcerer archetypes! When it is raining, you may use an action to cause the rain to stop falling into a 20-foot-

radius world centered on you. You can finish this impact for a bonus action. When it is windy, you can use a bonus action each round to choose the direction that the wind blows into a 100-foot-radius world centered on you.

The wind blows in that way until the end of the next turn. This feature doesn't alter the speed of the wind. While neither of these is strictly useless in combat situations, you'll probably need a bit more with your actions. The first feature is humorous. You are an umbrella. That will not have a definitive conclusion for this, so that you may continuously have this up as long as you pop up action in the morning.



## **Fire Elemental**

Following that, you don't become wet. It's theoretically beneficial if you need to ensure a small area stays on fire or in case you're escorting an infant Fire Elemental. In most cases, rain doesn't matter. Depending on how hard the rain is falling, this could make you an easier target to hit. If your GM is the type that enjoys making environmental obstacles, you might want to consider turning this ability off. The wind effect is, in fact, beneficial for seafaring campaigns. If you can always ensure that the wind blows off in the direction that you need to move, you'll get places so much faster. Besides, it can prevent erosion from ruining your ship; you can direct your boat into the eye of the storm or get it from the storm without no becoming sucked in.

That can also hard-counter any tornados or whatnot by merely telling the tornado "no" and canceling the wind-speed. Theoretically, you can make Storm of Vengeance less effective. At least from rounds 5-10. Unfortunately, this end effect is supposed to be anti-weather explicitly. So, no dispelling Breeze Wall or Gust of Wind, because those aren't a windy weather effect. If your GM wants to push the subclass's energy level, they may let you get away with it. In most cases, though, this is a little advantage that may be great in a seafaring effort.

## **Storm's Fury**

Starting at 14th level, once a melee attack hits you, you may use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer's level. The attacker should also earn a Power saving throw against your sorcerer spell save DC. The attacker is pushed in a direct line up to 20 feet away from you on a failed save. That is a reaction, something most sorcerers will keep for Counterspell. However, it doesn't cost a source, so if you are not concerned about casters, you

may spam this on every melee attacker.

The harm of this capability is, once again, based on your Sorcerer level. That means that this response does a maximum of 20 damage. That's not anything, but it's not too much of a threat; enemy combatants will nonetheless want your face on the end of the spear.

That's why it's nice that the harm is only the free bonus! That keeps you safe from Extra Attacks or opportunity attacks later on. A Power rescue is probably not likely to be too hard for most melee combatants to conquer. However, against finesse attackers or those not proficient at Strength saves, you are going to be just fine. Considering you are being asked to be within 10-20 feet of enemies, this is not precisely what I had in mind for a defensive skill.

## Wind Soul

That is, undoubtedly, the best skill that Sorcerers can get from their subclass. At the 18th level, you gain resistance to Lightning and thunder harm. Besides, you gain a magical flying speed of 60 ft. As an action, you can reduce your flying speed to 30 ft for 1 hour and pick some creatures within 30 feet of you equal to 3 + your Charisma modifier. The selected creatures gain a magical flying speed of 30 feet for 1 hour. Once you decrease your flying rate in this manner, you can not do so again until you complete a short or long rest.

Let us go over resistance to damage. Immunity to Lightning is enormous since some decent 9th level spells could destroy you with lightning damage. The Thunder immunity, once more, exists. There are still some good thunder spells, such as Shatter, that scale well into the late match. Not bad, but not impactful, due to shallow spell lists.

Let's discuss this particular flight, however. 60 ft of flight means that, at last, you can get your Tempestuous Magic to

float slightly above enemies without even having magic or magical items. Thank goodness! That's a massive boost for your survivability since you can avoid being in the range of any non-flying, Medium combatants. The flight is supercritical for combat. And you probably have to have had a method to fly now.

Assess for bows until you remain in the air for too long. You don't want to become a pincushion! But, you can finally take Fly off of your spells understood, since it's possible to spend an action to give flight to 8 people. That's incredible!

- Many Dungeons & Dragons parties are only 4, for yourself.
- And this flight lasts for one hour.
- And it doesn't utilize Concentration!

Whenever you crack that action out, you will be the life of the celebration. Everyone will love you! And then you can eventually attune to something besides Winged Boots.

## **Storm Sorcerer 5e spell Features**

Sorcerer 5e, in tune with this storm's thrumming, are conduits for powerful destructive magic. But they are not merely engines of destruction. The storm brings liberty and discharge just as quickly as it brings death. You can read All the Storm Sorcery features in Xanathar's Guide to Everything. In Conclusion, your subclass features allow you to:

- Speak Primordial, the language of elementals
- Fly if you cast a spell of 1st level or greater
- Grow resistant to Lightning and thunder harm
- Call the wrath of the storm upon neighboring creatures when you throw spells of 1st level or more significant.
- Subtly control the weather around you.
- Reactively call Lightning upon people who hit you.



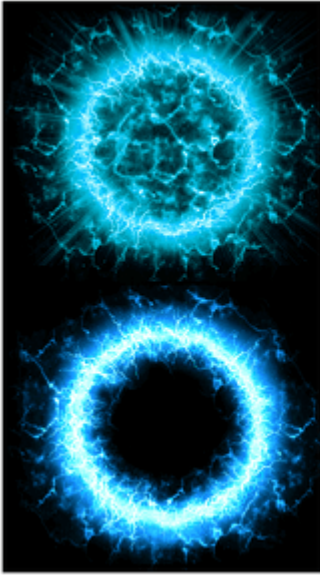
- Become immune to Lightning and thunder harm

## Benefits of Storm Sorcerer 5e

The Storm Sorcery subclass offers sorcerers an intriguing power directly from 1st level: the ability to fly. Even though their flight is restricted, only a mere 10 feet, and when you throw a 1st level spell, flight at early levels is a powerful boon. In fact, among the most effective elements of this feature isn't that it allows you to proceed without strolling, but that it lets you move without provoking opportunity attacks.

For a squishy, 1st-level sorcerer, having the ability to zip out of reach of one, two, or maybe even more creatures swarming around you're a huge blessing. Usually, you would need to spend your actions to Disengage. However, this subclass allows you to still actively bring about defeating your foes by casting one of your couple, powerful spells.

This feature is just the foundation of a set of exciting skills that the storm sorcerer 5e gains as they level up. A storm sorcerer wants to be in the thick of combat. As evidenced by class features that let them deal damage in a near burst around them when they cast spells and that allow them reactively deal damage to foes that hit them.



Ultimately, you also gain resistance and immunity to your harmful types of choice. That is a beneficial boon against some monsters, meaning they will be useful in some campaigns compared to others. In this manner, a 5e Storm Sorcerer would be well-suited to Storm King's Thunder. It is where lightning harm abounds, but maybe less powerful within an adventure such as Waterdeep. Dragon Heist, which is more infrequently used. Significantly, the sorcerer's limited spells known and inability to learn new spells like a magician. It might add spells to their spellbook.

## Storm Sorcerer 5e subclass

The Storm Sorcerer 5e subclass motivates you to take offensive spells that deal boatloads of Lightning and thunder damage. Still, unless you are careful with your spell choice, you can find yourself lacking the capability to do a lot of anything.

Likewise, your class's inability to throw spells as rituals is a minor drawback. That makes it less useful for you to find spells like detect magic, as you can't throw them as a ritual. Attempt to get a clear idea of what you would like. Try to be in a position to perform in-combat, during exploration, and

during social interactions when you begin playing a sorcerer; it will assist you in the long run.

As a sorcerer, you get to choose your Sorcerous Origin at the 1st level! Consider your subclass carefully!

You ought to choose a race that improves your Charisma score along with your Dexterity or even Constitution scores. Your charms get the power of your confidence, force of personality, and determination. It is rather than any formal study—which is represented by your Charisma. Dexterity helps give you a significant boost to your Armor Class since you will not be wearing a lot of armor. On the other hand, the Constitution does double duty by making it easier to hang onto spells that need Concentration in addition to improving your hit points. Either option is useful!

## **Charisma**

Tieflings make excellent sorcerers. It is since they boost your Charisma and give you a couple of extra spells that you can cast as a racial ability rather than learning via your class. Half-elves are also great because they come with an enormous Charisma boost and allow you to boost two other ability scores of your selection. Lightfoot halflings are equally dexterous and charismatic, and also their other racial traits will serve you nicely. If you don't mind hating sunlight, playing as a drow is an attractive proposition. It is because they also offer you an increase in Charisma and Dexterity and a few added spells. And, like always, the variant human race is never a wrong choice.

The Class 101 series strives not to suggest options that aren't in the Player's Handbook or the supplement that the current week's spotlighted subclass is from (in this case, Xanathar's Guide to Everything). Still, genasi, particularly air or water genasi, are well-suited thematically for this subclass. They're available in the free Elemental Evil

Player's Companion source.

As usual, your character's background is left up to you. Sorcerers may come from anywhere since their magic spontaneously appears as a consequence of some arcane confluence. Contrary to the Draconic Bloodline sorcerer, your magic powers aren't necessarily related to genealogy. However, you might have another famed 5e storm sorcerer on your family tree.

As such, any background suits you and can make an equally interesting story. Suppose you choose arcane attention, or a part pouch is purely a flavor choice. (would you like to have a wand or a magical crystal to concentrate your mysterious power into charms? Or do you want to use the eye of newt and toe of frog to make magic happen?). If you feel you maintain dungeons a whole lot, take a dungeoneer's pack. Otherwise, go explorer. Eventually, they get two extra daggers. Maintain those hidden, just in case!

## **Storm sorcerer 5e spells**

Choosing spells is a significant deal for any caster, but you have to be particularly choosy. Sorcerers do not learn many spells throughout their career, so you're going to want to get reasonably familiar with your spells. You'll be using them for a long time. Unless, of course, you take advantage of spell swapping—that is, trading a classic spell out for a new one when you get a level.

You get four complete cantrips at 1st level, so you still have a few to pick from! These are all the sorcerer cantrips from the Player's Handbook that you may select. You should choose at least one long-range damage cantrip, one close-range damage cantrip, and two others of your choice that you can use for utility. This subclass is from Xanathar's Guide to Everything. It is essential to look at the sorcerer cantrips from that book, too. Thunderclap is a useful one for you because of its

appropriate damage type and because it encourages you to get in the fray!

[Ducktales Merlock GIF](#) from [Ducktales GIFs](#)

Together with your cantrips selected, at this point, you get to choose two 1st-level spells that you know. You'll learn a new spell at every level until the 10th level. Then, one new spell each other level after that until 17th—at which point you will stop learning spells altogether. Choose wisely! You will want one spell marked OFFENSE, and one spell marked either DEFENSE or SOCIAL, based on how you need to play with your character. All OFFENSE charms have their harm type tagged and help you pick which is best for your Storm Sorcery.

- Chaos bolt (OFFENSE)
- Disguise Self (SOCIAL)
- Magic missile (OFFENSE)
- Shield (DEFENSE)

## Storm sorcerer 5e build & Feat

Once you've improved your Charisma score to 18 or 20, you can boost your electricity with a couple of good feats. The following feats are good picks for 5e storm sorcerers. They will improve your reliability in your desired area of expertise. Suppose your character becomes more confident in their abilities. Having them become a leader that inspires your allies into great deeds is a great story beat, with some good mechanics attached.

Ritual Caster. Unlike many other spellcasters, sorcerers can not cast spells as rituals. They believe their charms intuitively. Therefore the complexities of rituals are outside them. However, this Feat enables you to put money into a spellbook for ritual charms —maybe because the result of wizards hoping to tutor you in an attempt to control your crazy magic. That precludes the need to devote your valuable spell slots (and practical spells understood ) to ritual

principles like discover the magic and find recognizable.

You're a sorcerer who wants to get into the thick of combat, with a close burst area of effect spells and cantrips while making the most of your subclass features. You also have a d6 Hit Die, so having some excess hit points could not hurt. This Feat is one way to make that occur. Suppose you would like to be always hitting-and-running from the foes. The capacity to use your charms or cantrips (such as shocking grasp) to earn opportunity attacks is a huge boon. Being able to hang onto your Concentration spells more faithfully is a nice bonus, too!

## **Best Race for Storm Sorcerer 5e**

Storm sorcerers do not violate any rules here; Charisma is still king. It would help if you had your magic influence on enemies. However, you are likely to be within 10 ft of enemies in a lot of conflicts. It would help if you had defensive stats. Think about boosting Dexterity or Constitution to the same level as your Charisma. Dexterity lets you avoid regions of effect and normal weapon swings. Constitution allows high rolls matter, as you can shake a hit or two.

### **Tabaxi**

This Volo's Guide to Monsters race is jungle cats that have many great possibilities for you. +2 Dexterity, +1 Charisma is super great for you; better AC, Reflex saves, and charm saves. Additionally, Tabaxi has plenty of great racial features. and increased speed. It's a super potent race, so that's perfect for controlling the storm. I guess the kitty's not afraid of water anymore.

### **Swiftstride Shifter**

Shifters – from Eberron: Growing from the Last War – are a pretty good race. The Swiftstride shifters get that Darkvision

back but access the Shifting feature. The Shifting feature is a bonus activity that gives you a big pool of temporary hit points. Because you are a Swiftstride, you gain +2 Dexterity and +1 Charisma, exactly enjoy the Tabaxi. You also gain that single skill proficiency, but during the 1 minute that you're charged, you get 10 feet of motion and may move 5 feet whenever someone gets close. That's pretty great usefulness ancient. And unlike the Tabaxi, you get both improved AC, Reflex saves, and other health. A fantastic choice if you would like to exchange utility for options.

## **Summary**

The Storm sorcerer 5e has become the most competitive Sorcerer subtype; if your party lacks damage, you can get a lot out of this! Nonetheless, your d6 hit dice are problematically little for how close you need to have to work. Suppose you want a Sorcerer who can pull the most from Dragon charms. And maybe have a couple of frontliners to keep you protected – the 5e Storm Sorcerer will work just fine.