

# Blackstorm bloodline

The ribbons and spheres of magical energy that exist in the Blackstorm are unseen by most, but not you. Sorcerers born with the ability to not only discern these energies but also harness their power to twist reality are exceedingly rare, and your abilities are often misunderstood by your fellow spellcasters. The Blackstorm holds many mysteries, but your innate understanding of the magical ribbons and spheres that stretch and drift within the tapestry of reality grant you the ability to perform magics that defy explanation. However, without needing to be told, you know that for every manipulation of great power, there are often unseen consequences.

## Blackstorm Magic

You learn additional spells when you reach certain levels in this class, as shown on the Blackstorm Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

### Sorcerer Level Spells

1st detect magic, sanctuary

3rd invisibility, magic weapon

5th blink, counterspell

7th banishment, black tentacles

9th creation, wall of force

## Sphere Empowerment

Starting at 1st level, your ability to tap into the magical spheres that permeate the realms provides you with a chance to harness them to protect yourself, or to turn the tides on your foes. As a bonus action, you can pull a sphere from the aether and evoke one of the following two effects:

- Increase your Armor Class by 2 for 10 minutes. Beginning at level 2 , you can expend 1 Sorcery Point to increase the bonus to your AC by 1 (maximum +3 total AC bonus).

- When you cast a 1st level or higher spell that does damage, you can empower it. Choose one of the targets damaged by your spell, that target takes an additional 1d4 force damage per level of the spell cast.

You can use this ability a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Blackstorm Field Attunement

Starting at 1st level, you are attuned to the cosmic forces around you. You gain proficiency in the Arcana skill if you don't already have it. Whenever you make an Intelligence check related to the Blackstorm, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply. Beginning at 2nd level, whenever you spend at least 1 Sorcery Point, you must roll on the Blackstorm Field Effects chart, below.

### Ribbon Weaver

Starting at 6th level, you learn to reach out and take hold of the magical ribbons that flow and twist unseen through your immediate surroundings. By twisting, pulling, and even temporarily tying these ribbons, you may perform incredible feats of magic that strengthen or deplete the magical energy around you, your allies, or even your enemies. You can choose to use one of the following once per long rest.

**Ribbon of Surety.** The magic of the Blackstorm bolsters one ally's next attack. As a reaction, when an ally you can see within 60 feet hits a creature with an attack, you can spend 1 Sorcery Point to increase the damage. For every Sorcery Point you spend, the attack does an additional 1d6 force damage.

**Ribbon of Lassitude.** You manipulate the ribbons of the Blackstorm to drain the magical energy of a spell. When you take damage from a spell, as a reaction you reduce that damage by 1d6 per Sorcery Point spent.

**Ribbon of Echoes.** As a reaction when a creature you can see within 60 feet of you casts a spell that targets yourself or a single creature, you can spend 3 sorcery points to twist and contort the ribbons of the Blackstorm to echo the effects of one spell back onto its caster instead of the original target. Use the original caster's Spell Attack modifier or Spell Save DC for any attack or saving throws that need to be made. If the spell has an area of effect, the reflected spell's target is centered on the original caster.

## Blackstorm Manipulator

Beginning at 14th level, when you cast a spell that deals damage you can choose to increase its potency, dealing maximum damage with that spell. Should the spell deal sequential damage, only the initial damage may be maxed. Once you use this ability, you can't use it again until you complete a long rest, unless you spend 8 Sorcery Points. In addition, whenever you roll a natural 20 (without modifiers) on any spell for which you make a spell attack roll against an enemy target, you tap into the font of the Blackstorm and regain 1 spent Sorcery Point.

## Blackstorm Traveler

At 18th level, you gain the ability to fuse your own magical energies with those of the ribbons around you to shorten the distances between spaces on the material plane to cross short and great distances. Once per short rest, you may teleport up to 120 feet away to an unoccupied space that you can see as a bonus action. In addition, you can bring your allies with you - at a cost. For each Sorcery point you spend, one ally you can see within 20 feet of you may move with you to an empty space within 20 feet of your destination. Bending the energies of the Blackstorm also allows you to travel great distances, even crossing from one realm to another, but not between the planes. As an Action, you may travel to any location you are familiar with on any realm. For every Sorcery Point spent, you can bring one ally with you. Once you use this feature you can't use it again until you complete a long rest. You use this ability to travel to locations known as Sanctuaries—pockets of space among the Blackstorm maintained by sorcerers as a space of safety and neutrality. You and your allies can stay in a Sanctuary as long as you choose. However, no combat is allowed within a Sanctuary; any violations will lead to permanent expulsion from that single Sanctuary location.

## Blackstorm Field Effects

**1** You and one random target within 60 feet of you are pulled toward each other as if falling. Each creature must make a Dexterity saving throw. On a failure, you are pulled towards the target. If both you and the target fail, you are pulled towards each other. \_\_\_\_\_

**2** A sphere within your grasp radiates negative magic energy; one random magical effect within 30 feet of you is dispelled. \_\_\_\_\_

**3** A small, temporary tear in reality appears 10 feet in front of you; anything 1-foot in diameter or smaller that is pushed into or held inside the hole is lost forever at the beginning of your next turn. \_\_\_\_\_

**4** You and one other randomly chosen creature within 30 feet who is on solid ground immediately switch positions. This does not provoke an attack of

opportunity.

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**5** For 1d4 minutes you are polymorphed into a Puggon. If you drop to 0 hit points while in this form, you will revert back. See

the polymorph spell for details and restrictions of this form.

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**6** A sphere in your vicinity cracks open, and from it emerges an ethereal weapon that floats near you for 1 minute. Once per round, the weapon attacks any enemy that comes within 15 feet of you. The weapon attack uses your Melee Spell Attack modifier and does 1d8 + your spellcasting ability force damage on a hit. You do not control this weapon, it acts on its own, moving towards and attacking threats within range as it detects them. This effect's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

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**7** The Blackstorm charges you with potent energy. The next spell for which you roll a successful spell attack roll within the next minute deals its maximum damage.

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**8** A random, nonmagical item or weapon within 30 feet of you explodes into fragments and dust. Should the item be carried by another creature, the bearer of the item must make a DC13 Dexterity saving throw or take 1D8 piercing damage. This effect's damage and saving throw DC increase by 1d8 and +2 when you reach 5th level (2d8 and DC15), 11th level (3d8 and DC 17), and 17th level (4d8 and DC 19). The DM can choose at random by counting the number of eligible items and rolling a die to determine which item explodes.

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**9** Your manipulation of a sphere causes a ripple in time. If you aren't already first in Initiative order next round, you will be for that round. Afterward, your Initiative reverts.

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**10** Two ribbons have hidden ties to the one you selected; until the end of your next turn, all objects and creatures within 30 feet of you are weighed down. The movement speed of all creatures are halved and melee weapon attack rolls are at disadvantage within the area.

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**11** 6 pips of starlight born from the inky darkness of the Blackstorm appear and swirl around you for 1 minute. Any creature that looks at you while targeting you for an attack must make a DC13 Constitution saving throw or be blinded until the end of their next turn. Additionally, as a bonus action you can choose to fire one of the starlights at a target within 60 feet of you, using your spell attack modifier. On a hit, a starlight mote does 2d6 fire damage. This effect's damage and saving throw DC increase by 2d6 and +2 when you reach 5th level (4d6 and DC15), 11th level (6d6 and DC 17), and 17th level (8d6 and DC 19).

**12** Your manipulation of reality has caused a freak weather anomaly; you and all creatures within 15 feet of you must make a DC 13 Dexterity save or take 1d8 lightning damage. This effect's damage increases by 1d8 and saving throw DC increases by 2 when you reach 5th level (2d8 and DC 15), 11th level (3d8 and DC 17), and 17th level (4d8 and DC 19).

**13** A blackstorm elemental is summoned from the energies you have stirred; it appears in a random location within 60 feet of you. The elemental attacks the nearest target (including yourself) on Initiative 20. The elemental returns to its original plane of existence immediately after making this attack. The number of elementals that appear increases by 1 when you reach 5th level (2 elementals), again at 11th level (3 elementals), and 17th levels (4 elementals).

**14** The forces of creation rejuvenate you and your allies. Up to 6 creatures you can see within 30 feet of you regain 2d8 + your Charisma modifier hit points.

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**15** You have pulled too hard on a ribbon and caused a twist; time stops for a 10-foot radius around you and resumes one hour later. Anyone entering the area of effect is also subject to the stoppage of time.

**16** The rare sphere you selected was tied psychically to an ally; that ally gains 9 (2d8) temporary hit points and the two of you are able to communicate telepathically for 1 hour, regardless of distance.

**17** The sphere you are working with radiates repulsive energy. Until the end of your next turn, any spell cast with you as the target will reflect back to the caster. Use your spell attack modifier or spell save DC for the reflected spell, if applicable, as per the spell type. This applies to beneficial magic as well.

**18** A ribbon you are holding charges with cosmic energy and lashes out at the nearest enemy. The

target must make a DC 13 Strength saving throw or have its movement reduced to 0 for 1 minute. The creature can repeat this saving throw at the end of each of its turns. This effect's Saving throw DC increases by 2 when you reach 5th level (DC 15), 11th level (DC 17), and 17th level (DC 19).

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**19** You were unable to avoid wrapping a sphere with a ribbon and have caused a ripple in reality; you and every creature within 60 feet of you is granted an extra Action on their next turn.

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**20** Roll twice on this table. Both effects rolled occur as written.

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