

BEHIR SOUL

The innate magic that dwells within you is drawn from the behir. This endowment might be the re-emergence of strength granted to an ancestor or the manifestation of a behir's own power in mortal form.

BEHIR ANCESTRY

At 1st level can speak, read, and write Draconic, you gain darkvision out to a range of 90 feet, you gain resistance to lightning and you gain a climb speed equal to your walking speed.

ELECTRIC SHUFFLE

Additionally at 1st level, as a bonus action after you cast a spell of 1st level or higher that deals lightning damage you may move up to half your speed without provoking attacks of opportunity. A friendly creature of your choice within reach may spend their reaction to gain the same benefit.

RIDE THE LIGHTNING

Beginning at 6th level, when you cast a spell of 1st level or higher that deals lightning damage you may spend 1 sorcery point to teleport to an unoccupied space adjacent to the target or the area affected by the spell. Whether or not you teleport you may also spend 1 sorcery point for each ally within 30 feet to allow them to spend their reaction to teleport in the same manner or spend 3 sorcery points to grant this benefit to each ally within 10 feet.

STORM CENTRE

Beginning at 14th level, as a bonus action you can summon the spirit of your behir ancestor chained in lightning and fury for the next minute.

Each creature of your choice within 10 feet must make a Dexterity saving throw. On a failed save they are grappled and suffer 2d10 lightning damage. Otherwise they take half as much lightning damage.

Creatures grappled in this way remain so until your spirit is dismissed or they move more than 10 feet away from you and do not benefit from lightning resistance or immunity as long as they are grappled. Each grappled creature suffers an additional 2d10 lightning damage at the start of each of their turns.

A creature grappled by this ability can use its action to make a Strength or Dexterity check (its choice) against your spell save DC ending the grapple on a success.

As long as your spirit is summoned at the start of each of your turns you can have one creature within 10 feet of you make a Dexterity saving throw. On a failed save they are grappled and suffer 2d10 lightning damage. Otherwise they take half as much lightning damage.

While you have your spirit summoned you may spend 1 sorcery point to generate one of the following effects as an action

- **Swallow.** Make a spell attack roll against one grappled enemy. If you hit that enemy is restrained. An enemy restrained by this ability suffers 2d10 lightning damage at the start of each of their turns. A creature restrained by this ability can use its action to make a Strength or Dexterity check (its choice) against your spell save DC ending the restrained condition on a success.
- **Stormrider's Boon.** Each creature of your choice within 10 feet gains a 15 foot fly speed as long as your spirit is summoned. This speed increases by 5 feet for each creature grappled or restrained by this ability.
- **Sparkmaster's Enmity.** Each creature in a 20 foot by 5 foot line must make a Dexterity saving throw. Each creature in that line suffers 12d10 lightning damage on a failed save or half as much damage on a successful one. At the end of your turn your spirit is dismissed.

As long as a creature is grappled by the spirit you can use your Electric Shuffle feature as if you had cast a spell of 1st level or higher that deals lightning damage.

For each creature grappled or restrained by your spirit your spells of 1st level or higher that deal lightning damage deal additional damage equal to your Charisma modifier per creature.

Your spirit is dismissed if you are incapacitated or you may dismiss it willingly as part of any other action.

You cannot use this feature again until after you have finished a short or long rest unless you spend 4 sorcery points.

ANCIENT HATRED

At 18th level you gain immunity to lightning damage. You may spend 3 sorcery points to use your Sparkmaster's Enmity whether or not your spirit is summoned and without dismissing your spirit at the end of your turn. Whenever a creature ignores or resists your lightning damage they suffer force damage equal to your Charisma modifier and lose their immunity or resistance to lightning for the next minute. In addition, creatures with the dragon type have disadvantage on saving throws against your spells or abilities granted by your bloodline.