

## DRUID: CIRCLE OF STORMS

Druids of the Circle of Storms live their lives under the open sky – rain or shine. They find bliss in the thundering of storm clouds and the soft touch of snow on the skin. They know that while gales can uproot trees and hurricanes can ravage cities, the storm brings rainwater and breathes new life into the world. Such druids learn to harness the destructive power of the storm to protect themselves and others.

### Circle Spells

Your connection to the sky and storm has increased your ability to manipulate it with magic, granting you access to certain spells, as shown in the Circle of Storms Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### Circle of Storms Spells

Druid Level	
2 <sup>nd</sup>	<i>feather fall, thunderwave</i>
3 <sup>rd</sup>	<i>dust devil*</i> , <i>gust of wind</i>
5 <sup>th</sup>	<i>call lightning, sleet storm</i>
7 <sup>th</sup>	<i>ice storm, storm sphere*</i>
9 <sup>th</sup>	<i>control winds*</i> , <i>maelstrom*</i>

\* Appears in Xanathar's Guide to Everything

### Stormspeaker

When you take this circle at 2<sup>nd</sup> level, you can take a bonus action to expend a use of your Wild Shape feature to begin a storm centered around you. The storm extends around you in a 30-foot radius, 120-foot high cylinder for 10 minutes and moves with you when you move. It ends early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

When you summon the storm, you can choose one of the following effects:

**Blizzard.** The storm chills to the bone, freezing those who move through it. Whenever a creature begins its turn within the storm, you can use your reaction to force it to make a Strength saving throw. On a failed save, the target's speed is reduced by 10 feet until the start of your next turn.

**Dust Devil.** The storm kicks up dust, obscuring those within. Whenever a creature begins its turn within the storm, you can use your reaction to force it to make a Constitution saving throw. On a failed save, the target has disadvantage on their next attack roll.

**Thunderstorm.** The storm sparks erratically with electricity. Whenever a creature begins its turn within the storm, you can use your reaction to force it to make a Dexterity saving throw. The target takes 1d8 lightning damage on a failed saving throw.

### Locus of the Storm

Starting at 6<sup>th</sup> level, your storms roil endlessly. You no longer have to use a reaction to activate the effect of your Stormspeaker feature and can instead do so a number of times equal to your Wisdom modifier each round, no action required.

A creature can only be targeted by your Stormspeaker feature once per round.

### Stormcaller

At 10<sup>th</sup> level, the storm you summon with your Stormspeaker feature has expanded. The radius increases to 60 feet.

Additionally, the effects of your Stormspeaker feature have increased:

**Blizzard.** On a failed saving throw, the creature's speed is reduced to 0 until the start of your next turn.

**Dust Devil.** On a failed saving throw, the creature is blinded until the start of your next turn.

**Thunderstorm.** On a failed saving throw, the creature takes 3d8 lightning damage.

## Galewalker

At 14<sup>th</sup> level, you find the air listens to your call. You gain a flying speed of 30 feet.

Your flying speed is increased to 60 feet while you have a storm summoned with your Stormspeaker feature.