

CIRCLE OF STORMS

Druids who are members of the Circle of Storms are both provokers of and protectors from the mighty power of the storms that rage across the world. They are as transitory as the winds. Experienced members meet high in the clouds to trade news, predictions, and secrets of the storms they have encountered in their travels. Your magic reflects the destructive nature of storms, but also their rejuvenating qualities.

CIRCLE SPELLS

Your mystical connection to the storms of the world infuses you with the ability to cast certain spells. At 2nd level, you learn one of the following cantrips: *Lightning Lure*, *Ray of Frost*, *Gust*, or *Thunderclap*. It is a druid spell for you. You may make another choice from this list of cantrips when you would normally gain a Druid cantrip from gaining a level in this class.

At 3rd, 5th, 7th, and 9th level you gain access to the spell(s) listed for that level 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	Spell(s)
3rd	<i>Warding Wind</i> ; <i>Healing Spirit</i>
5th	<i>Plant Growth</i> ; <i>Call Lightning</i>
7th	<i>Aura of Life</i> ; <i>Storm Sphere</i>
9th	<i>Control Winds</i> ; <i>Maelstrom</i>

THE STORM'S INFLUENCE

Your magic and features are influenced by the power of the storms. Your *Healing Spirit* may take the form of a small rain cloud or your *Aura of Life* may take the form of a cool slow wind that blows around you.

These are only suggestions. Use your imagination to make this magic your own.

STORMCALLER

Got close to that village, but some freak stepped out of the bushes. Next thing I know there's a damn sandstorm raging in the middle of the woods. Needless to say, I ran and won't never go back around there again.

– A Scared Bandit

When you choose this circle at 2nd level, you can call upon the destructive powers of storms. As an action, you can expend one use of your Wild Shape feature to summon a magical storm within 60 feet of you. Each storm affects a 20-foot-radius, 30-foot-high cylinder around the chosen point. When a hostile creature enters or starts its turn in the storm's area of effect, it must make a saving throw or be affected by the storm. You have enough control over your storm that you can cause both friendly creatures within it and yourself to have advantage on saving throws against its effects. All saving throws are made against your Druid spell save DC.

The storm can be dispersed by a strong wind (at least 30 miles per hour) and lasts for 10 minutes, until you dispel it as a bonus action, or until you fall unconscious.

The effect the storm has on an area depends on the type of storm you summon from the options below.

Thunderstorm. When a creature enters this storm for the first time on its turn or starts its turn there, it must make a Constitution saving throw. On a failed save a creature takes 2d6 Thunder damage and is Deafened for one minute. On a successful save, a creature takes half as much damage and isn't Deafened.

After exiting this storm, a creature Deafened by it may repeat the Constitution saving throw at the start of each of its turns. On a success, it is no longer Deafened.

You also may take control of this storm using the *Call Lightning* spell. This allows you to cast the spell in areas that you normally would not have room to do so. When used in this way, the storm does not increase the damage dealt by the *Call Lightning* spell.

Blizzard. When a creature enters this storm for the first time on its turn or starts its turn

there, it must make a Constitution saving throw. On a failed save, the creature takes 2d6 cold damage and its speed is reduced by 10 feet until the start of its next turn. On a successful save, the creature takes half as much damage and its speed is not reduced.

In addition, the area affected by this storm is considered difficult terrain.

Tornado. When a creature enters this storm for the first time on its turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature is pushed 10 feet in a random direction that is determined by the roll of a d8, knocked prone, and takes 2d6 bludgeoning damage. On a successful save, they are still pushed in a random direction, but are not knocked prone and take only half as much damage.

Sandstorm. When a creature enters this storm for the first time on its turn or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature is blinded for 1 minute. If a creature remains in this storm for a number of rounds equal to 1 + its Constitution modifier (minimum of 1), it begins to suffocate. This count is reset if the creature ends its turn outside of this storm.

After exiting this storm, a creature Blinded by it may repeat the Constitution saving throw at the start of each of its turns. On a success, it is no longer Blinded.

In addition, the area affected by this storm is heavily obscured.

The damage caused by your storms increases to 2d8 when you reach 6th level in this class and again to 2d10 when you reach 10th level.

WALKER ON THE WINDS

I swear it was real. There were people in the clouds. I saw them! They just sat there for hours!

– A Tired Adventurer

Starting at 6th level, the winds that carry storms carry you as well. You gain a magical flying speed equal to half of your walking speed while you are in a storm.

At 10th level, you have learned to temper your storm winds to allow yourself to shakily fly at will. You can now fly at a speed equal to

half of your walking speed while you are not in a storm. While in a storm, your flying speed becomes equal to your walking speed as you have learned to harness the winds of the storm to move faster.

At 14th level, you have mastered the use of your storm winds to fly at will. Your flying speed is now equal to your walking speed whether you are in a storm or not.

CLOUD WEAVER

Never forget the day I almost didn't come back. Forecasts weren't looking good, but we decided to set out anyways. Freak storm developed. Waves started coming over the deck and we were struggling to keep the ship from keeling over. Out of the corner of my eye, I see some old woman stood there on the deck calm as can be. Thought she was Death herself. Got lucky. Storm stopped soon after.

– An Old Sailor

At 6th level in this class, you gain the ability to subtly control the weather around you.

If you are in a storm, you can use an action to cause the storm to cease in a 20-foot-radius sphere centered on you. You can end this effect as a bonus action.

If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot-radius sphere centered on you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

You also gain the power to subtly control your own storms created by your Stormcaller feature. You can choose to have friendly creatures and yourself automatically succeed on the saving throws caused by them.

At 18th level in this class, you perfect your ability to weave the clouds. You can cast the *Control Weather* spell without the use of a spell slot and without the use of material components. After doing so, you can not use this ability in this way again until you finish a long rest.

STORM'S HERALD

So, I was walking down the road when suddenly I heard this booming voice

from nowhere saying that a storm was coming. Scared the hell out of me. Sky was clear, so I just hurried along away from whatever it was. Worst storm I've ever seen started not long after. Barely made it a small inn on the road in time. Next time I think I'll listen.

– A Relieved Traveler

Starting at 10th level in this class, your voice heralds the coming of a storm and the winds carry it where you wish.

When you cast the *Call Lightning* spell, you can use your bonus action to call the lightning on each of your turns after the first. This is equivalent to casting a spell as a bonus action.

In addition, when it is windy, you can choose for the sound of your voice to boom five times as loud and for its sound to travel 10 times as far.

MASTER OF STORMS

My regiment had been traveling through the desert for days. We had gotten lost and knew we didn't have long left. On what I assumed to be one of our last nights I saw a mirage of this old man wrapped in dirty cloth. It said something about the "Power of the Storm". Felt a bug touch my arm and went to smack it, but it felt real cold. Just about lost my mind when I realized snow was falling from the sky.

– A Retired Soldier

When you reach 14th level in this class, you gain perfect control over your storms created by your Stormcaller feature. You and friendly creatures within them are immune to all of their effects, the range that you can summon them within increases to 120 feet, and their size expands to a 40-foot radius, 60-foot-high cylinder. They can also no longer be dispersed by natural wind.

Your **Thunderstorm** also now increases the damage caused by the *Call Lightning* spell when used without a clear view of the sky.