

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, but will meet high in the clouds to trade news, predictions, and secrets of the storms they have encountered. Your magic reflects the destructive nature of storms, but also their rejuvenating qualities.

REJUVENATING RAINS

You'll never believe what I saw the other day. There I was hiking through the Sword Mountains when up on a rock I see this thing sitting cross-legged with rain drizzling around it. Skies were clear as day.

– A Tavern Regular

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

While using this feature, a small rain cloud forms above you and drizzles rain upon you. The rain and cloud are magical, such that you and any object you are wearing or carrying remains dry.

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.

At 3rd, 5th, 7th, 9th, and 15th 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> which takes the form of a small rain cloud
5th	<i>Plant Growth</i> ; <i>Call Lightning</i>
7th	<i>Aura of Life</i> which takes on the form of a large rain cloud; <i>Storm Sphere</i>
9th	<i>Control Winds</i> ; <i>Maelstrom</i>

BRINGER OF STORMS

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 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 friendly creatures within it 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. Creatures exposed to your thunderstorm must make a Dexterity saving throw. On a failed save a creature takes 2d6 lightning damage, or half as much on a success. If the affected creature remains in the thunderstorm for another round, it must succeed a Constitution saving throw or be deafened by the following thunder until the end of its next turn. This storm

does not increase the damage dealt by the Call Lightning spell.

Blizzard. Creatures exposed to your blizzard must make a Constitution saving throw. On a failed save, the creature takes 2d6 cold damage and its speed is reduced to 10 feet. On a successful save, the creature takes half as much damage and its speed is not reduced. The creature must repeat the saving throw at the start of each of its turns if it remains in the blizzard's area. In addition, the area affected by this storm is considered difficult terrain.

Tornado. Creatures exposed to your tornado must succeed on a Strength saving throw or be knocked prone and pushed 10 feet in a random direction. On a successful save, they are still pushed, but are not knocked prone.

Sandstorm. Creatures exposed to your sandstorm must make a Constitution saving throw. On a failure, the creature is blinded for 1 minute. Blinded creatures can repeat the saving throw at the start of each of their turns, ending the effect on a success. If a creature remains in the sandstorm for more than 1d4 rounds, it begins to suffocate. 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.

GUIDE OF STORMS

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, you gain the ability to subtly control the weather around you.

If it is storming, you can use an action to cause the storm to cease in a 10-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. You can choose to have friendly creatures automatically succeed on the saving throws caused by them.

At 15th level, you guide the storms fully. You learn the *Control Weather* spell. It does not count against the number of spells you may have prepared.

HERALD OF STORMS

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, 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 three times as loud and for its sound to travel 10 times as far.

MASTER OF STORMS

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

– A Tired Adventurer

When you reach 14th level in this class, you gain perfect control over your storms. The range that you can summon them within increases to 120 feet, their size expands to a 40-foot radius, 60-foot-high cylinder, and friendly

creatures within them are immune to their effects. Your **Thunderstorm** also now increases the damage caused by the *Call Lightning* spell.

In addition, the winds that carry storms now carry you as well. You gain a magical flying speed of 60 feet.

INSPIRATIONS AND THINGS I BLANTANTLY STOLE FROM™

Druid Circle: Circle of Storms:

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LCIs2UghrPVSdpP4cb1](https://www.gmbinder.com/share/-LCIs2UghrPVSdpP4cb1)

Storm Sorcerer: Wizards of the Coast

Druid Circle: Circle of the Land: Wizards of
the Coast