

## Circle of Storms Druid

Druids belonging to the Circle of Storms see the link between natural cataclysms and keeping nature strong. Great storms, floods or earthquakes create times of struggle that ensure the strong survive and the plants and animals of the natural world stay strong enough to resist times of change or unearthly threats. Storm Druids are often wanderers, undertaking long solitary pilgrimages to remote locations to protect the wilderness from supernatural threats or human exploitation. Though they have an affinity with the power of the weather the Circle of Storms revere the power of elements and are often experts in pacifying elementals or healing damage done by extra-planer entities.

### Circle Spells

#### *2nd-level Circle of Storms feature*

You have formed a bond with a storm spirit, a primal being of destruction and natural power. Your link with this spirit grants you access to some spells when you reach certain levels in this class, as shown on 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 Storm Spells

Druid Level	Spells
2nd	Shocking Grasp, Create or Destroy Water
3rd	Gust of Wind, Levitate,
5th	Call Lightning, Sleet Storm, Wind Wall
7th	Control Water, Elemental Spirit
9th	Chain Lightning, Commune with Nature





## Storm Spirit

*Small elemental*

**Armor Class** 13 (natural armor)

**Hit Points** 5 + five times your druid level

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10	14	14	13	15	11

**Damage Immunities** lightning

**Condition Immunities** charmed, frightened, grappled, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands the languages you speak

**Challenge** — **Proficiency Bonus (PB)** equals your bonus

### Actions

**Stormbolt.** *Ranged Weapon Attack:* your spell attack modifier to hit, range 60 ft., one target you can see. *Hit:* 1d6 + PB lightning damage.

**Thunderous Teleportation.** The spirit and each willing creature of your choice within 5 feet of it teleport up to 15 feet to unoccupied spaces you can see. Then each creature within 5 feet of the space that the spirit left must succeed on a Constitution saving throw against your spell save DC or take 1d6 + PB thunder damage. The thunder can be heard from up to 300 feet away.

### Summon Storm Spirit

*2nd-level Circle of Storm feature*

You can summon the storm spirit bound to your soul. As an action, you can expend one use of your Wild Shape feature to summon your storm spirit, rather than assuming a beast form.

The spirit appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the spirit (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take lightning damage.

The spirit is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Storm Spirit stat block, which uses your proficiency bonus (PB) in several places. You determine the spirit's appearance. Some spirits take the form of a humanoid figure made of swirling winds and crackling energy, while others look like hovering spheres of energy.

In combat, the spirit shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command

it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the spirit can take any action of its choice, not just Dodge.

The spirit manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the spirit again, or until you die.

### **Enhanced Bond**

*6th-level Circle of Storms feature*

The bond with your storm spirit enhances your potential to unleash nature's destructive potential. Whenever you cast a spell that deals lightning, thunder or bludgeoning damage while your storm spirit is summoned, roll a d8, and you gain a bonus equal to the number rolled to one damage roll of the spell.

In addition, when you cast a spell with a range other than self, the spell can originate from you or your storm spirit.

Gain

### **Banishing Thunder**

*10th-level Circle of Storms feature*

As an action you attempt to send one conjured creature or elemental that you can see within range to another place of existence by striking it with magical thunder. The target must succeed on a Charisma saving throw or be banished. If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane and the target doesn't return. On a failed saving the throw the target instead takes 3D6 thunder damage.

You can use this effect equal to your proficiency bonus per short or long rest.

### **Storm Rider**

*14th-level Circle of Storms feature*

At 14th level, you gain the ability to soar through the air on gusts of wind, gaining a flying speed equal to your current speed. You can activate this effect as a bonus action on your turn. It lasts until you dismiss it as a bonus action on your turn.

You also gain resistance to lightning and thunder damage.

