

DRUID SUBCLASS: CIRCLE OF STORMS

Druids of the Circle of Storms have communed, through ancient rituals, with the four winds (North, East, South, and West) and with the ancient progenitor of all storms, a magical tempest known as the primal storm. These druids teach that, just like the primal storm, nature is in constant flux, and that this change is a good thing. They anticipate the sudden arrival of a storm or danger at all times, and believe that wisdom involves knowing when to run with the wind and when to run against it.

Storm druids can often be found in tribal societies that live on open plains, on mountains, or along coasts. Some venerate a particular wind, such as the icy North Wind, or a particular storm, such as the monsoon or the tornado. In battle, they buffet and manipulate their foes with wind and lightning. They invoke the power of the primal storm, rising off the earth to blast their enemies with all of the shocking fury of a thunderstorm.

CIRCLE SPELLS

Your bond with the four winds and the primal storm grants you access to certain spells. At 2nd level, you learn the *shocking grasp* cantrip. It is a druid cantrip for you, and can't be replaced when you gain a level in this class. At 3rd, 5th, 7th, and 9th level you gain access to the spells 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	Spells
3rd	<i>gust of wind</i> , <i>jolt of pain</i> (new)
5th	<i>fly</i> , <i>lightning bolt</i>
7th	<i>cyclone</i> (new), <i>storm sphere</i> (XGE)
9th	<i>fingers of lightning</i> (new), <i>soar</i> (new)

CALL THE WIND

Starting at 2nd level, you can use a bonus action on your turn to buffet a target you can see within 60 feet of you with wind. It must succeed on a Strength saving throw against your druid spell save DC or be pushed 5 feet in a direction of your choice. If the target is an unsecured object of size Medium or smaller, it is automatically pushed. If you are not underground or indoors, you push the target twice as far.

STORM ASCENSION

At 2nd level, you gain the ability to embrace the power of the primal storm. As an action, you can expend a use of your Wild Shape feature to imbue your body with storm magic, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When a target fails its saving throw against your **Call the Wind** feature, it takes 1d6 thunder damage. This damage increases to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level.
- Your melee attacks deal 1d6 bonus lightning damage to any target they hit.
- You have a flying speed equal to your walking speed and you can hover, but you can't fly more than 1 foot above the ground using this speed. Water beneath you counts as ground for this limitation.

These benefits last for up to 10 minutes, until you lose these temporary hit points, or until you use your Wild Shape again.

INNER TEMPEST

Starting at 6th level, whenever you cast a spell that deals lightning damage or thunder damage while your **Storm Ascension** feature is active, you roll a d6, and you gain a bonus to one damage roll of the spell equal to the number rolled.

In addition, you have resistance to lightning damage while your **Storm Ascension** feature is active.

HERALD THE FOUR WINDS

At 10th level, your bond with the four winds enables you to call upon them at a moment's notice. While your **Storm Ascension** feature is active, you can cast the *gust of wind* spell without expending a spell slot. You can do so as part of the action used to activate the feature. The spell ends immediately if the feature ends.

UPDRAFT

Starting at 14th level, while your **Storm Ascension** feature is active, you can fly up to 20 feet above the ground, instead of only 1 foot. At 18th level, this increases to 60 feet, and your flying speed granted by the feature is also doubled.