



CIRCLE OF THE STORM

NEW DRUID CIRCLE

Channeling their inner connection to the earth in order to control powerful spells and magic abilities, druids are the wardens of the natural world. Valuing the needs of all living things against their own, these primal mages are likely to feel out of place when joining the rest of civilization. However, when the balance of the natural world is at stake, nothing can quell a druid's determination and ferocity, rushing to thwart the efforts of evil and the unnatural—especially aberrations and undead.

CIRCLE OF THE STORM

Druids of the Circle of the Storm revel in the roar of an unbridled thunderstorm, either finding kinship in its chaos or in the stillness found between them. These circle members tend to meet in open fields or on tower rooftops during storms, rather than in the quiet forest glens of other druidic circles. They feel the push and pull of positive and negative forces within nature, using it to transform into streaking bolts of devastating lightning.

LIGHTNING LEAP

When you choose this circle at 2nd level, you gain the ability to harness the natural power of storms. As an action, you

can expend a use of your Wild Shape feature to transform into a streaking bolt of lightning, which surges forward in a line that's 5 feet wide and up to 15 feet long. You choose the direction of the line. You return to your normal form in the nearest unoccupied space at the end of the line.

The length of the lightning changes as you gain levels in this class, becoming up to 30 feet long at 6th level, 60 feet at 10th level, and 90 feet at 14th level. Each creature within the line of lightning must make a Dexterity saving throw against your druid spell DC. A creature takes lightning damage equal to $2d10 +$ your druid level on a failed saving throw, and half as much damage on a successful one.

When you return to your normal form, you gain a number of temporary hit points equal to your druid level plus your Wisdom modifier. These temporary hit points remain for 10 minutes.

IMPROVED SHOCKING GRASP

Starting at 2nd level, you also learn the *shocking grasp* cantrip, which has a range of 30 feet for you, rather than touch, as powerful arcs of electricity shoot from your fingers when you cast the spell.

PERFECT STORM

By 6th level, when you use your Lightning Leap feature, you can stop the line short and continue in a different direction for up to the remaining length of the line before transforming back into your normal form. You can change directions in this way once per use of your Lightning Leap, but can do so twice per use starting at 10th level, and three times at 14th level. Even if you pass through a target multiple times with your Lightning Leap in this way, it can't take damage from it more than once on a turn.

In addition, you always have the *call lightning*, *lightning bolt*, and *sleet storm* spells prepared, which don't count against the number of spells you can prepare each day.

LIGHTNING BODY

By 10th level, you have resistance to lightning damage. In addition, you gain the following benefits if you have any temporary hit points as a result of your Lightning Leap feature:

- The range of your *shocking grasp* cantrip is 60 feet, instead of 30.
- When you're hit by a melee attack, the attacker takes lightning damage equal to half your druid level.

LIVING TEMPEST

At 14th level, you are an embodiment of the storm. You have resistance to thunder damage and can't be deafened. Further, you can't be moved against your will by wind or water, and your *shocking grasp* cantrip always has a range of 60 feet even if you don't have any temporary hit points. In addition, magical and nonmagical fog doesn't impede your vision, and if you're in a rainstorm, you can choose where the rain lands within a 30-foot radius of you.

If you later reach 20th level in this class and can use your Wild Shape an unlimited number of times, your Lightning Leap feature can still fatigue you when used to excess. When you use your Lightning Leap for a third time or more within 1

minute, the line of lightning's damage and range are halved, you don't gain temporary hit points from using it, and when you return to your normal form, you're incapacitated until the end of your next turn as a wave of lethargy sweeps over you.