

DRUID

CIRCLE OF ELEMENTS

The Circle of Elements allows druids to deeply tap the purest primal powers, unleashing devastating elemental powers that reshape the battlefield. These druids follow ancient practices drawing on the oldest and most primal forms of power, feeling a deep connection to the untamed raw forms of these powers.

VOKE ELEMENT

When you choose this circle at 2nd level, you gain an alternate use for Wild Shape. As a bonus action, you can expend a use of your Wild Shape to invoke primal powers to manifest elemental forces at a point within 60 feet. When you invoke this power, select an element to invoke, which has a different effect.

- **Air: Coalesced Lightning.** When you manifest the power, and as a bonus action on subsequent turns, you can force one creature within 30 feet of the point to make a Dexterity saving throw, or be struck by an arc of lightning, taking 1d6 + your Wisdom modifier damage.
- **Earth: Stone Pillar.** When you manifest the power, a stone eruption fills an unoccupied space within 5 feet of the point, rising up to 10 feet and blocking the space. It has an AC of 16 and hit points equal to your Wisdom modifier + your druid level. The pillar is three quarters cover for creatures behind it. It becomes difficult terrain when destroyed.
- **Fire: Wildfire.** The area within 5 feet of the point is filled with flames. Creatures that start their turn in the area take 1d6 fire damage.
- **Water: Icy Blizzard.** The area within 5 feet of the point is filled with an icy storm of sleet, becoming difficult terrain.

You can move an elemental manifestation up to 20 feet on subsequent turns as a bonus action. If you move a stone pillar, the pillar is destroyed and you can create a new pillar.

Instead of moving a Wildfire or Icy Blizzard, you can expand their radius by 5 feet as a bonus action, up to a number of times equal to your proficiency bonus. Their radius is reset to the base size if you move them. You are unaffected by the effects of your own elemental manifestations (though cannot move through stone pillars you create unless otherwise able to).

The manifested elemental lasts for 1 minute, ending early if you dismiss it (no action required), are incapacitated, die, or use this feature again.

ELEMENTAL SPELLS

Additionally at 2nd level, your mystical connection to the primal powers allows you to learn additional elemental spells. When you pick a druid spell, you can additionally select from the Circle of Elements Expanded Spells listed at the end of this subclass. The number of spells you can prepare increases by 1 when you gain this feature, and again at 3rd, 5th, 7th, and 9th levels.

PRIMAL SCULPTING

Starting at 6th level, when you deal bludgeoning, cold, fire, or lightning damage with Invoke Elements or a druid spell, you can choose a number of creatures equal to your proficiency bonus that you can see to exclude from the effect.

The chosen creatures automatically pass their saving throw (if applicable) against the effect, and take no damage from the effect.

PARAELEMENTAL MANIFESTATIONS

Starting at 10th level, when you invoke an element, you can expend 2 uses of Wild Shape to invoke two elements at once in the same area.

	Air	Earth	Fire	Water
Air	—	Dust	Smoke	Fog
Earth	Dust	—	Magma	Mud
Fire	Smoke	Magma	—	Steam
Water	Fog	Mud	Steam	—

- **Dust: Dust Cloud.** The area within 10 feet of the point becomes heavily obscured. Creatures attempting to speak in the area must make a Constitution saving throw against your spell save DC, or be muted until the start of their next turn or they exit the dust cloud. You can expand or move this Dust Cloud with your Invoke Elements feature.
- **Fog, Smoke, or Steam: Obscuring Cloud.** The area has the effect of both contributing powers in addition the area covered by Wildfire or Icy Blizzard also becomes heavily obscured.



- **Magma: Magma Pillar.** Has the effect of Stone Pillar, but additionally creatures that start their turn within 5 feet of the stone pillar take 1d6 fire damage and creatures that hit the magma pillar with a melee attack take 2d6 fire damage.
- **Mud: Mud Mire.** The area within 5 feet of the point is filled with thick icy mud, creating difficult terrain. The difficult terrain generated on the ground requires an additional foot of movement for each foot of movement through it. You can expand or move this Mud Mire with your Invoke Elements feature.

EMPOWERED MANIFESTATIONS

Additionally at 10th level, the damage of the Coalesced Lightning, Wildfire, and Magma Pillar all increase by 1d6.

ELEMENTAL ADAPTATION

Starting at 14th level, when you complete a short or long rest, you can gain resistance to one damage type from the following list until your next short or long rest.: cold, fire, or lightning.

When you have resistance to cold damage you can see through the obscurement of steam or fog. When you have resistance to fire damage from this feature, you can see through the obscurement of steam or smoke. When you have resistance to lightning damage you can see through the obscurement of dust, smoke, or steam.

CIRCLE OF ELEMENTS EXPANDED SPELLS

The following spells are additionally considered Druid spells for you when you gain take this subclass:

CANTRIPS

- Fire Bolt
- Ray of Frost
- Shocking Grasp

1ST LEVEL

- Burning Hands
- Entomb^K

2ND LEVEL

- Cold Snap^K
- Scorching Ray

3RD LEVEL

- Fireball
- Flash Freeze^K
- Electrocute^K
- Lightning Bolt

4TH LEVEL

- Ice Spike^K
- Jumping Jolt^K
- Suffocate^K

5TH LEVEL

- Pressure Cutter^K

6TH LEVEL

- Chain Lightning

7TH

- Delayed Blast Fireball

8TH

9TH

- Meteor Swarm

CHANGELOG 0.9

- Cleaned up the Expanded List to not contain redundant spells that Druid already from my content.
- Removed all non SRD spells to convert to CC license.
- Paraemental Powers clarified and revamped. They mostly do the same thing, but now more coherently. Dust has a new effect as previously it didn't really make sense. Now they are treated as their own powers and just describe what they do.
- Damage of Wild Fire (and now Magma Pillar) increased to 1d6/2d6 (from 1d4/2d4).

CREDITS

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5E SRD CONTENT

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