

CIRCLE OF ELEMENTS DRUID V0.8

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 power to the raw forms of these powers.

INVOKE ELEMENT

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

- **Air: Coalesced Lighting.** 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 ark 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: Fiery Blaze.** The area within 5 feet of the point is filled with flames. Creatures that start their turn in the area take 1d4 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 Fiery Blaze 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 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 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.

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. The effect has a radius of 5 feet, or the biggest radius of the effects that makes it up if larger than 5 feet, and gains the effects of both manifestations, plus an additional effect based on the combination:

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

- **Dust, Fog, Smoke, or Steam.** The area becomes heavily obscured.
- **Mud.** Difficult terrain generated on the ground requires an additional 5 feet for movement to move through.
- **Magma.** Melee weapon attacks that hit stone pillars deal 1d12 fire damage to the attacker.



EMPOWERED MANIFESTIONS

Additionally at 10th level, the damage of the Coalesced Lightning manifestation increases to 2d8 + your Wisdom modifier and the damage of your Fiery Blaze manifestation increases to 2d4.

ELEMENTAL ADAPTATION

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

When you have resistance to cold damage you can see through the obscurement of fog (such as that created by Paraelemental Manifestations or the spell *fog cloud*). 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

CANTRIPS

- Create Bonfire^{XGE}
- Firebolt
- Frostbite^{XGE}
- Ray of Frost
- Shocking Grasp
- Produce Flame
- Magic Stone^{XGE}

1ST LEVEL

- Arctic Breath^K
- Aganazzar's Scorchers^{XGE}
- Burning Hands
- Create Pit^K
- Crashing Wave^K
- Entomb^K
- Earth Tremor^{XGE}
- Gale Bolt^K
- Ice Knife^{XGE}
- Lightning Tendril^K
- Stone Fist^K
- Water Blast^K

2ND LEVEL

- Cold Snap^K
- Crackle^K
- Dancing Wave^K
- Dust Cyclone^K
- Earth Ripple^K
- Flaming Sphere
- Hurricane Slash^K
- Lightning Charged^K
- Become Fire^K
- Become Stone^K
- Become Water^K
- Become Wind^K
- Crackle^K
- Scorching Ray

3RD LEVEL

- Call Lightning^K
- Electrocute^K

- Erupting Earth
- Fireball
- Fire Cyclone^K
- Flash Freeze^K
- Lightning Bolt
- Tidal Wave
- Quicksand^K
- Vortex Blast^K

4TH LEVEL

- Aero Barrage^K
- Geyser^K
- Fire Shield
- Jumping Jolt^K
- Ice Spike^K
- Ice Storm
- Orbital Stones^K
- Stone Coffin^K
- Suffocate^K
- Wall of Fire

5TH LEVEL

- Cone of Cold
- Fissure^K
- Immolation^{XGE}
- Sky Burst^K
- Tornado^K
- Pressure Cutter^K
- Watery Sphere^{XGE}

This list draws heavily from [Kibble's Generic Elemental](#) spells, indicated here as spells marked with a ^K. You can play without using those spells, but will have a considerably more limited selection of spells.

CREDITS

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