



"Storm Druid Sylph" by Christopher Ginn @ www.TheDungeonGeek.net
 Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

STORM DRUID

Medium humanoid (Air Genasi), any alignment

Armor Class 15 (leather armor)

Hit Points 65 (10d8 + 20)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	11 (+0)

Saving Throws Dex +7, Wis +7

Skills Arcana +4, Nature +4, Perception +7

Damage Resistances lightning, thunder

Senses passive Perception 17

Languages Auran, Common

Challenge 7 (2,900 XP)

Elemental Legacy (Air Genasi). The Storm Druid can cast the levitate spell once with this trait, requiring no material components, and regain the ability to do so when it finishes a long rest.

Spellcasting. The Storm Druid is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following Druid spells prepared:

Cantrips (at will): *druidcraft, gust, shillelagh*
 1st level (4 slots): *entangle, fog cloud, thunderwave*
 2nd level (3 slots): *gust of wind, heat metal*
 3rd level (3 slots): *call lightning, sleet storm*
 4th level (3 slots): *control water, ice storm*
 5th level (2 slots): *control winds*

ACTIONS

Multiattack. The Storm druid makes two attacks with its Sickle.

Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8+4) slashing damage plus 4 (1d8) lightning damage.

Lightning Strike (Recharge 5-6). The Storm Druid calls down a bolt of lightning to strike a point it can see within 60 feet of it. Each creature within 5 feet of that point must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Wind Shield. As a bonus action, the Storm Druid can impose disadvantage on the next melee or ranged attack roll made against it.

REACTIONS

Storm's Fury. When the Storm Druid takes damage, it can cause its attacker to make a DC 15 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one.



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